

ExtraProg1 - Notepad

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import java.util.Scanner;
class Player{
 int id;
 String Name;
 int score[];
 int no_matches_played;
 float avg;
 int totalscore;
 Scanner sc = new Scanner(System.in);
 public Player(){
 id = 0;
 Name = "notassigned";
 }
 public Player(int pid,String pname,int matchesPlayed,int run[]){
 id = pid;
 Name = pname;
 no_matches_played = matchesPlayed;
 //Gore = run;
 }
 void calcTotalscore(){
 for(int i=0;i<no_matches_played;i++){
 totalscore+=score[i];
 }
 }
 void getPlayerData(){
 System.out.println("Enter the Player Name:");
 Name = sc.nextLine();
 System.out.println("Enter the Player id:");
 id = sc.nextInt();
 System.out.println("Enter the no. of matches played:");
 no_matches_played = sc.nextInt();
 score= new int[no_matches_played];
 for(int i=0;i<no_matches_played;i++){
 System.out.println("enter the score in the match"+(i+1)+"=");
 score[i] = sc.nextInt();
 totalscore+=score[i];
 }
 }
 void printPlayerData(){
 System.out.println("Player id:"+id);
 System.out.println("Player Name:"+Name);
 System.out.println("number of matches played by player:"+no_matches_played);
 for(int i=0;i<no_matches_played;i++){
 System.out.println("score in the match"+(i+1)+"="+score[i]);
 }
 System.out.println("average score:"+avg);
 }
}

Ln 60, Col 1

80%

Windows (CRLF)

UTF-8

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08:45

07-11-2020

```
System.out.println("Player Id:"+id);
System.out.println("Player Name:"+Name);
System.out.println("number of matches played by player:"+no_matches_played);
for(int i=0;i<no_matches_played;i++)
{
    System.out.println("score in the match"+(i+1)+":"+score[i]);
}
System.out.println("average score:"+avg);
}
```

```
float calcAverage(){
    avg = (float)(totalScore/no_matches_played);
    return avg;
}
}
```

```
public class Plmain{
    public static void main(String[] args){
        int score[] = {50,70,20};
        Player p1 = new Player(07,"Dhoni",3,score);
        p1.calcAverage();
        Player p2 = new Player();
        p2.getPlayerData();
        if(p1.calcAverage()>p2.calcAverage())
        {
            p1.printPlayerData();
        }
        else{
            p2.printPlayerData();
        }
    }
}
```