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/* This program calculates the winning soccer team
 * Baseball:
 * Based on input of 2 soccer team names and 3 soccer players per team (6 total)
 * Statistics:
 *     Striker can score 3 goals exclusive
 *     Left winger can score 5 goals exclusive
 *     Right winger can score 7 goals exclusive
 * The goals scored by each player are totaled up into the full score
 */

import java.util.Scanner; // Imports the Scanner module

public class soccer
{
    public static void main(String[] args)
    {
        // Tells the client about the program
        System.out.print("This program outputs fantasy soccer statistics\n");
        System.out.print("The score of a team is calculated based on the scores of the
three inputted players.\n");
        System.out.print("The scores of the three players are totaled up to create the
overall team score.\n");
        System.out.print("The team with the highest total score wins the
simulation.\n\n");

        //Opens Scanner to collect client input
        Scanner scanString = new Scanner(System.in);
        Scanner scanInt = new Scanner(System.in);

        // Collects user input for teamA
        System.out.print("What is the name of your soccer team?\n=> ");
        String teamA = scanString.nextLine();
        System.out.print("What is the name of the striker?\n=> ");
        String playerA1 = scanString.nextLine();
        System.out.print("What is the name of the left winger?\n=> ");
        String playerA2 = scanString.nextLine();
        System.out.print("What is the name of the right winger?\n=> ");
        String playerA3 = scanString.nextLine();

        // Declares player score variables for team A
        int playerA1Score = (int) (Math.random() * 3) ;
        int playerA2Score = (int) (Math.random() * 5);
        int playerA3Score = (int) (Math.random() * 7);
        int teamAScore = playerA1Score + playerA2Score + playerA3Score;

        // Prints team statistics to standard output
        System.out.printf("\nStatistics for the %s:\n", teamA);
        System.out.printf("%s (striker): %s goals\n", playerA1, playerA1Score);
        System.out.printf("%s (left winger): %s goals\n", playerA2, playerA2Score);
        System.out.printf("%s (right winger): %s goals\n", playerA3, playerA3Score);
        System.out.printf("the %s has %s goals in total.\n\n", teamA, teamAScore);
    }
}

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// Collects user input for teamB
System.out.printf("What team would you like to compare to the %s?\n=> ",
teamA);
String teamB = scanString.nextLine();
System.out.print("What is the name of the striker?\n=> ");
String playerB1 = scanString.nextLine();
System.out.print("What is the name of the left winger?\n=> ");
String playerB2 = scanString.nextLine();
System.out.print("What is the name of the right winger?\n=> ");
String playerB3 = scanString.nextLine();

// Closes scanners to prevent resource leak
scanString.close();
scanInt.close();

// Declares player score variables for team A
int playerB1Score = (int) (Math.random() * 3);
int playerB2Score = (int) (Math.random() * 5);
int playerB3Score = (int) (Math.random() * 7);
int teamBScore = playerB1Score + playerB2Score + playerB3Score;

// Prints team statistics to standard output
System.out.printf("\nStatistics for the %s:\n", teamB);
System.out.printf("%s (striker): %s goals\n", playerB1, playerB1Score);
System.out.printf("%s (left winger): %s goals\n", playerB2, playerB2Score);
System.out.printf("%s (right winger): %s goals\n", playerB3, playerB3Score);
System.out.printf("the %s has %s goals in total.\n\n", teamB, teamBScore);

// Defines the graphics as variables
String teamAGraphic =
    "    ---\n" +
    "    =====\n" +
    "    | X X |\n" +
    "    | / |\n" +
    "    | (---)|\n" +
    "    | ----|\n" +
    " ---|      |---\n" +
    "    -----";

String teamBGraphic =
    "    ()\n" +
    "    (((())))\n" +
    "    ()\n" +
    "    | |\n" +
    " ---| |\n" +
    "    | |----\n" +
    "====| |\n" +
    "    | |";

String neutralGraphic =
    "o:;:loc::c:... \n" +
    "xo:x0000o::;'\n" +

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        ";;d0KK000Kx:::\n" +
        "' d0XX000Kxc:::\n" +
        ". c0000000o:::\n" +
        "...c000000;:::\n" +
        " .;l0000o...:::\n" +
        ".:000xko:::\n" +
        "lllll0000lc':'\n";

// Conditional to decide who won the contest
int scoreWonDifference; // Variable shows how much the winning team won by
if(teamAScore > teamBScore) // Scenario in which teamA wins
{
    scoreWonDifference = teamAScore - teamBScore;
    System.out.printf("The %s won by %s goals!\n\n", teamA,
scoreWonDifference);
    System.out.print(teamAGraphic);
}
else if(teamAScore == teamBScore) // Scenario in which there is a tie
{
    System.out.print("I have no strong feelings one way or the other.\n\n");
    System.out.print(neutralGraphic);
}
else // Scenario in which teamB wins
{
    scoreWonDifference = teamBScore - teamAScore;
    System.out.printf("The %s won by %s goals!\n\n", teamB,
scoreWonDifference);
    System.out.print(teamBGraphic);
}
}
}

```