**Exercise 19**

**Develop the following:**

**1.** Create a *map* called *highScoreTable* that will contain a list of player names and their highscore values. Populate the map with data.

**2.** Loop through the map and output all of the data on screen. What do you notice about the order?

**3.** Ask the user for a player name and search for that name in the map to display their high score. If the name is not found, display an appropriate error message.

**4.** Create a *set* called *topScorers* that will contain all top scoring players

**5.** Loop through the map and find all players with a very high score, and add them to the set. Output the set data on screen.