Sorting: Comparator



Comparators are used to compare two objects. In this challenge, you'll create a comparator and use it to sort an array. The *Player* class is provided in the editor below. It has two fields:

name: a string.
score: an integer.

Given an array of n Player objects, write a comparator that sorts them in order of decreasing score. If $\mathbf{2}$ or more players have the same score, sort those players alphabetically ascending by name. To do this, you must create a *Checker* class that implements the *Comparator* interface, then write an *int compare(Player a, Player b)* method implementing the Comparator.compare(T o1, T o2) method. In short, when sorting in ascending order, a comparator function returns -1 if a < b, 0 if a = b, and a = b.

For example, given n=3 Player objects with Player.name, Player.score values of data=[[Smith,20],[Jones,15],[Jones,20]], we want to sort the list as $data_{sorted}=[[Jones,20],[Smith,20],[Jones,15]]$.

Function Description

Declare a *Checker* class that implements the *comparator* method as described. It should sort first descending by score, then ascending by name. The code stub reads the input, creates a list of Player objects, uses your method to sort the data, and prints it out properly.

Input Format

Locked stub code in the *Solution* class handles the following input from stdin:

The first line contains an integer, n, the number of players.

Each of the next n lines contains a player's respective name and score, a string and an integer.

Constraints

- $0 \le score \le 1000$
- Two or more players can have the same name.
- Player names consist of lowercase English alphabetic letters.

Output Format

You are not responsible for printing any output to stdout. Locked stub code in *Solution* will create a *Checker* object, use it to sort the *Player* array, and print each sorted element.

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

Explanation

As you can see, the players are first sorted by decreasing score and then sorted alphabetically by name.	