

File `Player.java` contains a class that holds information about an athlete: name, team, and uniform number.

File `ComparePlayers.java` contains a skeletal program that uses the `Player` class to read in information about two baseball players and determine whether or not they are the same player.

Fill in the missing code in `ComparePlayers` so that it reads in two players and prints "Same player" if they are the same, "Different players" if they are different.

Use the `equals` method, which `Player` inherits from the `Object` class, to determine whether two players are the same.

Two players are "equal" (the same player) if they are on the same team and have the same uniform number.

Use this strategy to define an `equals` method for the `Player` class. Your method should take a `Player` object and return `true` if it is equal to the current object, `false` otherwise.

Test your `ComparePlayers` program using your modified `Player` class. It should give the results you would expect