We are writing a reporting program to help track the results of football games. We have been provided an interface to help with this tracking. Please the code necessary to make this work.

- You have been given a Football interface.
- You need to create a class, FootballScore which will implement the methods in the Football Interface.
- FootballScore should have a way of storing multiple game scores. You do not know how many will be stored and are not allowed to ask the user to enter the number of games.
- Game scores are entered in pairs, the home team and then the visiting team. You can store these however you like. The scores will be treated as a pair of scores when you process these later.
- getCount should return the number of games that are stored.
- getMaxScore should return the highest number of points scored.
- getMinScore should return the lowest number of points scored.
- getAverage should report the average of all of the scores. When reporting this, it should be displayed using 2 decimal places
- enterScore should accept the home and visitor team scores and add them to the container in FootballScore.
- getGameScores should print a well formatted score telling the user the winning team and the game score.
- All input and output must be done in the FootballTester.
- You must handle invalid input in FootballTester to prevent invalid entries from causing your program to crash.

Sample output:
Enter the home team score for game 1. Enter a negative number to quit.
a
Enter the home team score for game 1. Enter a negative number to quit.
24
Enter the visiting team score for game 1
14
Enter the home team score for game 2. Enter a negative number to quit.
21
Enter the visiting team score for game 2
d
Enter the visiting team score for game 2
28
Enter the home team score for game 3. Enter a negative number to quit.
24

Enter the visiting team score for game 3
24
Enter the home team score for game 4. Enter a negative number to quit.
42
Enter the visiting team score for game 4
3
Enter the home team score for game 5. Enter a negative number to quit.
-1
The maximum score entered is: 42
The minimum score entered is: 3
The average score is 22.50
The home team won with a score of 24 to 14
The visiting team won with a score of 21 to 28
The game was a tie, 24 to 24
The home team won with a score of 42 to 3

Rubric:
Code standard compliance – 2
getMaxScore implementation and use - 2
getMinScore implementation and use - 2
getAverage implementation and use - 4
getCount implementation and use - 2
getGameScore implementation and use – 5
FootballTester - 3