



Review all of the instructions before getting started
Read the Instructions carefully before continuing.

Before starting on the task please review the instructions here:
<https://docs.google.com/document/d/15pYMs1z2ZrsaQPg5wmtJygg8IPG0YRmo9St9OwuN7Y/edit?usp=sharing>

Please review the language and category below:

Language: Java
Category: Generation

IMPORTANT: Write a complex prompt requesting assistance with Java and Generation
Write a prompt to start a chat session with the model.

Compose a prompt asking the model to assist in the required language and use case provided at the top of this screen. The prompt should:

- Be complex, and thus require **several websources** to achieve an acceptable, fulfilling answer.
- Be fairly **popular**, i.e. multiple people would reasonably have questions very similar to this prompt
- NOT** have an obvious answer. EX: The prompt should NOT be something as simple/obvious as "What columns does this query generate"
- Must result in the response returning code

Prompts that deviate from the above requirements will result in the task being **rejected**.

For this task you are required to use the provided IDE to run the code present in the response you select and in your **rewritten response**.

An optional/general guide (make sure to tailor it according to use case):

[Why you want the code, context (brief story)]
[What the code is for]
[What do you want the output of the code to be]
[very specific instructions, be creative]

Turn #1 - Prompt

Write a Java program that manages a soccer tournament.
There are 10 teams, name them as Team 1, Team 2... Team 10.

Simulate 9 rounds where each team plays once, and simulate the scores where each team can score randomly from 0 to 3 goals. When a team wins it scores 3 points, if it draws, it scores 1 point and if it loses, it scores 0 points. Show me a table with the teams after each round.

At the end of the 9 rounds, each team should have faced each of the other teams once, one game per round.

The table should contain games played, games won, games lost, goals scored, goals against, goal difference, and points.

After the 9 rounds, I want you to show me a table of the teams with their points arranged from highest to lowest, and tell me who is the champion of the tournament. If there is a tie, it is resolved by goal difference.

Turn #1 - Response

Your prompt should cause the model response to FAIL, select the response that
had the worse failure to move to the next step.

When the responses are fully loaded, click on the response below. Ensure that it has a model failure.

