

```

1 public class TennisGame {
2
3     interface Score {
4         String LOVE = "Love";
5         String FIFTEEN = "15";
6         String THIRTY = "30";
7         String FORTY = "40";
8         String DEUCE = "Deuce";
9         String ADVANTAGE = "Advantage";
10    }
11
12    public String firstPlayerName = "player1";
13
14    public String secondPlayerName = "player2";
15
16    public int firstPlayerPoints = 0;
17
18    public int secondPlayerPoints = 0;
19
20    public void getPoint(String playerName) {
21        if (playerName.equals(firstPlayerName)) {
22            firstPlayerPoints++;
23        } else {
24            secondPlayerPoints++;
25        }
26    }
27
28    public String score() {
29        String firstPartScore = Score.LOVE;
30        String secondPartScore = Score.LOVE;
31        if (firstPlayerPoints == secondPlayerPoints) {
32            if (firstPlayerPoints == 1) {
33                firstPartScore = Score.FIFTEEN;
34                secondPartScore = Score.FIFTEEN;
35            } else if (firstPlayerPoints == 2) {
36                firstPartScore = Score.THIRTY;
37                secondPartScore = Score.THIRTY;
38            } else if (firstPlayerPoints >= 3) {
39                firstPartScore = Score.DEUCE;
40                secondPartScore = "";
41            }
42        } else if ((firstPlayerPoints >= 4 || secondPlayerPoints >= 4)) {
43            if (Math.abs(firstPlayerPoints - secondPlayerPoints) >= 2) {
44                firstPartScore = "Win";
45                secondPartScore = firstPlayerPoints > secondPlayerPoints ?
46                    firstPlayerName : secondPlayerName;
47            } else {
48                firstPartScore = Score.ADVANTAGE;
49                secondPartScore = "";
50            }
51        } else {
52            if (firstPlayerPoints == 1) {
53                firstPartScore = Score.FIFTEEN;
54            } else if (firstPlayerPoints == 2) {
55                firstPartScore = Score.THIRTY;
56            } else if (firstPlayerPoints == 3) {
57                firstPartScore = Score.FORTY;
58            }
59            if (secondPlayerPoints == 1) {
60                secondPartScore = Score.FIFTEEN;
61            } else if (secondPlayerPoints == 2) {
62                secondPartScore = Score.THIRTY;
63            } else if (secondPlayerPoints == 3) {
64                secondPartScore = Score.FORTY;
65            }
66        }
67        return secondPartScore.isEmpty() ? firstPartScore : firstPartScore + "-" +
68            secondPartScore;
69    }
70 }

```