1. Create a structure representing a player. It should have player's first name, last name, age and name of the game. Do the following activities on this structure-

a. Write a function that creates object of this structure, reads inputs from user for the properties of the object and prints the read values.

b. Do a. above using pointer to the structure object.

c. Create an array of size 4 and read from user the values and print them

d. Do c. above using pointer notation to iterate through the array of structure.

2. Write a function SortByAge(PLAYER *players) that sorts the array of structure created in problem 1 by age property. PLAYER is the typedef of player structure.

3. Write a function, FindPlayer, that finds a player in the array of PLAYER structures by player's first name.

4. Write a function FindRecord(PLAYER *players, PLAYER player), that finds if the player exists in the players list. This function should compare whole structure (unlike FindPlayer() in problem 3 which compares only first name).

5. Creat a struct Fraction to represent a fraction p/q, where p and q are integers (could be signed) and q != 0. Write functions that operate on such fraction (like addition, subtraction, multiplication).

6. Create a struct Complex to represent a complex number a+ib where b is the imaginary part and a is the real part. Write functions to do complex number operations using this data structure.