

Structures

Lab #1

A menu-driven program gives the user the option to find statistics about different baseball players. The program reads from a file and stores the data for ten baseball players, including player's team, name of player, number of homeruns, batting average, and runs batted in. (You can make up your data, or get it online, for example: <http://espn.go.com/mlb/statistics>)

Write a program that declares a `struct` to store the data for a player. Declare an array of 10 components to store the data for 10 baseball players.

The program prints out a menu (in a loop, so this can be done again and again) giving the user a choice to:

print out all users and statistics

print out the statistics for a specific player

print out all data for a specific team

update the data for a particular player (change one of the statistics)

DO ALL WORK IN FUNCTIONS. USE A FUNCTION TO READ THE DATA, A FUNCTION TO PRINT THE MENU, and FUNCTIONS FOR EACH OF THE MENU OPTIONS.

Before the program terminates, give the user the option to store the data in an output file.