

- CricketDemo/src/Main.java - Spring Tool Suite 4

Project Run Window Help



Main.java ×

```
1 import java.util.HashMap;
2 import java.util.Map;
3 import java.util.Scanner;
4 import java.util.TreeMap;
5
6 class Main {
7
8     public static void main(String[] args) {
9 //-----Hard Coded Values-----
10
11 //           int noOfPlayers = 3;
12 //           Map<Integer,Player> playerMap = new HashMap<>();
13 //           playerMap.put(1,new Player("Ronaldo",3,40.6));
14 //           playerMap.put(2,new Player("Nani",5,44.7));
15 //           playerMap.put(3,new Player("Benzema",7,55.7));
16
17 //-----Hard Coded Values-----
18 /*---- input:
19      3
20      Ronaldo 3 40.6
21      Nani 3 40.6
22      Benzema 3 40.6
23
24      output:
25      {Benzema=3, Nani=3, Ronaldo=3}
26 ----*/
27     Scanner scan = new Scanner(System.in);
28     int noOfPlayers = scan.nextInt();
29     Map<Integer,Player> playerMap = new HashMap<>();
30     for(int i=1;i<=noOfPlayers;i++)
31     {
32         Player player = new Player(scan.next(),scan.nextInt(),scan.nextDouble());
33         playerMap.put(i, player);
34     }
35 }
```

Console ×

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n.java ×

```
Map<Integer, Player> playerMap = new HashMap<>(),
playerMap.put(1, new Player("Ronaldo", 3, 40.6));
playerMap.put(2, new Player("Nani", 5, 44.7));
playerMap.put(3, new Player("Benzema", 7, 55.7));

-----Hard Coded Values-----
/*--- input:
3
Ronaldo 3 40.6
Nani 3 40.6
Benzema 3 40.6

output:
{Benzema=3, Nani=3, Ronaldo=3}
---*/
Scanner scan = new Scanner(System.in);
int noOfPlayers = scan.nextInt();
Map<Integer, Player> playerMap = new HashMap<>();
for(int i=1;i<=noOfPlayers;i++)
{
    Player player = new Player(scan.nextInt(), scan.nextInt(), scan.nextDouble());
    playerMap.put(i, player);
}
scan.close();
Map<Player, Integer> treeMapOfPlayers = Main.getMapOfSelectedPlayers(playerMap);
System.out.println(treeMapOfPlayers);
}

public static TreeMap<Player, Integer> getMapOfSelectedPlayers(Map<Integer, Player> playerMap)
{
    return Player.getMapOfSelectedPlayers(playerMap);
}
```

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CricketDemo/src/Player.java - Spring Tool Suite 4

Project Run Window Help

Main.java Player.java X

```
1 import java.util.Map;
2 import java.util.TreeMap;
3
4 public class Player implements Comparable<Player>{
5
6     private String playerName;
7     private Integer noOfGoals;
8     private Double avarage;
9
10    public Player(String playerName, Integer noOfGoals, Double avarage) {
11        super();
12        this.playerName = playerName;
13        this.noOfGoals = noOfGoals;
14        this.avarage = avarage;
15    }
16
17    public String getPlayerName() {
18        return playerName;
19    }
20
21    public void setPlayerName(String playerName) {
22        this.playerName = playerName;
23    }
24
25    public Integer getNoOfGoals() {
26        return noOfGoals;
27    }
28
29    public void setNoOfGoals(Integer noOfGoals) {
30        this.noOfGoals = noOfGoals;
31    }
32}
```

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```
Run Window Help
File Edit View Insert Tools Options Plugins
in.java Player.java ×

public Double getAvarage() {
    return avarage;
}

public void setAvarage(Double avarage) {
    this.avarage = avarage;
}

@Override
public int compareTo(Player p)
{
    if(this.getNoOfGoals()==p.getNoOfGoals())
    {

        if(this.getAvarage()

Console ×  
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File Window Help



Player.java ×

```
1     if(this.getAvarage()<p.getAvarage())
2     {
3         return 1;
4     }
5     return -1;
6 }
7
8     @Override
9     public String toString() {
10         return this.playerName + "";
11     }
12
13     public static TreeMap<Player, Integer> getMapOfSelectedPlayers(Map<Integer, Player>playerMap) {
14         //Write your logic as per the instructions
15         TreeMap<Player, Integer> treeMapOfPlayers = new TreeMap<>();
16         for(Player p : playerMap.values())
17         {
18             treeMapOfPlayers.put(p,p.getGoals());
19         }
20         return treeMapOfPlayers;
21     }
22
23 }
24 }
```

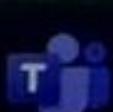
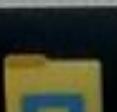
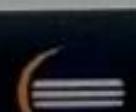
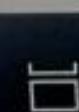
Console ×

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```
15 // playerMap.put(3,new Player("Benzema",7,55.7));
16
17 //-----Hard Coded Values-----
18
19 Scanner scan = new Scanner(System.in);
20 int noOfPlayers = scan.nextInt();
21 Map<Integer,Player> playerMap = new HashMap<>();
22 for(int i=1;i<=noOfPlayers;i++)
23 {
24     Player player = new Player(scan.next(),scan.nextInt(),scan.nextDouble());
25     playerMap.put(i, player);
26 }
27 scan.close();
28
```

Console ×

<terminated> Main (1) [Java Application] C:\Users\pavithra.d07\Downloads\sts-4.14.0.RELEASE\plugi

3

Ronaldo 3 40.6

Nani 5 44.7

Benzema 7 55.7

{Benzema=7, Nani=5, Ronaldo=3}

|

