

CSCI-101 Programming I

Lab 10e

Augment your program in **PlayerStore.java** so that it satisfies the following.

The menu should display the following;

1. Load players from file
2. Add player
3. Print number of players
4. Print player info
5. **Print all players**
6. Save players to file
7. Exit

If the user enters 5, the program should print to the screen each player's username, level, and win rate.