

Introduction

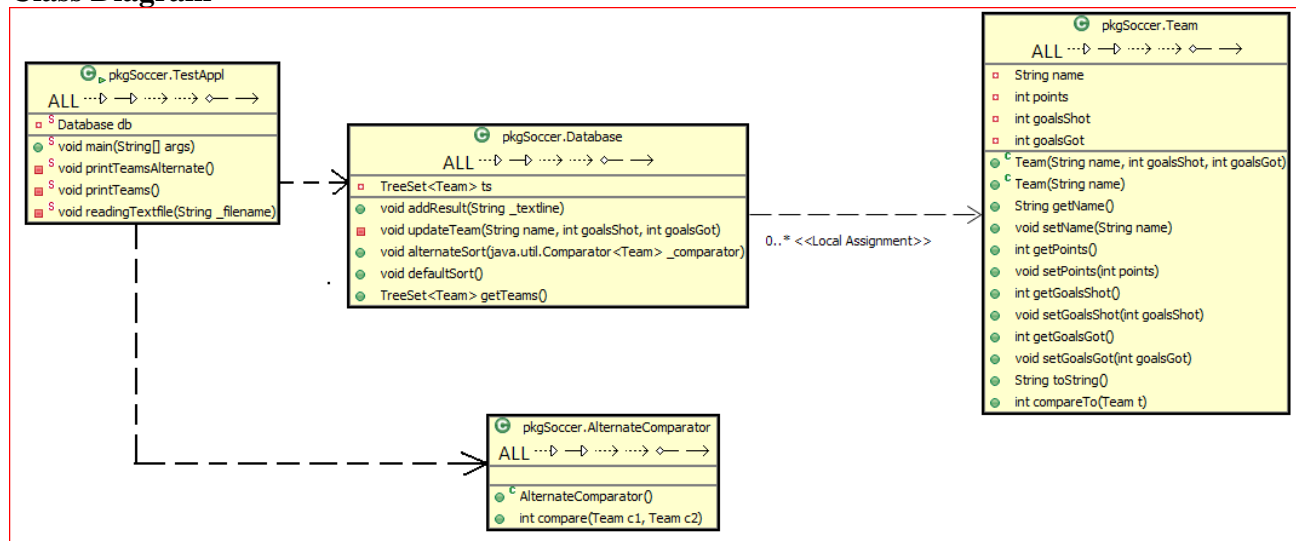
Implement an application, which reads soccer results from a text file and stores the information in a collection.

The outcome is shown below

Hints

- for reading a text file use given class „ReaderTextFile“
- which is given as a jar-file
- documentation can be seen in the folder “javadoc”
- use `instance_of_string.split(...)` for splitting a string into parts

Class Diagram



Outcome:

call without parameters:

```
$> java TestAppl
```

syntax: TestAppl filename

call with non existent file:

```
$> java TestAppl xy.txt
```

TestAppl: [java.io.FileNotFoundException](#): xy.txt (no such file or directory)

call with valid file name

```
$> java TestAppl result.txt
```

```

----- order by name -----
Team [name=Austria, points=0, goalsShot=3, goalsGot=6]
Team [name=Germany, points=4, goalsShot=5, goalsGot=4]
Team [name=Spain, points=7, goalsShot=7, goalsGot=4]
Team [name=Sweden, points=0, goalsShot=1, goalsGot=2]
----- order by points -----
1. Team [name=Spain, points=7, goalsShot=7, goalsGot=4]
2. Team [name=Germany, points=4, goalsShot=5, goalsGot=4]
3. Team [name=Austria, points=0, goalsShot=3, goalsGot=6]
4. Team [name=Sweden, points=0, goalsShot=1, goalsGot=2]
  
```