

Implement a HighScoreService that stores and serves the high score table for the players of a given game. It should return both the overall table as well as the table for the last hour.

```
class HighScoreService:

    def add_score(player_id, score):
        # Add score information
        pass

    def get_table():
        # Returns the table ordered by ranking.
        pass

    def get_last_hour_table():
        # Returns the table ordered by ranking.
        pass
```

Minor comments:

- \* implement this as you would for any work assignment
- \* if you create any tests or main classes to verify this, please include them
- \* keep it simple
- \* it should summarize by player, hence

```
addScore(1, 100)
addScore(2, 300)
addScore(1, 250)
```

should generate the table:

```
1 - 350
2 - 300
```