// Kelvin Kellner

// Unit 2 Test - Season Winnings

// This program will compare the wins and losses of two sports teams, and tell you information about the performance of each team

// Mrs. Cooper

// 8 March 2018

import java.util.\*;

public class SeasonWinnings

{

public static void main(String[] args)

{

Scanner scan = new Scanner(System.in); // Create Scanner to collect user input

Random random = new Random(); // Create a Random object so we can randomly generate the opposition's wins, losses, and ties

// Welcome user to the program

System.out.println("\nWelcome to the Season Winnings Machine!");

System.out.println("We will tell you how well your team performed this season.");

// USER TEAM INFORMATION COLLECTION //

System.out.println("\nWhat was your team's name?"); // Ask for their team name

String name = scan.nextLine(); // Store their team name as a variable

System.out.println("\nHow many games did you WIN last season? (integers only)"); // We will ask for, and store, all of their team's wins, losses, and ties as variables.

int wins = scan.nextInt();

System.out.println("\nHow many games did you LOSE last season? (integers only)");

int losses = scan.nextInt();

System.out.println("\nHow many games did you TIE last season? (integers only)");

int ties = scan.nextInt();

scan.nextLine(); // Clear the scanner after collecting integers, to prevent errors.

System.out.println("\nAwesome! Let's see how you compared with your opposition:");

// USER TEAM SCORE //

// Each win counts as 2 points, and each tie counts as 1 point. Losses do not award points

// We will create a variable and set it to the total number of points for the user's team

int score = (wins \* 2) + ties;

// PRINT USER TEAM STATS //

System.out.println("\n\"" + name + "\"" + "\nWins: " + wins + "\nLosses: " + losses + "\nTies: " + ties + "\nTOTAL SCORE: " + score); // Print the user's team's stats to the user

// Tell the user whether or not their team had a great, good, or bad season

if (score > 20)

// If their score was higher then 20, tell them they did great!!

System.out.println("\nGreat season!!!");

else if (score >= 10)

// If their score was not above 20, but it was between 10-20, tell them they did pretty good

System.out.println("\nGood season :)");

else

// If their score was below 10, tell them they should do better next time

System.out.println("\nTry harder next year :(");

// If the user's team won more than half of their games, it was a winning season for them

if (wins > ((wins + ties + losses) / 2.0)) // If the team won more than half of all the games

System.out.println("CONGRATS! This season was a winning season :))");

else if (wins == ((wins + ties + losses) / 2.0)) // If the team won exactly half of all games

System.out.println("Awww, this season was a tied season. So close!!");

else // If the team won less than half of their games

System.out.println("SORRY! This season was a losing season :((");

// GENERATE OPPOSITION TEAM STATS //

String oppName = "The Resurrection Phoenix"; // Give their team a name

// We will create new variables for the opposition team's stats, and generate random numbers from 1-10 for each of their wins, losses, and ties

int oppWins = random.nextInt(10) + 1;

int oppLosses = random.nextInt(10) + 1;

int oppTies = random.nextInt(10) + 1;

// OPPOSITION TEAM SCORE //

int oppScore = (oppWins \* 2) + oppTies; // Create and store the oppositions total score using the same rules as the user's team score.

// PRINT OPPOSITION TEAM STATS //

System.out.println("\n\"" + oppName + "\"" + "\nWins: " + oppWins + "\nLosses: " + oppLosses + "\nTies: " + oppTies + "\nTOTAL SCORE: " + oppScore);

// Tell the user whether or not the opposition team had a great, good, or bad season

if (oppScore > 20)

// Tell them if the opposition did great...

System.out.println("\n" + oppName + " had a great season!!!");

else if (oppScore >= 10)

// or good...

System.out.println("\n" + oppName + " had a good season :)");

else

// or bad.

System.out.println("\n" + oppName + " should try harder next year :(");

// Tell the user whether or not the opposition had a winning season

if (oppWins > ((oppWins + oppTies + oppLosses) / 2.0)) // If the team won more than half of all the games

System.out.println("Wow! It was a winning season for " + oppName + "!!");

else if (oppWins == ((oppWins + oppTies + oppLosses) / 2.0)) // If the team won exactly half of all games

System.out.println("Ohhh, " + oppName + " tied this season.");

else // If the team won less than half of their games

System.out.println("Heyyy! " + oppName + " lost this season.");

// COMPARING SCORES //

System.out.println("\nOVERALL RESULTS:"); // Just a heading to separate the information

if (score > oppScore) // If the user's team had a higher score

System.out.println("YAYYY! Your team had a better score than the opposition's!!");

else if (score == oppScore) // If both teams tied

System.out.println("WOW! Your team's score was tied with the opposition's.");

else // If the opposition had a higher score

System.out.println("AWWW! The opposition's team had a higher score :((");

// SAY GOODBYE TO THE USER //

System.out.println("\nThanks for using the Season's Winnings Machine!\nI hope you're happy with the results :))\n");

scan.close(); // Close the Scanner when it is no longer needed

} // End Main

} // End Class