CSCI-101 Programming II
Lab 7c

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

The menu should display the following;

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

If the user enters 6, the program should prompt the user for a file name. If the file cannot be written to, the program should print to the screen "**Invalid filename**". Otherwise the program should write the information for each player in the hashmap to the file, with the information of each player on a separate line, and the values separated by commas.