import java.util.\*;

import java.util.stream.\*; public class Main { public static void main(String args[]){ Scanner sc=new Scanner(System.in); ManagementUtility M=new ManagementUtility(); Map<String,Integer> playerMap=new HashMap<String,Integer>(); M.setPlayerMap(playerMap); int z=0; while(z!=3) { System.out.println("Select an option:"); System.out.println("1.Add player score"); System.out.println("2.Display"); System.out.println("3.Exit"); z=sc.nextInt(); String name=""; int score=0; if(z==1) { System.out.println("Enter the player name"); name=sc.next(); System.out.println("Enter the score"); score=sc.nextInt(); M.addPlayerScore(name,score); }else if(z==2) { Map<String,Integer> playermap=M.getPlayerMap(); Stream<Map.Entry<String,Integer>> playerStream=playermap.entrySet().stream(); int max\_score=M.maximumScore(playerStream); if(max\_score==0) { System.out.println("No players found"); }else { System.out.println("The maximum score of an individual player for these match is "+max\_score); } }else{System.out.println("Thank you for using the application."); break; } } } }

import java.util.Map; import java.util.\*; import java.util.stream.Stream; import java.util.stream.Collectors; public class ManagementUtility { private Map<String,Integer> playerMap; public Map<String, Integer> getPlayerMap() { return playerMap; }public void setPlayerMap(Map<String, Integer> playerMap) { this.playerMap = playerMap; }public void addPlayerScore(String playerName,int score) { Map<String, Integer> playerMap=getPlayerMap(); playerMap.put(playerName,score); }public static int maximumScore(Stream<Map.Entry<String,Integer>> playerStream){ List<Integer> l=playerStream.map(Map.Entry::getValue).collect(Collectors.toList()); if(l.isEmpty()) { return 0; }else{ int m=Collections.max(l); System.out.println(m); return m; } } }