



Specifications: Dive

A `Dive` object contains a collection of `Score` objects, a `ScoringSystem`, and a `Rule`. In addition to the obvious specifications illustrated in the UML class diagram, the `Dive` class must satisfy the following specifications.

1. `Dive` objects must be immutable.
2. All non-`String` attributes must be aliases of the corresponding parameters passed to the constructor.
3. If a constructor is passed a key that is `null` or empty (i.e., `""`) then the constructor must throw an `IllegalArgumentException`.