```java
/* 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 feigenbaumSoccer
{
    public static void main(String[] args)
    {
        // Tells the client about the program
        System.out.print("This program outputs fantasy soccer satistics\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" +
            "  -------\n";

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

        String neutralGraphic =
            "o:;::loc::c:..\n" +
            "xo:x0000Oo:::;'\n" +
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            ";;d0KK0O0Kx::::\n" +
            "' d0XXX00KXc:::\n" +
            ". c000OOOOo::::\n" +
            "...c0OOO0O;.;::\n" +
            " .;l0000o...,::\n" +
            ".:oooxkxo:;;:::\n" +
            "lllllooolc':''\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);
        }
    }
}
```