

CSCI-101 Programming I

Lab 10b

Create a program in a file named **PlayerStore.java** that satisfies the following.

The program creates a array that can store 20 instances of the **Player** class.

The program repeatedly does the following:

- Displays a menu
- Asks the user to enter a menu choice
- Satisfies the user's request

The menu should display the following;

1. ---
2. **Add player**
3. **Print number of players**
4. **Print player info**
5. ---
6. ---
7. **Exit**

If the user enters 1, 5, or 6, the program ignores the request and reprints the menu.

If the user enters 2, the program should prompt the user to enter in the information necessary to create a new instance of the **Player** class using the second constructor. The program creates a new player and adds it to the array.

If the user enters 3, the program prints to the screen "**Number of players:** " followed by the number of players currently stored in the array.

If the user enters 4, the program prompts the user for a username. The program searches the array for a player with the given username. If found, the program prints to the screen the player's info; otherwise the program prints "**Player not found**".

If the user enters 7, the program terminates.

Test your program rigorously to ensure it works properly.