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| **Requirement** | **Answer** |
| General scenario | Swapbuddy videogame sharing community. Users have their name and list of games in the database to be part of the community. The program matches users based on games they have in two ways. Either users want to multiplay online together so are looking for list of users who have the same game, (given in alphabetical order for the sake of ordering names in a presentable way to the user). Alternatively users can find out which single other user has the most games they do NOT own (we will this person call a ‘Swapbuddy’). This is the best person to swap games with as the two users share the least games in common and can get in touch to swap via post without buying new games which are expensive. This 'Swapbuddy' and the user’s games will be displayed alphabetically for ease of reading through them for the user, and finding interesting ones quickly. Additionally users can add and remove games from their database, and if they do not like the community can remove themselves from the database. |
| Type of key (String or integer) | String |
| Type of value (must be from Collections framework) | List of Strings |
| Type of map (sorted or unsorted) | Sorted |
| Description of any additional classes | popMap() populates the map with test data : names of people and the video games they own.  swapBuddy() accepts a user and returns the name of the person who has the least games in common with that user. The name swapBuddy() returns will be the best person for the entered user to start swapping with as they have least games in common. |