Response 1

Java

```
1 import java.util.ArrayList;
2 import java.util.Collections;
3 import java.util.Comparator;
4 import java.util.List;
5 import java.util.Random;
6
7 public class SoccerTournament {
8
9     static class Team {
10         String name;
11         int gamesPlayed;
12         int gamesWon;
13         int gamesLost;
14         int goalsScored;
15         int goalsAgainst;
16         int points;
17
18         public Team(String name) {
19             this.name = name;
20         }
21
22         public int getGoalDifference() {
23             return goalsScored - goalsAgainst;
24         }
25
26         @Override
27         public String toString() {
28             return String.format("%-18s %3d %3d %3d %3d %3d %3d",
29                 name, gamesPlayed, gamesWon, gamesLost, goalsScored,
30                 goalsAgainst, getGoalDifference(), points);
31         }
32     }
33
34     public static void main(String[] args) {
35         List<Team> teams = new ArrayList<>();
36         for (int i = 1; i <= 10; i++) {
37             teams.add(new Team("Team " + i));
38         }
39
40         Random random = new Random();
41
42         // Simulate 9 rounds
43         for (int round = 1; round <= 9; round++) {
44             System.out.println("\n===== Round " + round + " =====");
45             List<Team> teamsPlaying = new ArrayList<>(teams);
46             while (teamsPlaying.size() > 1) {
47                 Team team1 = teamsPlaying.remove(random.nextInt(teamsPlaying.size())));
48                 Team team2 = teamsPlaying.remove(random.nextInt(teamsPlaying.size())));
49
50                 int goalDifference = random.nextInt(4) - 2;
51
52                 if (goalDifference > 0) {
53                     teamsPlaying.add(team1);
54                     team1.gamesPlayed++;
55                     team1.gamesWon++;
56                     team1.goalsScored += goalDifference;
57                     team1.points += 3;
58                 } else if (goalDifference == 0) {
59                     teamsPlaying.add(team1);
60                     teamsPlaying.add(team2);
61                     team1.gamesPlayed++;
62                     team2.gamesPlayed++;
63                     team1.goalsScored += 1;
64                     team2.goalsScored += 1;
65                     team1.points += 1;
66                     team2.points += 1;
67                 } else {
68                     teamsPlaying.add(team2);
69                     team2.gamesPlayed++;
70                     team2.gamesWon++;
71                     team2.goalsScored += goalDifference;
72                     team2.points += 3;
73                 }
74             }
75         }
76     }
77 }
```

```

48     team2 = teamsPlaying.remove(Random.nextInt(teamsPlaying.size()));
49
50     int goals1 = random.nextInt(4);
51     int goals2 = random.nextInt(4);
52
53     team1.gamesPlayed++;
54     team2.gamesPlayed++;
55     team1.goalsScored += goals1;
56     team2.goalsScored += goals2;
57     team1.goalsAgainst += goals2;
58     team2.goalsAgainst += goals1;
59
60     if (goals1 > goals2) {
61         team1.wins++;
62         team1.points += 3;
63         team2.losses++;
64     } else if (goals2 > goals1) {
65         team2.wins++;
66         team2.points += 3;
67         team1.losses++;
68     } else {
69         team1.points += 1;
70         team2.points += 1;
71     }
72 }
73
74 // Print table after each round
75 System.out.println("Team\tWins\tLosses\tGoalsFor\tGoalsAgainst\tPoints");
76 teams.sort(Comparator.comparingInt(Team::getGoalDifference).reversed()
77 .thenComparingInt(Team::getPoints).reversed());
78 for (Team team : teams) {
79     System.out.println(team);
80 }
81
82 // Final results
83 System.out.println("\n===== Final Standings =====");
84 System.out.println("Team\tWins\tLosses\tGoalsFor\tGoalsAgainst\tPoints");
85 teams.sort(Comparator.comparingInt(Team::getPoints).reversed()
86 .thenComparingInt(Team::getGoalDifference).reversed());
87 for (Team team : teams) {
88     System.out.println(team);
89 }
90
91 // Determine the champion
92 Team champion = teams.get(0);
93 System.out.println("\nThe champion of the tournament is: " + champion.name + "!");
94 }
95 }
```

Explanation:

1. Team Class:

- Represents a team with attributes like name, games played/won/lost, goals scored/against, and points.
- `getGoalDifference()` calculates the goal difference.
- `toString()` formats the team data for output.

2. Main Method:

- Creates a list of 10 `Team` objects.
- Simulates 9 Rounds:
 - For each round:
 - Creates a copy of the teams list to manage teams playing in the current round.
 - Randomly selects two teams, simulates a match with random scores (0-3 goals), and updates team statistics accordingly.
 - Prints the table after each round, sorted by goal difference and then points.
- Final Results:
 - Prints the final standings, sorted by points and then goal difference.
 - Determines and prints the champion team.

Key Points:

- **Randomness:** Uses `java.util.Random` to simulate random scores.
- **Sorting:** Uses `Collections.sort()` with custom comparators to sort teams based on goal difference and points.
- **Data Organization:** Uses a `List` to store and manage the teams, making it easy to iterate and update.
- **Output Formatting:** Uses `String.format()` for clean table output.

This program provides a basic simulation of a soccer tournament, tracking team statistics and determining the champion based on points and goal difference.

Test the chosen model response and make sure it fails.

 You MUST test the code in the appropriate environment and paste the stdout / stderr below. Sometimes, you will need to add scaffolding/supporting code around your code to make it run.

Did the model response fail? If no, then please go back and make your prompt more complex. *

- Yes - (then you can continue with the rest of the task)
 No - (then go BACK and FIX your prompt so that it adequately challenges the model)

Programming Language

Did you use any of the following programming languages?

Java

Java Environment

Which of the following Java workspaces best applies to your code?

Console Java

Console Java

Experiencing issues with the workspace?



