

DATA STRUCTURES

CT077-3-2-DSTR

KOH CHUN WEI TP067580

LING JIE WEI TP067563

LIEW YI XIAN TP068306

NANG ZHEN NING TP069063

```
\AssignmentG1_Part02> g++ main.cpp Player.cpp SpectatorQueue.cpp Tournament.cpp  
\AssignmentG1_Part02> ./a
```

Compile all source files into an executable (a.out) by default.

```
eSports Championship System  
1. Register Player  
2. Check-in Player  
3. Schedule Match  
4. Record Match Result  
5. Add Spectator  
6. Display Players  
7. Display Match History  
8. Display Spectators  
9. Record Players Performance  
10. Exit  
Enter choice: █
```

The Main Page to display
the eSports Championship System.

all functions is useful for

TASK 1: MATCH SCHEDULING & PLAYER PROGRESSION

KOH CHUN WEI TP067580

```
Loaded 50 players from PLAYER.txt
[DEBUG] Total checked-in players: 12
[DEBUG] Sorted players:
ID: 38, Rank: 1, CheckedIn: true
ID: 1, Rank: 2, CheckedIn: true
ID: 29, Rank: 3, CheckedIn: true
ID: 13, Rank: 4, CheckedIn: true
ID: 11, Rank: 5, CheckedIn: true
ID: 19, Rank: 7, CheckedIn: true
ID: 45, Rank: 10, CheckedIn: true
ID: 10, Rank: 11, CheckedIn: true
[DEBUG] Assigned: 38 vs. 10
[DEBUG] Assigned: 1 vs. 45
[DEBUG] Assigned: 29 vs. 19
[DEBUG] Assigned: 13 vs. 11
```

Enter the Choice of 4 (Record Match Result) on the main page, the program will load 50 players, identify the players who checked in, select the top 8 by rank, and pair them into 4 first-round tournament matches based on seeding.

```

Starting Round 1
[DEBUG] Displaying round 1

QuarterFinals:
-----
Round 1: 38 (Isa [Rank: 1 ]) vs. 10 (Tan [Rank:11]) -> Winner: TBD
Round 1: 1 (Ming [Rank: 2 ]) vs. 45 (Kevin [Rank:10]) -> Winner: TBD
Round 1: 29 (Shawn [Rank: 3 ]) vs. 19 (Darren [Rank:7 ]) -> Winner: TBD
Round 1: 13 (Aiden [Rank: 4 ]) vs. 11 (Jasper [Rank:5 ]) -> Winner: TBD
[DEBUG] Displaying round 1
[DEBUG] Processing node: Round 1, P1=38, P2=10
[DEBUG] Resolving match: round = 1, player1_id = 38, player2_id = 10
Match 1: 38 vs. 10
Enter winner ID: 38
[DEBUG] Received input: '38'
Enter kills for Isa: 5
Enter deaths for Isa: 0
Enter kills for Tan: 0
Enter deaths for Tan: 5
[DEBUG] Updated parent: P1=38, P2=
[DEBUG] Processing node: Round 1, P1=1, P2=45
[DEBUG] Resolving match: round = 1, player1_id = 1, player2_id = 45
Match 1: 1 vs. 45
Enter winner ID: 45
[DEBUG] Received input: '45'
Enter kills for Kevin: 3
Enter deaths for Kevin: 2
Enter kills for Ming: 2
Enter deaths for Ming: 3
[DEBUG] Updated parent: P1=38, P2=45
[DEBUG] Processing node: Round 1, P1=29, P2=19
[DEBUG] Resolving match: round = 1, player1_id = 29, player2_id = 19
Match 1: 29 vs. 19
Enter winner ID: 29
[DEBUG] Received input: '29'
Enter kills for Shawn: 6
Enter deaths for Shawn: 2
Enter kills for Darren: 2
Enter deaths for Darren: 6
[DEBUG] Updated parent: P1=29, P2=
[DEBUG] Processing node: Round 1, P1=13, P2=11
[DEBUG] Resolving match: round = 1, player1_id = 13, player2_id = 11
Match 1: 13 vs. 11
Enter winner ID: 11
[DEBUG] Received input: '11'
Enter kills for Jasper: 7
Enter deaths for Jasper: 3
Enter kills for Aiden: 3
Enter deaths for Aiden: 7
[DEBUG] Updated parent: P1=29, P2=11
[DEBUG] Displaying round 1 after processing

QuarterFinals:
-----
Round 1: 38 (Isa [Rank: 1 ]) vs. 10 (Tan [Rank:11]) -> Winner: 38 (Isa)
Round 1: 1 (Ming [Rank: 2 ]) vs. 45 (Kevin [Rank:10]) -> Winner: 45 (Kevin)
Round 1: 29 (Shawn [Rank: 3 ]) vs. 19 (Darren [Rank:7 ]) -> Winner: 29 (Shawn)
Round 1: 13 (Aiden [Rank: 4 ]) vs. 11 (Jasper [Rank:5 ]) -> Winner: 11 (Jasper)
Updated player data in PLAYER.txt

