

CSCI-101 Programming II

Lab 7b

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

The program creates a **HashMap** that can store key-value pairs where the keys are player usernames and the values are 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. If a player with the same username already exists in the hashmap, then the program prints "**Player already exists**"; otherwise a new instance of the **Player** class is created and stored in the hashmap.

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

If the user enters 4, the program prompts the user for a username. If the username is a key in the hashmap, 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.