Is it possible for you to test the code? *

- If the code requires external dependencies that you CANNOT access or mock (like paid APIs) you can mark No
- If the code in the response is a snippet, you should do your best to write code that enables you to test the snippet.
- If the code in the response has dependencies that are not present in the IDE provided, you should do your best to install those dependencies and test the code locally.
- If the code in the response produces errors, you should still answer this question with "Yes". You must do everything you can to test the code. You will paste the errors into the "Standard Output" and "Standard Error" field later in the task

- Yes
 No

If you were not able to use the provided IDE, upload ALL files you used to test your code as a zip folder

Drag and drop here or click to upload your data

Standard Output

Please paste the std_out from the code execution. If none, then leave blank.

0 words

Standard Error

Please paste the std_err from the code execution. If none, then leave blank.

Main.java:7: error: class SoccerTournament is public, should be declared in a file named SoccerTournament.java
public class SoccerTournament {
 ^
89 words

Can the Model Response be Improved? *

The prompt you provided should cause the model to fail in either factuality / safety / writing style, therefore the response should be able to be improved.

- Yes, can be improved
 No, it is a good response

What is wrong with the model response? *

- Factuality/Code Correctness
 Safety
 Writing Style (Conciseness, Formatting, etc)
 Other, please explain

Save and Continue

Instructions For Your Rewritten Model Response

Read the instructions carefully before continuing.

Please pay attention to the following areas for your rewritten model response:

1. The code should execute without errors
2. The code needs to produce the correct output
3. The code should follow all instructions and not miss any important conditions / details
4. The output needs to be understandable and clear. It should be as concise as possible.

If code is present, you MUST run it.

Sometimes, you will need to add scaffolding around your code to make it run within the IDE.

Rewrite the model response to improve it

If the original response does not have an explanation for the code block (i.e. there is only a code block present in the response and nothing else), then you do not need to add an explanation.

Editor Diff Preview

Markdown Plain Text LaTeX

```
'''java
import java.util.ArrayList;
import java.util.Comparator;
import java.util.List;
import java.util.Random;

public class SoccerTournament {
```

```
    static class Team {
        String name;
        int gamesPlayed;
        int gamesWon;
        int gamesLost;
```

```

1 int goalsScored;
2 int goalsAgainst;
3 int points;
4
5 public Team(String name) {
6     this.name = name;
7 }
8
9 public int getGoalDifference() {
10     return goalsScored - goalsAgainst;
11 }
12
13 public int getPoints() {
14     return points;
15 }
16
17 @Override
18 public String toString() {
19     return String.format("%-10s %3d %3d\n"
20             + "%3d %3d %3d %3d",
21             name, gamesPlayed, gamesWon,
22             gamesLost, goalsScored,
23             goalsAgainst, getGoalDifference(),
24             points);
25 }
26
27 public static void main(String[] args) {
28     List<Team> teams = new ArrayList<>();
29     for (int i = 1; i <= 10; i++) {
30         teams.add(new Team("Team " + i));
31     }
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33     Random random = new Random();
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36     for (int round = 1; round <= 9; round++) {
37         System.out.println("\n===== Round "
38             + round + " =====");
39         List<Team> teamsPlaying = new
40             ArrayList<>(teams);
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42             Team team1 =
43                 teamsPlaying.remove(random.nextInt(teamsPlayi
44                     ng.size()));
45             Team team2 =
46                 teamsPlaying.remove(random.nextInt(teamsPlayi
47                     ng.size()));
48
49             int goals1 = random.nextInt(4);
50             int goals2 = random.nextInt(4);
51
52             team1.gamesPlayed++;
53             team2.gamesPlayed++;
54             team1.goalsScored += goals1;
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56             team1.goalsAgainst += goals2;
57             team2.goalsAgainst += goals1;
58
59             if (goals1 > goals2) {
60                 team1.gamesWon++;
61                 team1.points += 3;
62                 team2.gamesLost++;
63             } else if (goals2 > goals1) {
64                 team2.gamesWon++;
65                 team2.points += 3;
66                 team1.gamesLost++;
67             } else {
68                 team1.points += 1;
69                 team2.points += 1;
70             }
71
72             // Print table after each round
73             System.out.println("Team|GP|W|L|GS|GA|G
74             D|Pts");
75
76             teams.sort(Comparator.comparingInt(Team::getP
77                 oints).reversed());
78
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80                 versed());
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82             for (Team team : teams) {
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86             // Final results
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90             D|Pts");
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93                 oints).reversed());
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95             .thenComparingInt(Team::getGoalDifference).re
96                 versed());
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99             }
100
101             // Determine the champion
102             Team champion = teams.get(0);
103             System.out.println("\nThe champion of the
104             tournament is: " + champion.name + "!");
105         }
106     }
107
108     **Explanation:***
109
110     1. **Team Class:***
111         - Represents a team with attributes like name, games played/won/lost, goals scored/against, and points.
112         - `getGoalDifference()` calculates the goal difference.
113         - `toString()` formats the team data for output.
114
115     2. **Main Method:***
116         - Creates a list of 10 `Team` objects.
117         - **Simulates 9 Rounds:***
118             - For each round:
119                 - Creates a copy of the teams list to manage teams playing in the current round.
120                 - Randomly selects two teams, simulates a match with random scores (0-3 goals), and updates team statistics accordingly.
121                 - Prints the table after each round, sorted by goal difference and then points.
122
123         - **Final Results:***
124             - Prints the final standings, sorted by points and then goal difference.
125             - Determines and prints the champion.

