**Live Football World Cup MatchTracker Library**

**Description**

This project is a Java library for maintaining a live scoreboard for ongoing football (soccer) matches in a World Cup. This scoreboard supports multiple functionalities like starting a new match, updating scores, finishing a match, and getting a summary of matches in progress.

This project is useful for sports data companies that need to track live football matches in a World Cup, and also for developers who want to incorporate live match tracking functionality into their own applications.

**Functionality**

Start a new match: This operation starts a new match with the initial score of 0-0. It requires the home team name and the away team name as input.

Update score: This operation updates the absolute scores of the home team and the away team in a match.

Finish match: This operation finishes a match and removes it from the scoreboard.

Get match summary: This operation returns a summary of all ongoing matches ordered by their total score. Matches with the same total score are ordered by the most recently started match.

**Usage**

Here's an example usage of the scoreboard:

ScoreBoardController controller = new ScoreBoardController(new ScoreTracker());

// Start a match

controller.startMatch(new Match("Germany", "Brazil"));

// Update the score

controller.changeScore(new LiveMatch("Germany", 1, "Brazil", 2));

// Finish a match

controller.finishMatch(new Match("Germany", "Brazil"));

**Testing**

This project uses JUnit for unit testing. To run the tests.