Lab Manual: 07

Lab Topic: Comparable Interface

Course Code: CSE1116 (Object Oriented Programming Laboratory)

A. **Comparable Interface**
- Comparable Interface is used to compare two objects. In this problem, you'll create a class that implements the comparable interface and use it to sort an array of objects.
- Create a *Player* class with 2 fields: name of String Type and score of integer type.
- Define proper constructor to set the attributes value
- Modify the Player class to implement the Comparable interface
- Given an array of *n Player* objects and sort them in order of decreasing score; if 2 or more players have the same score, sort those players alphabetically by name. To do this, you must override the compareTo (*Player b*) method of comparable interface in the player class.

Input Format
The first line contains an integer, *n*, denoting the number of players.
Each of the *n* subsequent lines contains a player's *name* and *score*, respectively.

Output Format
Print each sorted element in the format: *namescore*

Sample Input
```
5
amy 100
david 100
heraldo 50
aakansha 75
aleksa 150
```
Sample Output
```
aleksa 150
amy 100
```

david 100
aakansha 75
heraldo 50