

```

//You can add any variable or function if deemed necessary in appropriate places
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <ctype.h>
#ifndef _STUFF_
#define _STUFF_
struct f1player_se {
    int id;
    int app_date;
    int time_in;

    char prev_team[30];
    char pos_desired[30];
    int wins; // max 50 min 0

    int avg_skill_score;
    int qual_point; // max 250 min 0
    int race_point; // max 1000 min 250
    struct f1player_se* next;
};

struct top_app {
    int id;
    int wins;
    struct top_app* next;
};

struct hired {
    int id;
    struct hired* next;
};
#endif

```