

```

        int getPoints() //returns current points
        {
            return points;
        };
    }

```

### Game class

```

class Game
{
    private Team team1;           // references to teams
    private Team team2;

    public Game(Team first, Team second) //game constructor
    {
        team1= first;
        team2 = second;
    };

    public void winLose() // identify winner and allocate points
    {
        if (team1.getScore() > team2.getScore())
            team1.addPoints(2);
        else
            if (team1.getScore() < team2.getScore())
                team2.addPoints(2);
            else
            {
                team1.addPoints(1);
                team2.addPoints(1);
            }
    };

    public void scorer(int firstScore, int secScore) // sets scores of a game
    {
        team1.setScore(firstScore);
        team2.setScore(secScore);
    };
}

```

### League class

```

public class League
{
    public static void main(String[] args)
    {
        //set up the teams
        Team teamA = new Team("Alan  ");
        Team teamB = new Team("Ian   ");
        Team teamC = new Team("Martin ");

        // set up the games
        Game gameAB = new Game(teamA,teamB);
    }
}

```

Figure 11.12 Java code for Exercise 11.2 (continued)