**Write a Class - GameTracker**

A program involves two players playing a game against each other several times. Part of the program involves keeping track of how many games each player has won. To do this, a class called *GameTracker* needs to be written. GameTracker class will keep track of the number of games that player 1 and player 2 has won (games never tie), and also contain several other methods. Write the class GameTracker that meets these specifications.

1. All class members should be private access.
2. Keeps track of how many wins each player has.
3. Keeps track of how many games have been played.
4. A constructor that accepts no arguments. This constructor would have all default values set to zero.
5. A constructor that accepts two arguments. The first is how many wins player 1 currently has, the second is how many wins player 2 currently has. The arguments must be 0 or larger in order to be acceptable.
6. Has a method called *getPlayerOneWins* that returns the number of player 1 wins.
7. Has a method called *getPlayerTwoWins* that returns the number of player 2 wins.
8. Has a method called *gameCount* that returns the total number of games played.
9. Has a method called *recordWin* that has one parameter. If the argument is 1, it records a win for player 1, if the argument is 2 it records a win for player 2.
10. Has a method called *getLeader* that returns 1 is player 1 is currently leading, 2 if player 2 is currently leading, and 0 if there is no leader.
11. Has a *toString* method that returns the number of player 1 and player 2 wins.

**Testing Your Class**

Write a runner program that tests ALL aspects of your class to make sure that they are working correctly.