Personal Account

Foundation Programming

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I began the assignment creating structures for my team and games and I was happy with this as the concept is very similar to databases.

The first function I created was the creation and initialization of the league and I had was happy initializing values in my structure to 0. And using a For Loop going round the number of teams for the users input and initializing the values to 0 and storing the team entered into the team structure. I used the C All In One Desk Reference For Dummies book to look at alternative ways of gaining user input such as fgets,scanf and gets and I have learned that fgets is the superior to all of them as you can specify the buffer size.

The next function I created was Displaying the League and I initially had assistance on how I would create a league table and I learned that printf statements to do this, however I struggled with the alignment of the table I had to make sure the spacing was valid especially since the MAXLENGTH constant was 15 I had to make sure that 15 characters will fit in the table without errors.

The next function I created was the Add Match function and this was the hardest function for me as I had to use to the C All In One Desk Reference For Dummies book to look up how I would pass structures because since game had its own structure and team had its own structure I did not understand how I would link the 2 structures together to update the table, however I ended up creating a gameno variable to identify the particular game of a team in my game structure. I understood that I needed to loop through getting the home team and away team from the user, however I wanted to know how I would add validation in order to see whether the team entered by the user matches the teams in the league so I used the C All In One Desk Reference For Dummies book to look up the string compare function and how I would use this as previously I did not know how I would validate user entry so this was a skill I learnt. The function I created also updated the league table if a certain result is entered and I was happy using if statements, however I had to look back at assignment operator symbols to refresh my memory of what each of them mean.

The last function I created was the Display Team Game History function and I after consulting to C All In One Desk Reference For Dummies I realized that I was in fact getting input from the user for a new team and I wasn’t checking to see if the users input matched a team in the league table therefore I used the skill that I learned for adding matches which was using the string compare function and then printing the members of the structure.

Once I created all my functions I created a menu using the switch statement and I had to look at the syntax again using the C All In One Desk Reference For Dummies book, the only problem I had was how I would display the menu after the user is finished with a function and the book stated that if I use a while loop to do the menu while the option is not equal to exit then it will continue to display as the long as the user does not exit the program. I also used the book to look up header file functions and I came across the stdlib.h header file that had the exit() function and I used this in my switch case so when the user quits the program then this function will run and terminate the program.