

Premier League Table

Please create “Premier League Table” with using given rules and information.

(Hint: You need to create new class to store important information, such as points. Also, you can use methods for calculations, such as game result.)

Expected Output:

```
1. Team A   Played:38 Won:37 Drawn:0 Lost:1   GF:105 GA:15 GD:90 Points:111
2. Team B   Played:38 Won:36 Drawn:1 Lost:1   GF:78  GA:6  GD:72 Points:109
.....
```

```
20. Team D Played:38 Won:6 Drawn:8 Lost:24 GF:28 GA:78 GD:-50 Points:26
```

(GF= Goal For, GA= Goal Against, GD= Goal Difference)

Competition Format

There are 20 clubs in the Premier League. During the whole season (from August to May) each club plays with others twice (a double round-robin system), once at their home stadium and once at their opponents', for 38 games. Teams receive three points for a win and one point for a draw. No points are awarded for a loss. Teams are ranked by total points, then goal difference, and then goals scored. If there is still equality, teams are deemed to occupy the same position. If there is a tie for the championship, for relegation, or for qualification to other competitions, a play-off match at a neutral venue decides rank.

Given Information (Inputs)

We uploaded “PremierLeagueTable.java” to LMS. There are two arrays in this java class:

- String TeamName [] => Store each team names,
- int resultGame[][] => Store each games result,

Data Example

```
TeamName[0]= “Team A”   TeamName[1]= “Team B”
```

```
resultGame[0][1]=1  => Team A : 0 Team B:1
```

```
resultGame[0][1]=20 => Team A : 2 Team B:0
```

```
resultGame[1][0]=13 => Team B : 1 Team A:3
```