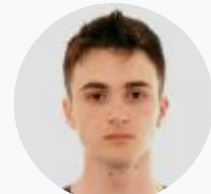


Score: 15.000 (=100.0%)



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3 days

19:05:30

Done

Score: 2.500 (=100.0%)

Id: 42546

Neka su zadane apstraktne klase:

```
abstract class Game {
    private String name;
    private int rating;

    protected Game(String name) {
        this.name = name;
    }

    public String getName() {
        return name;
    }

    public int getRating() {
        return rating;
    }

    public void setRating(int rating) {
        this.rating = rating;
    }

    @Override
    public String toString() {
        return name + ": " + rating;
    }
}

abstract class Player {
    private String name;

    protected Player(String name) {
        this.name = name;
    }

    public String getName() {
        return name;
    }

    abstract void addGameScore(Game game, int score);

    abstract Iterable<Integer> getScores(Game game);
}
```

Napisati sve što je potrebno da bi:

a) se uspješno izveo sljedeći kod

```
Game g1 = Factory.createGame("Super Mario", 90);
Game g2 = Factory.createGame("Heroes", 80);
MyPlayer p = new MyPlayer("Mario");
p.addGameScore(g1, 300);
p.addGameScore(g1, 400);
p.addGameScore(g2, 50);
p.addGameScore(g1, 200);
p.addGameScore(g1, 400);
p.addGameScore(g2, 70);
for(Game g : p) {
    for(int score : p.getScores(g)) {
        //do something
    }
}
```

b) iteriranje po igrama išlo po nazivu igre (prvo Heroes s 50 i 70, a onda Super Mario s 300, 400, 200 i 400), a iteriranje po ostvarenim rezultatima u igri po redoslijedu kojim je rezultat ostvaren

Predati kod klase `Factory` i svih ostalih klasa potrebnih za realizaciju zadatka (sve klase predati bez modifikatora vidljivosti). Klase `Game` i `Player` ne mogu se mijenjati i njih ne predajete.

**Napomena:** Sve klase i sučelja imaju vidljivost postavljenu na package private.

**Napomena:** Prije predaje iz Vašeg koda izbacite sve ispise na standardni izlaz kako bi testovi ispravno radili.

Student's answer:

```
1 import java.util.*;
2
3 class Factory extends Game{
4     protected Factory(String name, int rating) {
5         super(name);
6         super.setRating(rating);
7     }
8
9     public static Game createGame(String name, int rating) {
10         return new Factory(name, rating);
11     }
12 }
13
14 class MyPlayer extends Player implements Iterable<Game>{
15     Map<Game, List<Integer>> allScores = new TreeMap<>(Comparator.comparing(Game::getName()));
16
17     protected MyPlayer(String name) {
18         super(name);
19     }
20
21     @Override
22     void addGameScore(Game game, int score) {
23         allScores.putIfAbsent(game, new LinkedList<>());
24         List<Integer> scores = allScores.get(game);
25         scores.add(score);
26     }
27
28     @Override
29     Iterable<Integer> getScores(Game game) {
30         return allScores.get(game);
31     }
32
33     @Override
34     public Iterator<Game> iterator() {
35         return allScores.keySet().iterator();
36     }
37 }
38
39
40
41
42
43
44
45
46
47
48
49
```

Correct answer:

1 This test does not have "show solutions" option enabled.

Hint: Correct. Well done!

### Exam results obtained during submission evaluation:

#	stdin	stdout	expected	stderr	percentage	hint	mode	correct?
1	example	OK	OK	EdgarLibrary v0.11.1	40.00	Correct. Well done!	check elements order : false, case sensitive : false, ignore whitespace : true	true
2	game	OK	OK	EdgarLibrary v0.11.1	40.00	Correct. Well done!	check elements order : false, case sensitive : true, ignore whitespace : true	true
3	random	OK	OK	EdgarLibrary v0.11.1 Testing with game names: 258a3309-0133-4fd4-80df-179f19e3b599, 2351eded-f7bb-4983-bafa-6fbab3ab43a4, d66ee5c2-41a8-4c45-b296-df40918ff501, b0c9ac33-2830-4616-86f8-1b5b33403936, bfeb9fe6-fdf5-4660-bdeb-126c46f63e48, 2dc2ab96-4672-4143-ab2d-8f8835730561, 3c1f7874-a376-49ba-9617-c5775e0c8356, 07c336d3-2d53-4594-ab71-0829fffa3e85, 44638ca6-a402-4ba2-bd3f-2c2e54c6efa7, 2d4ad296-8e2b-4573-b244-15935387329d	40.00	Correct. Well done!	check elements order : false, case sensitive : true, ignore whitespace : true	true

Student's result	Correct result
------------------	----------------