

SPORTS CHAMPIONSHIP SIMULATOR

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FUNCTIONALITY

- Simulates Leagues, Sports in which champion is crowned based on their total tally of points and Cup formatted tournaments.
- Reads data from given input files containing names of athletes/teams and an integer which represents their estimated strength:

```
Lewis Hamilton 970  
Max Verstappen 955  
Charles Leclerc 654  
Oscar Piastri 68  
Valtteri Bottas 22  
Esteban Ocon 58  
Lando Norris 88  
Carlos Sainz Jr. 601  
Fernando Alonso 77
```

FUNCTIONALITY

```
Enter type of competition:
F1
1. Lewis Hamilton 369
2. Max Verstappen 343
3. George Russell 284
4. Sergio Perez 229
5. Charles Leclerc 218
6. Carlos Sainz Jr. 213
7. Lando Norris 92
8. Fernando Alonso 63
9. Oscar Piastri 41
10. Lance Stroll 25
11. Pierre Gasly 24
12. Esteban Ocon 8
13. Nico Hulkenberg 5
14. Yuki Tsunoda 4
15. Kevin Magnussen 1
16. Valtteri Bottas 0
17. Alexander Albon 0
18. Nyck de Vries 0
19. Guanyu Zhou 0
20. Logan Sergeant 0
```

```
Enter type of competition:
Football
1. Manchester City 83
2. Arsenal 77
3. Manchester United 76
4. Newcastle United 74
5. Liverpool 69
6. Chelsea 68
7. Tottenham Hotspur 68
8. Brighton & Hove Albion 64
9. Brentford 60
10. Leicester City 58
11. Fulham 55
12. Aston Villa 52
13. Bournemouth 48
14. Crystal Palace 47
15. Leeds United 46
16. West Ham United 37
17. Everton 34
18. Southampton 31
19. Nottingham Forest 26
20. Wolverhampton Wanderers 20
```

```
Enter type of competition:
Cup
1ST: Argentina
2ND: Spain
Eliminated 1/2: England
Eliminated 1/2: France
Eliminated 1/4: Belgium
Eliminated 1/4: Portugal
Eliminated 1/4: Netherlands
Eliminated 1/4: Germany
Eliminated 1/8: Brazil
Eliminated 1/8: Mexico
Eliminated 1/8: Denmark
Eliminated 1/8: Ecuador
Eliminated 1/8: Iran
Eliminated 1/8: Poland
Eliminated 1/8: Cameroon
Eliminated 1/8: Ghana
Eliminated 1/16: Qatar
Eliminated 1/16: USA
Eliminated 1/16: Croatia
Eliminated 1/16: Switzerland
Eliminated 1/16: Uruguay
Eliminated 1/16: Australia
Eliminated 1/16: Japan
Eliminated 1/16: Morocco
Eliminated 1/16: Korea Republic
Eliminated 1/16: Senegal
Eliminated 1/16: Wales
Eliminated 1/16: Saudi Arabia
Eliminated 1/16: Tunisia
Eliminated 1/16: Costa Rica
Eliminated 1/16: Canada
Eliminated 1/16: Serbia
```

HOW IT WORKS

```
public interface Battle {  
    void showTeam(Team one);  
    void prepare();  
    int winner(boolean preference, int ovrFirst, int ovrSecond);  
    void wholeLeague();  
    void wholeSeason();  
    void roadToGlory();  
    void prepareResults();  
    void simulate();  
    void readResults();  
}
```

WHAT I LEARNED



```
this.sport.equals(anObject: "F1")
```

```
package pl.poznan.put.content;  
  
import java.util.Vector;  
import java.util.Random;  
import java.util.Collections;
```

AVERAGE TIME OF GETTING A CORRECT ANSWER TO MY QUESTION

Source:	Time (s)	Corectness (%)
Java Documentation	278	100
Stack Overflow	54	76
Manual web scraping	89	54
ChatGPC	27	100

PROBLEMS I HAD

```
this.sport.equals(anObject: "F1"):
```

You have to use equals() method while comparing strings instead of (str1 == str2)

WHAT COULD BE IMPROVED

- Add more interfaces
- Add group stages to the World Cup
- Use less imports and more packages
- My abilities and attitude towards foreign conventions (when I'm forced to follow these my coding power decreases by about 65%).