# Prompt user for file paths…

Batting file location

League match location of the file

Friendly match file path

Fielding file location

Test which number variable holds now

Create local variables to store data

Main program function

Iteration \*

Open binary file for reading exists

Prompt for file path

No

Test a key (Y/N)

Ask user for creating file in the given location

Does file exists

No

Yes

Yes

FINISH

Create file in the given location

Display an error message