



Трг Доситеја Обрадовића 6, 21000 Нови Сад, Република Србија Деканат: 021 6350-413; 021 450-810; Централа: 021 485 2000 Рачуноводство: 021 458-220; Студентска служба: 021 6350-763 Телефакс: 021 458-133; e-mail: ftndean@uns.ac.rs

ИНТЕГРИСАНИ СИСТЕМ МЕНАЏМЕНТА СЕРТИФИКОВАН ОД:



Course: Fundamentals in programming Exam for July 2018.

Make a program in C programming language for keeping evidence of the teams in the FIFA World Cup in football. The program should work with a data structure that contains: team name – string with maximum of 20 characters, selector – string with maximum 20 characters, rank in previous world cup – integer, average age of players in the team – float, number of legends in the team – integer, number of hurt players – integer, betting odds of the team – float. The program should work with an array with a maximum of 32 teams.

The program should allow the following options:

- Enter a team: This option allows adding one team to the array. The user should provide: Name of the team (one word), Selector of the team (one word), Rank of the team in the previous world cup (if the team didn't take part in the previous world cup the user should enter 100), average age of the players in the team, number of legends (extraordinary players) in the team, as well as the number of hurt players. The betting odds should not be entered by user, but set to 0 and they will be calculated later. The program should not allow entering the same team name 2x (you can use the function in the option no. 3 to check whether the team is already in the array).
- 2. **Display all teams:** This option should display all available data for each team in the array. Each team should be in new line.
- 3. **Team search:** Make a function that finds the position (index) of the team in the array. The function arguments should be: the address of the array, number of entered teams in the array, name of the team for search. This function should return the position in the array where the team is found, or -1 if there is no such team in the array. Based on this returned number display all the data for this team, or the message "There is no such team!"
- 4. **Betting odds:** Calculate the betting odds for all entered teams in the array. The betting odds are calculated according to the following formula:

1.5 * (number of hurt players + 1) + 2 * (rank in the previous world cup)

(number of legends in the team + 1)

If the betting odds for a team are less than 1.05, set them to 1.05.

- 5. **Sort teams according to betting odds:** Sort the team array according to betting odds, starting with the smallest.
- 0. Exit program.

Scoring:			
 The menu and the data structure: 			
eliminatory*			
•	1: 10	٠	4: 10
•	2: 10	٠	5: 10
•	3: 10	٠	
* must be done in order to pass the exam			