Create a POJO class and name it Tennis. Use the Gymnastic class as an example, type your own code and take notes. Typing the code versus copy/paste can help retention.

TODOs:

1. In the Sports interface, declare a method signature with a return type of void name it addPlayers. Include a String [ ] playerList as the parameter.

(Go to the Gymnastic class and simply hover over the class name and add the unimplemented method. It is not necessary to provide implementation here.)

1. Create a new class name Tennis, implement the Sports interface and add unimplemented methods.
2. Declare a String ArrayList name it playerNameList
3. Declare a constructor for the Tennis class. The constructor is an empty parameter constructor that initializes the playerNameList (hint: review the MyArrayToList constructor)
4. .In the Tennis class, add implementation for the addPlayer(String[ ] playerList) method.
   1. Iterate through playerList.
   2. For each iteration add a player to the playerNameList (hint: Review the conversion method in the MyArrayToList class)
   3. While in loop, display each player added to the list.
5. In the AppRunner class, declare and initialize a simple String [ ] array name

tennisPlayers and add 4 of your favorite tennis player’s names..

7. In AppRunner, create a Tennis object.

8. Use your newly created object to invoke the addPlayers method and pass in the

tennisPlayers list.

Output should look something like this:

Player: Smith

Player: Johnson

Player: Ellis

Player: Lewis