## COP2800 – Java Prog. | Assignment 07

### **Hoops Time!**

Attached to this assignment you will find two files:

- games.txt: A list of twenty games played by the Miami Heat.
- teams.txt: A list of the opposing teams the Heat played in the twenty games listed in games.txt.

Write a program that:



- A)
- i. Reads and stores the contents of each text file in its own two-dimensional array.
  - a. The games.txt file contents should be saved into an array called gamesArray[][].
  - b. The teams.txt file contents should be saved into an array called teamsArray[][].
- ii. Use the information stored in each array to construct and output to the screen a Games Table that consists of:
  - a. A title for the table: "MIAMI HEAT SEASON"
  - b. A header (bounded by separator lines) that identifies each table column.
  - c. The ordinal game number for each game played.
  - d. The Miami Heat score.
  - e. The opposing team score.
  - f. A 'W' or an 'L' designating the game as a win or a loss for the Heat.
  - g. The opposing team name.
  - h. A footer below a separator line that contains the number of wins, losses, and the Heat's win percentage for the listed games.
- Call your program GamesTable XX.java, where XX is your initials.
- Pay attention to output formatting!

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### **Expected Games Table Output:**

SAME	HEAT SCORE	OPP SCORE	W/L	OPPONENT
1	103	102	₩	Detroit Pistons
2	111	119	L	Boston Celtics
3	90	106	L	Minnesota Timberwolves
4	114	122	L	Milwaukee Bucks
5	109	105	W	Brooklyn Nets
6	121	114	W	Washington Wizards
7	108	107	W	Los Angeles Lakers
8	108	102	W	Memphis Grizzlies
9	117	109	W	Atlanta Hawks
10	118	113	W	San Antonio Spurs
11	111	105	W	Charlotte Hornets
12	122	115	W	Brooklyn Nets
13	97	102	L	Chicago Bulls
14	118	100	W	Chicago Bulls
15	129	96	W	Cleveland Cavaliers
16	98	100	L	New York Knicks
17	97	112	L	Brooklyn Nets
18	131	124	W	Milwaukee Bucks
19	142	132	W	Indiana Pacers
20	112	103	W	Toronto Raptors

- B) Add the following two lines to the games.txt file:
  - 21 100 111
  - 22 77 102

Add the following two lines to the **teams.txt** file:

- Team A
- Team B

Update your GamesTable XX.java code to account for these changes and rerun your program. The new data should appear in your output.