

Easiest Level

What does the following code do? Does it have any issue?

```
1 import java.util.ArrayList;
2 import java.util.Collection;
3 import java.util.List;
4 import java.util.Objects;
5
6 public class EasiestLevel {
7     static GameLevel getEasiestLevel(final Collection<GameLevel> levels) {
8         GameLevel easiestLevel = null;
9         Integer highestMinScore = null;
10        for (GameLevel level : levels) {
11            final int minScore = getMinValue(level.scores());
12            if (Objects.isNull(highestMinScore) || minScore > highestMinScore) {
13                easiestLevel = level;
14                highestMinScore = minScore;
15            }
16        }
17        return easiestLevel;
18    }
19
20    static int getMinValue(final Collection<Integer> values) {
21        int minVal = Integer.MAX_VALUE;
22        for (int val : values) {
23            minVal = Math.min(minVal, val);
24        }
25        return minVal;
26    }
27 }
28
29 record GameLevel(int id, List<Integer> scores) {
30 }
```

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The `getEasiestLevel()` method finds the game level with the highest minimum score among the given levels. It assumes that the higher the minimum score, the easier the level.

Solution: If the `scores` list in `GameLevel` is empty then `getEasiestLevel()` will NOT return an expected result.