

Player.java

```
1 //2016.Final
2
3 public class Player {
4     private String name;
5     private int proficiency;
6     private int desiredProficiency;
7
8     public Player(String n, int p, int dp) {
9         name = n;
10        proficiency = p;
11        desiredProficiency = dp;
12    }
13
14    public String getName() {
15        return name;
16    }
17
18    public int getProficiency() {
19        return proficiency;
20    }
21
22    public int getDesiredProficiency() {
23        return desiredProficiency;
24    }
25
26    public String toString() {
27        return name+"'s proficiency is " + proficiency + ". Seeks partner with proficiency >= "
28        + desiredProficiency;
29    }
30 }
```