

Sports Academy(---RETIRED---)

Grade settings: Maximum grade: 100

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Based on: [Sports Academy\(---RETIRED---\)](#)

Run: Yes **Evaluate:** Yes

Automatic grade: Yes

Varma Sports Academy is a popular sports training academy around Gurgaon. They wanted to find and count the Player Ids based on the type of games the players are associated with. The chief coach of the academy intimates a software developer to help in their process. You, being the software developer, develop a Java program based on the requirement.

Component Specification: PlayerInfo Class

Type (Class)	Attributes	Methods
PlayerInfo	private Map<String, String> playerMap	Getter and setter methods for the attribute are included in the code skeleton.

Note: Here the **playerMap**, holds the Key as playerId and Value as sportsType.

Requirement 1: Find the count of player Ids based on the given sportsType.

Type (Class)	Methods	Responsibilities
PlayerInfo	Public int findTotalCountOfPlayerIdsBasedOnSportsType (String sportsType)	This method accepts sportsType as an argument. If the sportsType matches the sportsType present in the Map, it must count the number of player Ids on the given type and return the same. Else return -1. Condition: sportsType is case-insensitive

Requirement 2: Filter the player Ids based on the sportsType.

Type (Class)	Methods	Responsibilities
PlayerInfo	public List<String> findPlayerIdBySportsType (String sportsType)	This method filters the sportsType and returns the list of player Ids that have the same sportsType. Condition: sportsType is case-insensitive

You are provided with the main method as code template and it is excluded from evaluation.

Note:

- In the Sample Input / Output provided, the highlighted text in bold corresponds to the input given by the user, and the rest of the text represents the output.
- Ensure to follow the object-oriented specifications provided in the question description.
- Ensure to provide the names for the classes, attributes, and methods as specified in the question description.
- Adhere to the code template, if provided.

Sample Input/Output 1:

Enter number of records to be added

3

Enter the details (Player Id: Sports Type)

101:Tennis

102:Basketball

103:Soccer

Enter the sports type to find the total count of players

Soccer

Total count of players for sports type Soccer is 1

Enter the sports name to find player Ids

Basketball

Player Ids based on sports type Basketball

102

Sample Input/Output 2:

Enter number of records to be added

2

Enter the details (Player Id: Sports Type)

101:Tennis

102:Soccer

Enter the sports type to find the total count of players

Cricket

There are no players for sports type Cricket

Enter the sports name to find player Ids

Tennis

Player Ids based on sports type Tennis

101

Sample Input/Output 3:

Enter number of records to be added

3

Enter the details (Player Id: Sports Type)

