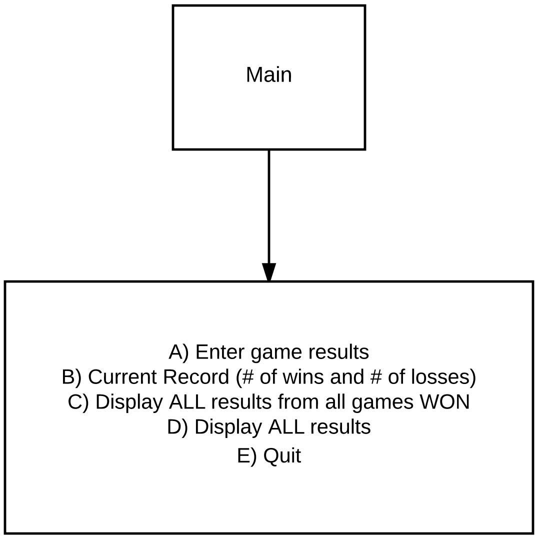
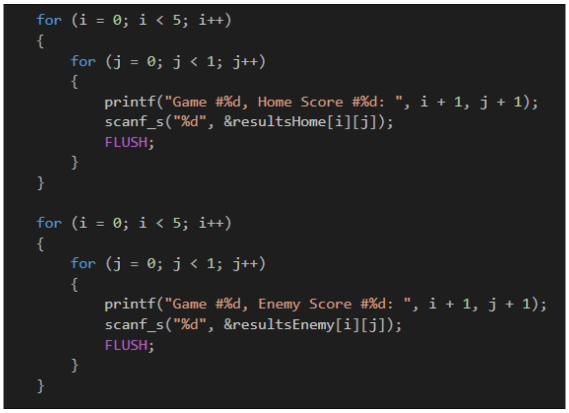
NOTE: the i < 5
and j < 5 is a
PLACEHOLDER
code has a
different variable
to match 1000
game specs

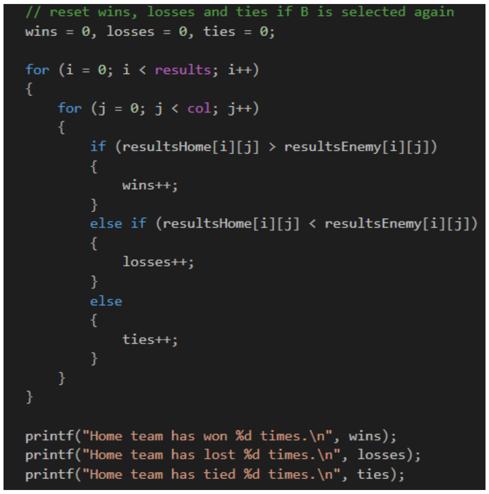


A) Enter game results
B) Current Record (# of wins and # of losses)
C) Display ALL results from all games WON
D) Display ALL results
E) Quit



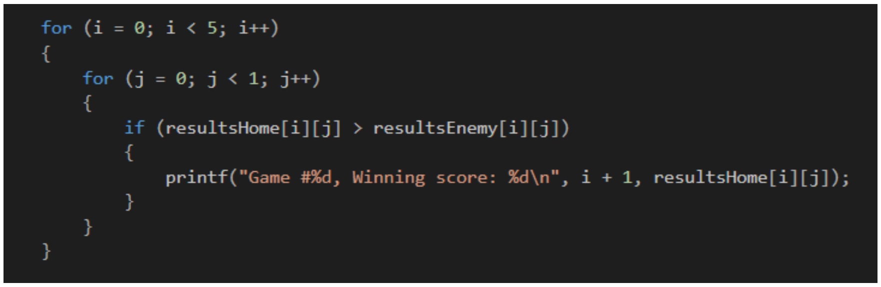
```c
for (i = 0; i < 5; i++)
{
    for (j = 0; j < 1; j++)
    {
        printf("Game #%d, Home Score #%d: ", i + 1, j + 1);
        scanf_s("%d", &resultsHome[i][j]);
        FLUSH;
    }
}

for (i = 0; i < 5; i++)
{
    for (j = 0; j < 1; j++)
    {
        printf("Game #%d, Enemy Score #%d: ", i + 1, j + 1);
        scanf_s("%d", &resultsEnemy[i][j]);
        FLUSH;
    }
}
```

A)
Nested loops to store scores for home and enemy in 2 (two dimensional) arrays



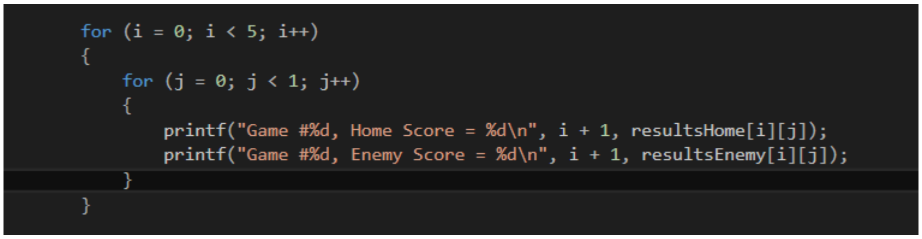
```c
// reset wins, losses and ties if B is selected again
wins = 0, losses = 0, ties = 0;

for (i = 0; i < results; i++)
{
    for (j = 0; j < col; j++)
    {
        if (resultsHome[i][j] > resultsEnemy[i][j])
        {
            wins++;
        }
        else if (resultsHome[i][j] < resultsEnemy[i][j])
        {
            losses++;
        }
        else
        {
            ties++;
        }
    }
}

printf("Home team has won %d times.\n", wins);
printf("Home team has lost %d times.\n", losses);
printf("Home team has tied %d times.\n", ties);
```

B) Nested loop to compare home team results with enemy teams if greater adds one win else if less than enemy one loss is added finally if a tie adds one to ties



```c
for (i = 0; i < 5; i++)
{
    for (j = 0; j < 1; j++)
    {
        if (resultsHome[i][j] > resultsEnemy[i][j])
        {
            printf("Game #%d, Winning score: %d\n", i + 1, resultsHome[i][j]);
        }
    }
}
```

C) Nested loop displays values from resultsHome if element is greater than resultsEnemy element.



```c
for (i = 0; i < 5; i++)
{
    for (j = 0; j < 1; j++)
    {
        printf("Game #%d, Home Score = %d\n", i + 1, resultsHome[i][j]);
        printf("Game #%d, Enemy Score = %d\n", i + 1, resultsEnemy[i][j]);
    }
}
```

Nested loop to display all values in both results of home and enemy