|  |
| --- |
| #include <stdio.h> |
|  |  | #include <stdlib.h> |
|  |  | #include <string.h> |
|  |  |  |
|  |  | #define MAX\_LEN 50 |
|  |  |  |
|  |  | struct Player { |
|  |  | char name[MAX\_LEN]; |
|  |  | char age[MAX\_LEN]; |
|  |  | char flatNo[MAX\_LEN]; |
|  |  | char mobileNumber[MAX\_LEN]; |
|  |  | }; |
|  |  |  |
|  |  | void savePlayerDetails(char game[], struct Player player) { |
|  |  | FILE \*file; |
|  |  | char filename[MAX\_LEN]; |
|  |  | sprintf(filename, "%s\_players.txt", game); |
|  |  |  |
|  |  | file = fopen(filename, "a"); |
|  |  |  |
|  |  | if (file == NULL) { |
|  |  | printf("Error opening file.\n"); |
|  |  | exit(1); |
|  |  | } |
|  |  |  |
|  |  | fprintf(file, "%s,%s,%s,%s\n", player.name, player.age, player.flatNo, player.mobileNumber); |
|  |  |  |
|  |  | fclose(file); |
|  |  |  |
|  |  | printf("Player details saved successfully.\n"); |
|  |  | } |
|  |  |  |
|  |  | void displayEntries(char game[]) { |
|  |  | FILE \*file; |
|  |  | char filename[MAX\_LEN]; |
|  |  | char line[MAX\_LEN]; |
|  |  | sprintf(filename, "%s\_players.txt", game); |
|  |  |  |
|  |  | file = fopen(filename, "r"); |
|  |  |  |
|  |  | if (file == NULL) { |
|  |  | printf("No entries found for %s.\n", game); |
|  |  | return; |
|  |  | } |
|  |  |  |
|  |  | printf("Entries for %s:\n", game); |
|  |  | while (fgets(line, MAX\_LEN, file) != NULL) { |
|  |  | printf("%s", line); |
|  |  | } |
|  |  |  |
|  |  | fclose(file); |
|  |  | } |
|  |  |  |
|  |  | int main() { |
|  |  | int choice; |
|  |  | char game[MAX\_LEN]; |
|  |  | struct Player player; |
|  |  |  |
|  |  | while (1) { |
|  |  | printf("Player Organizer\n"); |
|  |  | printf("1. Enter Player Details\n"); |
|  |  | printf("2. Display Entries for a Game\n"); |
|  |  | printf("3. Exit\n"); |
|  |  | printf("Enter your choice: "); |
|  |  | scanf("%d", &choice); |
|  |  |  |
|  |  | switch (choice) { |
|  |  | case 1: |
|  |  | printf("Select your game (Chess/Carom/Badminton/Tennis): "); |
|  |  | scanf("%s", game); |
|  |  | printf("Enter player's name: "); |
|  |  | scanf("%s", player.name); |
|  |  | printf("Enter player's age: "); |
|  |  | scanf("%s", player.age); |
|  |  | printf("Enter player's flat number: "); |
|  |  | scanf("%s", player.flatNo); |
|  |  | printf("Enter player's mobile number: "); |
|  |  | scanf("%s", player.mobileNumber); |
|  |  | savePlayerDetails(game, player); |
|  |  | break; |
|  |  |  |
|  |  | case 2: |
|  |  | printf("Select your game (Chess/Carom/Badminton/Tennis): "); |
|  |  | scanf("%s", game); |
|  |  | displayEntries(game); |
|  |  | break; |
|  |  |  |
|  |  | case 3: |
|  |  | printf("Exiting. Goodbye!\n"); |
|  |  | exit(0); |
|  |  |  |
|  |  | default: |
|  |  | printf("Invalid choice. Please try again.\n"); |
|  |  | } |
|  |  | } |
|  |  |  |
|  |  | return 0; |
|  |  | } |