

Programming Languages 2

Lesson 7

Create a project to record a Champions League group results

1. Download `lesson7_start.zip` from the page of the class and import it to NetBeans.
2. Take a look at the `Team` class and check its fields, and methods.
3. Check the `Group` class also. Try to understand how implementations of the `Comparator` interface can be used to sort `Team` objects. Try to understand all three different ways of implementing an interface.
4. Make the `Group` class implement the `SortableByTeamName` interface (included to the project).
5. From the `main` method print out the whole group to a file named “`groupA.txt`”. For this use [`PrintWriter`](#).
6. Learn how can you [serialize and deserialize](#) your objects.
 - a) Make the `Group` and the `Team` classes implement the `Serializable` interface.
 - b) Use `FileOutputStream` and `ObjectOutputStream` to serialize the group A object. The output file should be `groupa.ser`.
 - c) Use `FileInputStream` and `ObjectInputStream` to deserialize the `groupa.ser` file to a new object. Print out this object to the screen.