

(a) Write the method `teamIndex`. The method `teamIndex` should return the index of the team with the given `teamName` in the array `standings`.

Complete the method `teamIndex` below.

```
private int teamIndex(String teamName)
```

(b) Write the method `adjust`. The method `adjust` should increment the team points for the team found at the `index` position in `standings` by the amount given by the parameter `points`. In addition, the position of the team found at `index` in `standings` should be changed to maintain `standings` in decreasing order by points; teams for which points are equal can appear in any order.

Complete the method `adjust` below.

```
private void adjust(int index, int points)
```

(c) Write the method `recordGameResult`. This method should record the results of a game as given by `result` in the array `standings`: The winning team should have its points incremented by 2, but if there is a draw, both teams should have their points incremented by 1. The array `standings` should be adjusted to be in the correct order as described above.

Complete the method `recordGameResult` below.

```
public void recordGameResult(GameResult result)
```

```
String home = result.homeTeam();
String away = result.awayTeam();
int homeSc = result.homeScore();
int awaySc = result.awayScore();
if ((homeSc == awaySc) {
    adjust(teamIndex(home), 1);
    adjust(teamIndex(away), 1);
}
else if (homeSc > awaySc) {
    adjust(teamIndex(home), 2);
}
else {
    adjust(teamIndex(away), 2);
}
```

```

private int teamIndex (String name) {
    for (int i=0; i < standings.length; i++) {
        String s = standings[i].teamName();
        if (s.equals(name))
            return i;
    }
    return -1;
}

```

```

private void adjust (int index, int points) {
    standings[index].increasePoints (points);
    for (int i = 0; i < standings.length; i++) {
        int ptsNow = standings[i].points();
        int indexNow = i;
        for (int j = 1; j < standings.length; j++) {
            if (standings[j].points() > ptsNow) {
                ptsNow = standings[j].points();
                indexNow = j;
            }
        }
        TeamInfo t = standings[i];
        standings[i] = standings[indexNow];
        standings[j] = t;
    }
}

```