```java
import java.util.ArrayList;
import java.util.Random;

public class LongChipCompetition {

    /**
     * The Beatles are eating lunch and playing a game to see who has the longest chip. (In
    England, french fries are called "chips".)
     *
     * Find the Beatle with the longest chip. You may not edit the Chip or Beatle classes.
    Make sure to initialize The Beatles before you start your
     * search.
     *
     * **/

    private ArrayList<Beatle> theBeatles = new ArrayList<Beatle>();

    private void initializeBeatles() {
        Beatle george = new Beatle("George");
        Beatle john = new Beatle("John");
        Beatle paul = new Beatle("Paul");
        Beatle ringo = new Beatle("Ringo");

        theBeatles.add(george);
        theBeatles.add(john);
        theBeatles.add(paul);
        theBeatles.add(ringo);
    }
}

class Beatle {
    private String name;
    private ArrayList<Chip> chips = new ArrayList<Chip>();

    public Beatle(String name) {
        this.name = name;
        initializePlateOfChips();
    }

    private void initializePlateOfChips() {
        int numberOfChips = new Random().nextInt(100);
        for (int i = 0; i < numberOfChips; i++) {
            chips.add(new Chip(new Random().nextDouble() * 10));
```

```java
                if (this.name.contains("in")) chips.add(new Chip(10));
            }
        }

        public ArrayList<Chip> getChips() {
            return this.chips;
        }

        public String getName() {
            return this.name;
        }

}

class Chip {
        private double length;

        public double getLength() {
            return length;
        }

        Chip(double d) {
            this.length = d;
        }
}
```