Using CSV files

# Exercise

A cricket tournament is taking place at Trumpton Village. As part of the tournament the organisers will be awarding prizes to players depending on their scores. There are two teams taking part in the tournament (Camberwick Green CC and Trumpton CC).

In all cases evidence should include annotated code screen shots and sample runs as appropriate

## Task1.(Grade C)

Plan and write a program that will allow the user to select a particular team. The program will open and read the csv file associated with that team. The data should be read into a list should be output to the screen.

**Evidence**:

1. Pseudocode for the solution
2. Annotated code screenshot
3. Sample run screenshot.

## Task 2.(Grade B)

Alter the code so that the data is output in alphabetical order (A-Z) in the following format:

“The scores for the team are:

*Name* scored *score* runs

*Name* scored *score* runs

…”

**Evidence**:

1. Pseudocode for the solution
2. Annotated code screenshot
3. Sample run screenshot.

## Task 3 (GradeB+)

Alter the code so that the data is read and the highest score is obtained for each player. (Hint: put the scores for a player into a temp list and sort this). Output the result in the following format:

“The highscores for the team are:

*Name* highest score was *score*

*Name* highest score was *score*

…”

Write this data back to a new file called HighScores.csv

**Evidence**:

1. Pseudocode for the solution
2. Annotated code screenshot
3. Sample run screenshot.

## Task 4 (Grade A)

Alter the code so that it outputs the results in the following format:

Name (alphabetical order), Scores (descending order), Average Score

**Evidence**:

1. Pseudocode for the solution
2. Annotated code screenshot
3. Sample run screenshot

## Task 5 (Grade A)

After a match scores have to be added to the original file. Write a program that will:

1. Ask the user which team they wish to add scores to.
2. Open the file and create a list from the data
3. Step through the data and accept input from the user. The program should use the individual player names. For example the prompt may be “Please enter the score for Hugh”.
4. The updated list should be written back to the file.

**Evidence**:

1. Pseudocode for the solution
2. Annotated code screenshot
3. Sample run screenshot including a screenshot of the data before and after a run.