Specifications: `DivFileReader`

`DivFileReader` is a utility class for reading `.div` files. In addition to the obvious specifications illustrated in the UML class diagram, the `DivFileReader` class must satisfy the following specifications.

1. The `readDive()` method must return a `Dive` object that contains information about the "next" dive that can be read using the `BufferedReader` named `in`.
    1.1. If the number of fields in a particular record is not the same as the number of judges then this method must throw an `IllegalArgumentException`.
    1.2. `"N/A"` in any field must be interpreted as a missing `Score`.
    1.3. The `ScoringSystem` for the `Dive` must be a `TotalSystem`.
    1.4. The `Rule` of the `Dive` must be the parameter named `rule`.
2. The `readDiversList()` method must return a `DiversList` object that contains as many different `Dive` objects as are contained in the file.
    2.1. The `List` of `Dive` objects in the `DiversList` must be read using (repeated calls to) the `readDive()` method.
        2.1.1. The `Rule` that is passed to the `readDive()` method must be a `DropRule` with appropriate attributes.
    2.2. The `ScoringSystem` of the `DiversList` must be a `WeightedTotalSystem` with appropriate attributes.
        2.2.1. The `WeightedTotalSystem` must use a `DifficultyTable1mS` object as its weights `Map`.