Assignment #16

# Player Skill

Create a class named **Player** with the following private member variables.

* String name
* String country
* Skill skill

 Use toString() method ("%-15s %-15s %-15s",to display the Player details)  
  
Create a class named Skill with the following private member variables.

* String skillName

Use toString() method ("%-15s",to display the Skill details)  
Include appropriate getters, setters and constructors.  
  
Create a class named **PlayerBO** with the following public methods.

|  |  |  |
| --- | --- | --- |
| No | Method Name | Method Description |
| 1 | void viewDetails(Player[] playerList) | This method is used to print the all the details |
| 2 | void printPlayerDetailsWithSkill(Player[] playerList, String skill) | In this method, display all player details of a specific skill (from Skill). If the status being searched is not found in the list, display the message “Skill not found”. Refer sample output. |

Create another class and write a main method to test the above classes

**Input and Output Format:**

* Refer sample input and output for formatting specifications.
* Use array of objects to read Player details
* All text in bold corresponds to input and the rest corresponds to output.

**Sample Input and Output:**   
  
Enter number of Players   
**2**   
Enter player 1 details:   
Enter player name   
**MS Dhoni**   
Enter country name   
**India**   
Enter skill   
**All Rounder**   
Enter player 2 details:   
Enter player name   
**Sachin**   
Enter country name   
**India**   
Enter skill   
**Bating**   
Menu:   
1.View details   
2.Filter players with skill   
3.Exit   
**1**   
Player          Country        Skill             
MS Dhoni    India           All Rounder       
Sachin          India           Bating         

Menu:   
1.View details   
2.Filter players with skill   
3.Exit   
**2**   
Enter skill

**All Rounder**   
Player          Country         Skill             
MS Dhoni    India           All Rounder    

Menu:   
1.View details   
2.Filter players with skill   
3.Exit   
**3**