

For this program, you will add functionality to the Player Class you developed in Program-Java-1.

For this version of the program, add functionality to your main program and/or Player class in order to:

- Store all of the players read in from the file into an ArrayList
- Make your player Comparable by implementing the Comparable interface for your Player Class. The default ordering should implement compareTo to compare two players by name (last name and then first name if their last names are the same. Use this to sort the players by name in the main program's array list. Print a report of the player data (see earlier programs for report computation) in order by name.
- Implement another Comparator object that will order players by their OPS value. Print a report of the player data ordered from highest to lowest OPS.

OTHER CHALLENGES

- Make your player Cloneable and implement the clone() method to create and return a deep copy of another player object. Write some test code to ensure your clone method is working properly (ie, clone an object, change one of the instances' internal values and make sure it does not affect the other object).