

```
1  #ifndef PLAYERSTATS_H_INCLUDED
2  #define PLAYERSTATS_H_INCLUDED
3
4  typedef struct
5  {
6      int serves;
7      int blocks;
8      int attacks;
9      int serveMistakes;
10     int passMistakes;
11     int setMistakes;
12     int attackMistakes;
13     int blockMistakes;
14     int sets;
15     int passes;
16 } PlayerStats;
17
18
19 #endif // PLAYERSTATS_H_INCLUDED
```