

# Coding Challenge - Week 31 Day 5

Complete the LeagueTable class.

The LeagueTable class is used to store results of football (soccer) matches played, as well as return and display various stats about each team.

Match results will always be passed through the push method as a String in the format: "Home Team 0 - 0 Away Team". For example: "Man Utd 3 - 0 Liverpool".

When a new match result is given, points are awarded to teams as follows:

3 points for a win

1 point for a draw

0 points for loss

The class must have the following methods:

1. `push(match_string)`                      # insert a new match record
2. `get_points(team_name)`                      # Returns the no. of points a team has, 0 by default
3. `get_goals_for(team_name)`                      # Returns the no. of goals a team has scored, 0 by default
4. `get_goals_against(team_name)`                      # Returns the no. of goals a team has conceded (had scored against them), 0 by default
5. `get_goal_difference(team_name)`                      # Return the no. of goals a team has scored minus the no. of goals a team has conceded, 0 by default
6. `get_wins(team_name)`                      # Return the no. of wins a team has, 0 by default

- 7. `get_draws(team_name)`      # Return the no. of draws a team has,  
0 by default
- 8. `get_losses(team_name)`      # Return the no. of losses a team has,  
0 by default

For example:

```
lt = new LeagueTable()  
lt.push("Man Utd 3 - 0 Liverpool")
```

```
lt.get_goals_for("Man Utd") => 3  
lt.get_points("Man Utd") => 3  
lt.get_points("Liverpool") => 0  
lt.get_goal_difference("Liverpool") => -3
```

```
lt.push("Liverpool 1 - 1 Man Utd")
```

```
lt.get_goals_for("Man Utd") => 4  
lt.get_points("Man Utd") => 4  
lt.get_points("Liverpool") => 1  
lt.get_goals_against("Man Utd") => 1
```

```
lt.get_points("Tottenham") => 0
```