101:Cricket

102:Basketball

103:Soccer

Enter the sports type to find the total count of players

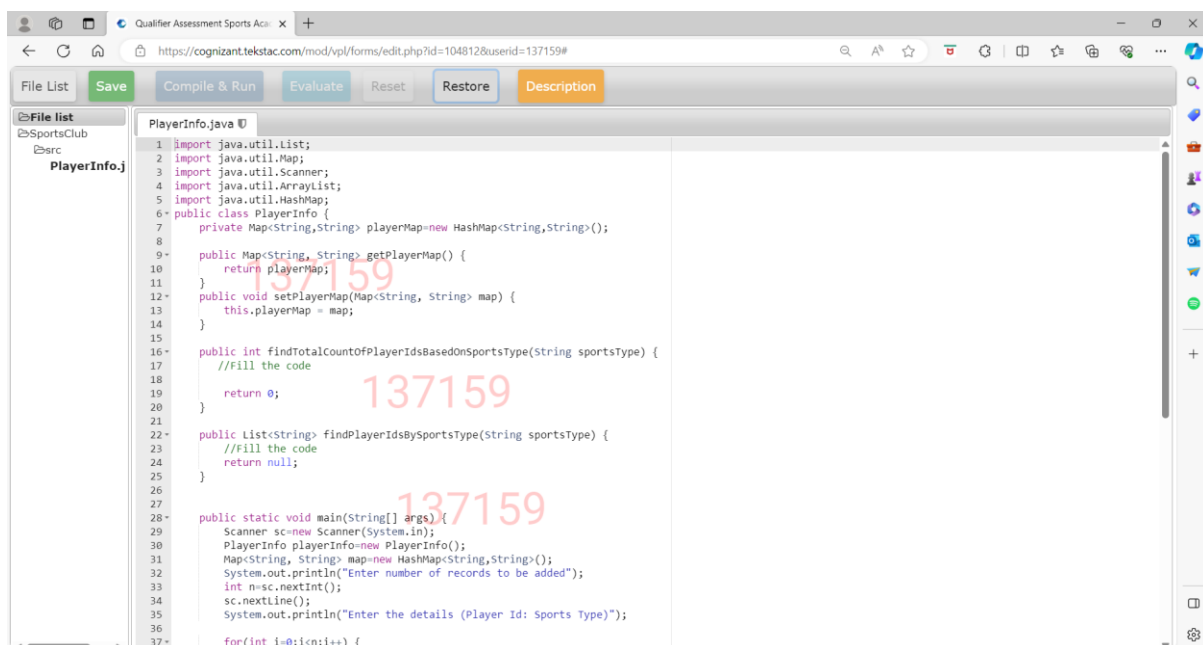
Soccer

Total count of players for sports type Soccer is 1

Enter the sports name to find player Ids

Tennis

There are no players in the sports type Tennis



```
1 import java.util.List;
2 import java.util.Map;
3 import java.util.Scanner;
4 import java.util.ArrayList;
5 import java.util.HashMap;
6 public class PlayerInfo {
7     private Map<String,String> playerMap=new HashMap<String,String>();
8
9     public Map<String, String> getPlayerMap() {
10         return playerMap;
11     }
12     public void setPlayerMap(Map<String, String> map) {
13         this.playerMap = map;
14     }
15
16     public int findTotalCountOfPlayerIdsBasedOnSportsType(String sportsType) {
17         //Fill the code
18
19         return 0;
20     }
21
22     public List<String> findPlayerIdsBySportsType(String sportsType) {
23         //Fill the code
24         return null;
25     }
26
27
28     public static void main(String[] args){
29         Scanner sc=new Scanner(System.in);
30         PlayerInfo playerInfo=new PlayerInfo();
31         Map<String, String> map=new HashMap<String,String>();
32         System.out.println("Enter number of records to be added");
33         int n=sc.nextInt();
34         sc.nextLine();
35         System.out.println("Enter the details (Player Id: Sports Type)");
36
37         for(int i=0;i<n;i++) {
```

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File List Save Compile & Run Evaluate Reset Restore Description

File list SportsClub src PlayerInfo.j

```
PlayerInfo.java
20 }
21
22 public List<String> findPlayerIdsBySportsType(String sportsType) {
23     //Fill the code
24     return null;
25 }
26
27
28
29 public static void main(String[] args) {
30     Scanner sc=new Scanner(System.in);
31     PlayerInfo playerInfo=new PlayerInfo();
32     Map<String, String> map=new HashMap<String,String>();
33     System.out.println("Enter number of records to be added");
34     int n=sc.nextInt();
35     sc.nextLine();
36     System.out.println("Enter the details (Player Id: Sports Type)");
37
38     for(int i=0;i<n;i++) {
39         String s = sc.next();
40         String[] playerDetails = s.split(":");
41         map.put(playerDetails[0], playerDetails[1]);
42     }
43     playerInfo.setPlayerMap(map);
44
45     System.out.println("Enter the sports type to find the total count of players");
46     String s = sc.next();
47     int totalCount = playerInfo.findTotalCountOfPlayerIdsBasedOnSportsType(s);
48     if (totalCount == -1) {
49         System.out.println("There are no players for sports type " + s);
50     } else {
51         System.out.println("Total count of players for sports type " + s + " is " + totalCount);
52     }
53
54     System.out.println("Enter the sports name to find player Ids");
55     String sportsName = sc.next();
56     List<String> playerIds = playerInfo.findPlayerIdsBySportsType(sportsName);
```

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File list SportsClub src PlayerInfo.j

```
PlayerInfo.java
32 System.out.println("Enter number of records to be added");
33 int n=sc.nextInt();
34 sc.nextLine();
35 System.out.println("Enter the details (Player Id: Sports Type)");
36
37 for(int i=0;i<n;i++) {
38     String s = sc.next();
39     String[] playerDetails = s.split(":");
40     map.put(playerDetails[0], playerDetails[1]);
41 }
42 playerInfo.setPlayerMap(map);
43
44 System.out.println("Enter the sports type to find the total count of players");
45 String s = sc.next();
46 int totalCount = playerInfo.findTotalCountOfPlayerIdsBasedOnSportsType(s);
47 if (totalCount == -1) {
48     System.out.println("There are no players for sports type " + s);
49 } else {
50     System.out.println("Total count of players for sports type " + s + " is " + totalCount);
51 }
52
53 System.out.println("Enter the sports name to find player Ids");
54 String sportsName = sc.next();
55 List<String> playerIds = playerInfo.findPlayerIdsBySportsType(sportsName);
56 if (playerIds.isEmpty()) {
57     System.out.println("Player Ids based on sports type " + sportsName );
58     for(String list : playerIds)
59         System.out.println(list);
60 } else {
61     System.out.println("There are no players in the sports type "+sportsName);
62 }
63
64
65
66
67 }
68 }
```