

COMP 1451 Lab 1-a (2 points)

Download the file "lab 1-a soccer" from the dropbox and unzip it. Create a BlueJ project with the following classes and functionality. Be sure to use good style.

Write a class called **SoccerPoints** to calculate the total points earned by a soccer team in a series of games. This class has the following instance variables:

```
private String teamName  
private int totalPoints
```

Write a default constructor which initializes the totalPoints variable to the default for the datatype, and initializes the teamName variable to an empty String ("").

Write another constructor which accepts one parameter to initialize the team name. This constructor will use the passed parameter if it's not null or an empty String ("") otherwise the team name will be initialized to "unknown". Initialize the totalPoints variable to the default. Call the appropriate mutator method (see below) to initialize the teamName.

Write an accessor for each instance variable.

Write a mutator (set) method for the instance variable teamName. This mutator will use the passed parameter if it's not null or an empty String ("") otherwise the team name will be initialized to "unknown".

Use the provided **InputReader** class to get the user's input.

Write a method called calculateTotalPoints() . This method will prompt the user to enter earned points of each game and enter -1 to end. If the entered value is positive, it will be added to the accumulated total points. If not the message "Points must be positive numbers" will be displayed on the screen. This method will be implemented using a while loop. After the loop ends the method will display the team name followed by the total earned points of the team.

Demonstrate your completed work to your instructor or TA and make sure it's checked off. If the labs are not submitted within the designated time they will not receive any points. Once you have completed your lab zip the project folder and upload it to D2L dropbox. This lab is due 11:59 pm the night before the next session.