HashSet/HashMap Activity

1. Using the Wrestler class. Create a TeamSet class that stores the wrestlers in a HashSet. Include a constructor, and methods to add wrestlers, calculate average weight and get a set of lightweights (less than 120 pounds) (5 points)

2. Using the Wrestler class. Create a TeamMap class that stores the wrestlers in a HashMap. Include a constructor, and methods to add wrestlers and change weight group. The mapping should be based on the following weight group
Assume all wrestlers are between 100 and 200 pounds (5 points)

Weight	Group
100<= w <110	0
110<= w <120	1
120<= w <130	2
130<= w <140	3
140<= w <150	4
150<= w <160	5
160<= w <170	6
170<= w <180	7
180<= w <190	8
190<= w <200	9

```java
public class Wrestler
{
    /**
     * Constructor for objects of class Wrestler
     */
    public Wrestler( String theName, int theWeight)

    {
        name= theName;
        weight=theWeight;
    }


    public int getWeight()
    {
        return weight;
    }

    public String getName()
    {

        return name;
    }
    public String toString()
    {

        return name + "   " +weight;
    }
```

}