```

In Round 1 of the quarterfinals, the program displayed four matchups between the top 8 checked-in players, prompting the referee to enter the winner's ID for each player. As each match was processed, debug messages confirmed the handling of each node in the tournament bracket.

Match 1 saw Isa (ID 38) defeat Tan (ID 10), Match 2 saw Kevin (ID 45) narrowly win against Ming (ID 1). In Match 3, Shawn (ID 29) beat Darren (ID 19) and finally, Match 4 ended with Jasper (ID 11) defeating Aiden (ID 13).

After each match, the tournament tree structure was updated by assigning the winners to their next positions in the bracket, preparing the system for upcoming semifinal round.

```

Starting Round 2
[DEBUG] Displaying round 2

SemiFinals:
-----
Round 2: 38 (Isa [Rank: 1 ]) vs. 45 (Kevin [Rank:10]) -> Winner: TBD
Round 2: 29 (Shawn [Rank: 3 ]) vs. 11 (Jasper [Rank:5 ]) -> Winner: TBD
[DEBUG] Displaying round 2
[DEBUG] Processing node: Round 2, P1=38, P2=45
[DEBUG] Resolving match: round = 2, player1_id = 38, player2_id = 45
Match 2: 38 vs. 45
Enter winner ID: 38
[DEBUG] Received input: '38'
Enter kills for Isa: 5
Enter deaths for Isa: 0
Enter kills for Kevin: 0
Enter deaths for Kevin: 5
[DEBUG] Updated parent: P1=38, P2=
[DEBUG] Processing node: Round 2, P1=29, P2=11
[DEBUG] Resolving match: round = 2, player1_id = 29, player2_id = 11
Match 2: 29 vs. 11
Enter winner ID: 11
[DEBUG] Received input: '11'
Enter kills for Jasper: 3
Enter deaths for Jasper: 1
Enter kills for Shawn: 1
Enter deaths for Shawn: 3
[DEBUG] Updated parent: P1=38, P2=11
[DEBUG] Displaying round 2 after processing

SemiFinals:
-----
Round 2: 38 (Isa [Rank: 1 ]) vs. 45 (Kevin [Rank:10]) -> Winner: 38 (Isa)
Round 2: 29 (Shawn [Rank: 3 ]) vs. 11 (Jasper [Rank:5 ]) -> Winner: 11 (Jasper)
Updated player data in PLAYER.txt