```
20     int noOfPlayers = scan.nextInt();
21     Map<Integer,Player> playerMap = new HashMap<>();
22     for(int i=1;i<=noOfPlayers;i++)
23     {
24         Player player = new Player(scan.next(),scan.
25         playerMap.put(i, player);
26     }
27     scan.close();
28 }
```

Console ×

<terminated> Main (1) [Java Application] C:\Users\pavithra.d07\Downloads\sts-4.14

```
3
Ronaldo 3 46.6
Nani 3 44.7
Benzema 7 55.7
{Benzema=7, Ronaldo=3, Nani=3}
```

re to search



```
20     int noOfPlayers = scan.nextInt();
21     Map<Integer,Player> playerMap = new HashMap<>();
22     for(int i=1;i<=noOfPlayers;i++)
23     {
24         Player player = new Player(scan.next(),scan.nextInt(),scan.nextDouble());
25         playerMap.put(i, player);
26     }
27     scan.close();
28 }
```

Console ×

<terminated> Main (1) [Java Application] C:\Users\pavithra.d07\Downloads\sts-4.14.0.RELEASE\plugins\org.eclipse.jdt.core\src\Main.java

```
3
Ronaldo 3 40.6
Nani 3 40.6
Benzema 3 40.6
{Benzema=3, Nani=3, Ronaldo=3}
```



EASE - Encryption/src/EncryptNumbers.java - Spring Tool Suite 4

File Project Run Window Help



EncryptNumbers.java ×

```
1 import java.util.ArrayList;
2 import java.util.List;
3 import java.util.Scanner;
4
5 public class EncryptNumbers {
6     public static void main(String[] args)
7     {
8         Scanner sc= new Scanner(System.in);
9         int size = sc.nextInt();
10        int[] arr = new int[size];
11        for(int i=0;i<size;i++)
12        {
13            arr[i] = sc.nextInt();
14        }
15        sc.close();
16        List<String> sortedEncryptedList = new ArrayList<>();
17        for(int i:arr)
18        {
19            if((i>=65 && i<=90) || (i>=97 && i<=122))
20            {
21                sortedEncryptedList.add(String.valueOf((char)i));
22            }
23            else
24            {
25                sortedEncryptedList.add(String.valueOf(-1));
26            }
27        }
28        System.out.println(sortedEncryptedList);
29    }
30 }
31
```

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Console ×

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```
21      ` sortedEncryptedList.add(String.valueOf((char)i));
22  }
23  else
24  {
25      sortedEncryptedList.add(String.valueOf(-1));
26  }
27 }
```

Console ×

<terminated> EncryptNumbers [Java Application] C:\Users\pavithra.d07\Downloads\sts-4.14.0

64

36

78

66

900

2

[-1, y, -1, Z, -1, -1, N, B, -1, -1]

```
22         sortedEncryptedList.add(String.valueOf((char)i))
23     }
24     else
25     {
26         sortedEncryptedList.add(String.valueOf(-1))
27     }
28 }
```

Console ×

<terminated> EncryptNumbers [Java Application] C:\Users\pavithra.d07\Downloads\

```
4
27
4
120
65
[-1, -1, x, A]
```

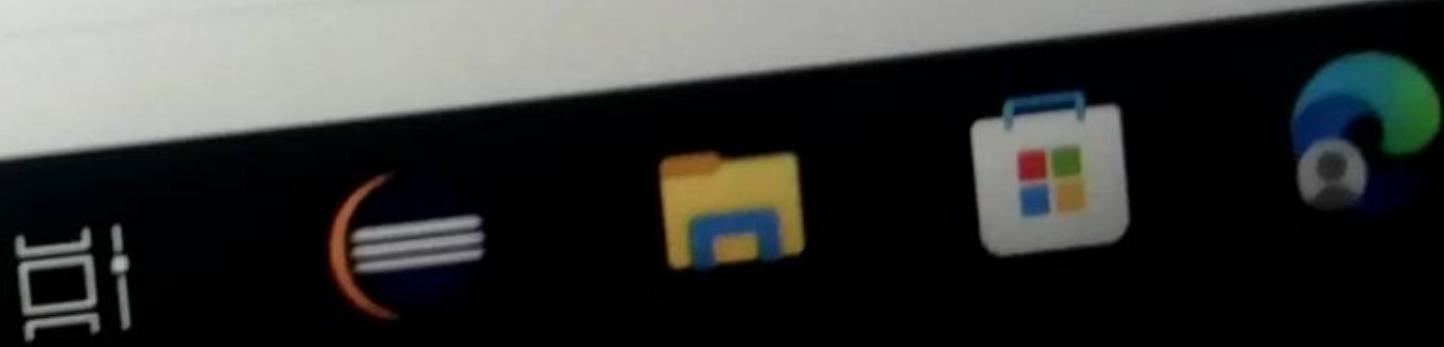
search



```
22      }
23      else
24      {
25          sortedEncryptedList.add(String.valueOf(
26      }
27      }

Console <terminated> EncryptNumbers [Java Application] C:\Users\pavithra.d07\Do
5
1
4
9
16
27
[-1, -1, -1, -1, -1]
```

Type here to search



```
26      }
-->
<
```

Console ×

<terminated> EncryptNumbers [Java Application] C:\Users\pavithra.d07\D

```
5
66      I
67
68
119
70
|[B, C, D, w, F]
```

```
<
```

