

CSCI-101 Programming 1

Lab 18

Everyone should be able to complete this lab before the end of the class period. No chit-chat. Lock in. Code fast.

1. Create an entity class named **Player**. Include the following in the class:
 - A field named **username** (**String**) and a field named **level** (**int**).
 - A constructor that has a **String** parameter and an **int** parameter and which sets the fields equal to the values that are passed in.
 - Getters and setters for both fields.
 - Override **toString** so that it returns a string containing the **username** followed by a comma (,) followed by the **level**.
 - Override **equals** using the **username** as the significant field.
2. Create a file named **players.txt**. Add data to the file as follows.
 - The first line of the file contains an integer indicating the number of records in the file.
 - Each subsequent file contains a record. Each record is composed of a String specifying a Player's **username**, followed by a comma (,), followed by an integer specifying the Player's **level**.

Example:

```
3
alice,7
bob,3
charlie,10
```

3. Create a program in a file named **Lab18.java**.
 - The program should read the data from the file and store the data in an array of **Player** objects.
 - After reading in the data, the program iterates over the array of **Player** objects and for each **Player** in the array prints to the screen the Player's **username** followed by a comma (,) followed by the Player's **level**.