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| --- |
| #define \_CRT\_SECURE\_NO\_WARNINGS 1  #include <string.h>  #include <stdio.h>  int main()  {      FILE \*fp;      fp = fopen("record.txt", "w");      struct player      {          char name[50];          int level;          int score;      };      struct player p[5];      char name[50];      for (int i = 0; i < 5; i++)      {          printf("Enter name: ");          scanf("%s", &name);          strcpy(p[i].name, name);          printf("Level: ");          scanf("%d", &p[i].level);          printf("Score: ");          scanf("%d", &p[i].score);      }      for (int i = 0; i < 5; i++)      {          printf("name : %s\t", p[i].name);          printf("level : %d\t", p[i].level);          printf("score : %d\n", p[i].score);      }      for (int i = 0; i < 5; i++)      {          fprintf(fp, "name : %s\t", p[i].name);          fprintf(fp, "level : %d\t", p[i].level);          fprintf(fp, "score : %d\n", p[i].score);      }      fclose(fp);      return 0;  } |

Graphical user interface

Description automatically generatedA screenshot of a computer

Description automatically generated with medium confidence