Bowling

The Roll-Em Lanes bowling team would like to have a computer program to print the team results for one series of games. The team consists of three members. Each person on the team bowls three games during the series.

Your program will consist of two classes – a **BowlingTeam** class which will contain the main() method and a **Bowler** class which will contain all the attributes and methods for one bowler.

The **BowlingTeam** class and sequence diagrams are on the next page. Note the following:

* **NUMBER\_OF\_GAMES** is a constant set to 3.
* The bowler's first and last name and his/her scores from the 3 games are input from the user.
* Use tabs to space the output appropriately.

Two sample runs of the program follow:

Enter bowler's name (first then last): Gus Gutter

Enter 1st score: 100

Enter 2nd score: 150

Enter 3rd score: 130

Bowl-Em Lanes

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Bowler Game 1 Game 2 Game 3 Total Average

Name Score Score Score Score Score

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Gus Gutter 100 150 130 380 126

Enter bowler's name (first then last): Sam Striker

Enter 1st score: 290

Enter 2nd score: 300

Enter 3rd score: 300

Bowl-Em Lanes

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Bowler Game 1 Game 2 Game 3 Total Average

Name Score Score Score Score Score

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Sam Striker 290 300 300 890 296

**Class Diagram:**



**Sequence Diagram:**

