

Tasks

1. Write simplest C-code i.e. `main() {}`
2. Print sizes of basic data types i.e. char, short, int etc., .. using `sizeof`.
3. Giving custom name to data type like s8, u8, s16 .. using `typedef`.
4. Repeat task 2 for the typedefed data types of task 3.
5. Use pre-processor directive `#define` to define number of days in the month of March.
6. Use type qualifier `const` to define number of days in the month of March.
7. Make your own data type named `Team_stats`. Member of this structure will come from the following points table.

ICC World Cup 2011 - Group A Points Table

Teams	Match	Won	Lost	Tied	N/R	Points	Net RR
Pakistan	6	5	1	0	0	10	+0.758
Sri Lanka	6	4	1	0	1	9	+2.582
Australia	6	4	1	0	1	9	+1.123
New Zealand	6	4	2	0	0	8	+1.135
Zimbabwe	6	2	4	0	0	4	+0.030
Canada	6	1	5	0	0	2	-1.987
Kenya	6	0	6	0	0	0	-3.042

8. Use `typedef` to name the defined structure `Team_stats` to `sTeam_stats`.
9. Make instance of the structure `sTeam_stats` for an instance named Pakistan. Fill the data for Pakistan from the table.
10. Make `enum` list for group A. Let's name it `GroupA`.
11. Use `typedef` to name the defined `enum GroupA` to `eGroupA`.

12. Make a function `stat_creator_and_filler()`. It's prototype would look as follows;

```
sTeam_stats stat_creator_and_filler( eGroupA team_name, const int match,  
const int won, const int lost, const int tied, const int nr, const int points,  
const float net_rr );
```

This function should do the following tasks;

- a. Create an instance of `sTeam_stat`.
- b. Fill it with the passed stats' values.
- c. Return the created `sTeam_stats` structure.

13. Make a function `stats_printer()`. It's prototype would look as follows;

```
void stats_printer(sTeam_stats team);
```

- a. This function should print the stats of the team as well as team name.
- b. Your output should exactly look like the way it is given in the table.

14. Make a function `stats_average()`. It should be able to compute the pool A average of all the stats of the 7 teams.