

CSCI-101 Programming II

Lab 7d

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. ---
6. Save players to file
7. Exit

If the user enters 1, the program should prompt the user for a file name. If the file cannot be read, the program should print "**Invalid filename**". Otherwise, the program should read the data from the file, and for each player, create an instances of the Player class and store the instance in the hashmap.