

Programs for this lab should be stored in your Eclipse repository. Create a new Java project in your workspace called lab B. Remember to use a location on your P: drive or a USB drive (not the C: drive). When your programs are running correctly, turn in a printout of the Java code and send an email containing your .java files for each program (as *separate* file attachments) to the instructor at stlauterburg@salisbury.edu with the subject line “COSC 117 Lab B”.

Problem 1

Create a program called **FootballScore** that allows the user to record the scores for each team for each quarter of a football game. The program should include a **one-dimensional array** that will hold the team names, and a **two-dimensional array** with *two rows and four columns* that will contain the number of points scored by each team in each of the 4 quarters. Use the arrays in parallel to match up team names with team scores, i.e., the first team in the team array will have its quarterly points in the first row of the points array. When the program is run, the user will input the team names and their scores for each quarter of the game. The program will then call a separate method called `outputResults` that accepts the two arrays as parameters and outputs the final game scores in appropriately aligned columns (see sample run below).

Sample run:

```
Enter the name of the 1st team: Ravens
Enter the name of the 2nd team: Steelers
Enter the 1st quarter points for the Ravens: 14
Enter the 1st quarter points for the Steelers: 0
Enter the 2nd quarter points for the Ravens: 21
Enter the 2nd quarter points for the Steelers: 0
Enter the 3rd quarter points for the Ravens: 3
Enter the 3rd quarter points for the Steelers: 0
Enter the 4th quarter points for the Ravens: 10
Enter the 4th quarter points for the Steelers: 0
```

Game Summary

```
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Ravens:   14   21   3   10
Steelers:  0    0   0    0
```

```
Ravens:   48
Steelers:  0
```