```

Explanation:

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team.

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This program provides a basic simulation of a soccer tournament, tracking team statistics and determining the champion based on points and goal difference.

[Hide Preview](#)

[Edit Step](#)

Test the rewritten model response in the appropriate environment. Ensure there are no errors in your script

Ensure that your correct code runs. The reviewers will be testing it.

List 2-5 sources as URLs below that you used to support your rewritten response *

Paste the URLs to your sources, each on a new line

```
https://docs.oracle.com/javase/8/docs/api/java/util/Comparator.html
https://www.w3schools.com/java/java_class_methods.asp
https://digitalhub.fifa.com/m/3f3e15cc1ab8977b/original/datd20pms85gbnqy4j3k-pdf.pdf
```

50 words

Programming Language

Did you use any of the following programming languages?

Java

Java Environment

Which of the following Java workspaces best applies to your code?

Console Java

Console Java

[Experiencing issues with the workspace?](#)

✓ Executed successfully

Open Workspace IDE CTRL/CMD + M

Files

Main.java

...

Execution output

...

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Yes

No

If you were not able to use the provided IDE, upload ALL files you used to test your code as a zip folder

Drag and drop here or click to upload your data

Standard Output

Please paste the std_out from the code execution. If none, then leave blank.

===== Round 1 =====					
Team	GP	W	L	GS	GA GD Pts

Team 5	1	0	1	1	3	-2	0
Team 7	1	0	1	1	3	-2	0
Final	0	1	0	0	0	0	0

1008 words

Standard Error

Please paste the std_err from the code execution. If none, then leave blank.

0 words

Save and Continue

Provide a Justification for your Rewritten Response and Sources

Be concise and include your reasoning, use EVIDENCE in your response. Focus only on what you changed in your rewritten responses and the sources you chose.



Justify the REVISIONS YOU MADE and THE SOURCES you chose to support your revisions *

The initial code generated by the model had one main issue that prevented it from executing correctly, and a logic one that gave incorrect information.
The first one is solved in line 25 when `'getPoints'` method is created. Without this, the program will not compile and thus, won't run.
After this, there is a modification in lines 79 and 80.
`'teams.sort(Comparator.comparingInt(Team::getGoalDifference).reversed())`
`.thenComparingInt(Team::getPoints).reversed();'` is modified to
`'teams.sort(Comparator.comparingInt(Team::getPoints).reversed())`
`.thenComparingInt(Team::getGoalDifference).reversed();'`.
In most tournaments the ranking criteria is points. The team with the most points is ranked 1st. If two teams have the same points the next criterion is usually goal difference (goals for minus goals against). So the primary factor of a team's ranking.

158 words

Save and Continue