WEEK 4//LAB 2

Extra Program(1)

1. Develop a Java program to create a class Player with variables id, name, scores, no_matches_played with default access specifier. Include the following:
a. Constructors
b. appropriate methods that calculates the average scores of the player and displays the same.

```java
import java.util.*;


class player

{

        int id;

        String name;

        int no_matches_played;

        int scores[]=new int[no_matches_played];

        player(int a,String b,int c,int d[])

        {

                id=a;

                name=b;

                no_matches_played=c;

                scores=d;

        }

        float avgsc()

        {

                int sum=0;

                for(int x:scores)

                   sum+=x;

                return(sum/(float)no_matches_played);

        }
```

```java
        void display()

        {

                System.out.println("Id: "+id+"\nName: "+name+"\nNo. of matches played: "+no_matches_played);

                for(int x:scores)

                    System.out.println("Score:"+x);

                System.out.println("Average: "+avgsc());

        }


}
class mainplayer

{

 public static void main(String[] args)

  {

        int i,n;

        String nam,nam1;

        Scanner in=new Scanner(System.in);

        Scanner in1=new Scanner(System.in);


        System.out.println("\n//Player 1");

        System.out.println("Enter Id");

        i=in.nextInt();

        System.out.println("Enter Name");

        nam=in1.nextLine();

        System.out.println("Enter no.of matches");

        n=in.nextInt();

        int sc[]=new int[n];

        System.out.println("Enter Scores");
```

```java
for(int j=0;j<n;j++)

    sc[j]=in.nextInt();

player p1=new player(i,nam,n,sc);


System.out.println("\n//Player 2");

System.out.println("Enter Id");

i=in.nextInt();

System.out.println("Enter Name");

nam1=in1.nextLine();

System.out.println("Enter no.of matches");

n=in.nextInt();

int sc1[]=new int[n];

System.out.println("Enter Scores");

for(int j=0;j<n;j++)

    sc1[j]=in.nextInt();

player p2=new player(i,nam1,n,sc1);


if(p1.avgsc()>p2.avgsc())

{

        System.out.println("\nPlayer 1 has greater Average");

        p1.display();

}

else if(p1.avgsc()==p2.avgsc())

{

        System.out.println("\nEqual Average");

}

else

{
```

```
				System.out.println("\nPlayer 2 has greater Average");

				p2.display();

		}

	}

}
```

```
C:\Users\RAJ\Desktop\c prog\Java\Week 3>javac mainplayer.java

C:\Users\RAJ\Desktop\c prog\Java\Week 3>java mainplayer

//Player 1
Enter Id
1
Enter Name
SHash
Enter no.of matches
2
Enter Scores
100
99

//Player 2
Enter Id
2
Enter Name
aloo
Enter no.of matches
3
Enter Scores
100
99
98

Player 1 has greater Average
Id: 1
Name: SHash
No. of matches played: 2
Score:100
Score:99
Average: 99.5

C:\Users\RAJ\Desktop\c prog\Java\Week 3>
```