```

In Round 2, also the semifinals, Isa (ID 38) defeated Kevin (ID 45), and Jasper (ID 11) defeated Shawn (ID 29), updating the tournament bracket with the two finalists, and saving the updated player data to file.

```

Starting Round 3
[DEBUG] Displaying round 3

Final:
-----
Round 3: 38 (Isa [Rank: 1 ]) vs. 11 (Jasper [Rank:5 ]) -> Winner: TBD
[DEBUG] Displaying round 3
[DEBUG] Processing node: Round 3, P1=38, P2=11
[DEBUG] Resolving match: round = 3, player1_id = 38, player2_id = 11
Match 3: 38 vs. 11
Enter winner ID: 38
[DEBUG] Received input: '38'
Enter kills for Isa: 2
Enter deaths for Isa: 1
Enter kills for Jasper: 1
Enter deaths for Jasper: 2
[DEBUG] Displaying round 3 after processing

Final:
-----
Round 3: 38 (Isa [Rank: 1 ]) vs. 11 (Jasper [Rank:5 ]) -> Winner: 38 (Isa)
Updated player data in PLAYER.txt
Saved tournament to MATCHES.csv

```

In the final round, Isa (ID 38) defeated Jasper (ID 11), securing the tournament victory, after which the updated player stats were saved to a file called “PLAYER.txt” and the full tournament results were recorded in “MATCHES.csv”.

```
Enter choice: 3

QuarterFinals:
-----
Round 1: 38 (Isa [Rank: 1 ]) vs. 10 (Tan [Rank:11]) -> Winner: 38 (Isa)
Round 1: 1 (Ming [Rank: 2 ]) vs. 45 (Kevin [Rank:10]) -> Winner: 45 (Kevin)
Round 1: 29 (Shawn [Rank: 3 ]) vs. 19 (Darren [Rank:7 ]) -> Winner: 29 (Shawn)
Round 1: 13 (Aiden [Rank: 4 ]) vs. 11 (Jasper [Rank:5 ]) -> Winner: 11 (Jasper)

SemiFinals:
-----
Round 2: 38 (Isa [Rank: 1 ]) vs. 45 (Kevin [Rank:10]) -> Winner: 38 (Isa)
Round 2: 29 (Shawn [Rank: 3 ]) vs. 11 (Jasper [Rank:5 ]) -> Winner: 11 (Jasper)

Final:
-----
Round 3: 38 (Isa [Rank: 1 ]) vs. 11 (Jasper [Rank:5 ]) -> Winner: 38 (Isa)
```

Enter the choice of 3 (Schedule Match) will display all the matches' information to the spectator.

TASK 2: TOURNAMENT REGISTRATION & PLAYER QUEUEING

LING JIE WEI TP067563

```
10. EXIT
Enter choice: 1
Enter player ID: 51
Enter player name: asdf
Enter player ranking [1 - 100]: 100
Player asdf registered.
```

```
50 23,Lasean,99,true,0,0,Regular,0,0,0
51 43,Lim,100,true,0,0,Regular,0,0,0
52 51,asdf,100,false,0,0,Regular,0,0,0
53
```

A new player named “asdf” with ID 51 and rank 100 was successfully registered as a regular participant, with initial stats set to zero across wins, losses, kills, deaths, and win rate. If the player's rank is 1 – 30 will auto be a “Wildcard”, players’ ID below 20 will be a “EarlyBird”, else it will be a regular priority.

```
10. EXIT
Enter choice: 2
Enter player ID: 51
Player asdf checked-in successful.
```

```
50 23,Lasean,99,true,0,0,Regular,0,0,0
51 43,Lim,100,true,0,0,Regular,0,0,0
52 51,asdf,100,true,0,0,Regular,0,0,0
53
```

Player “asdf” with ID 51 was successfully marked as checked-in, confirming their participation in the tournament.

```
Enter choice: 6
1. Display by Rank ! (Ascending)
2. Display by Rank ! (Descending)
3. Display by Checked-In ! (True)
4. Display by Checked-In ! (False)
5. Display by Prioritize Entries !
6. Exit
Enter choice: █
```

This menu offers options to display players based on different criteria, including rank (ascending or descending), check-in status (true or false), prioritized entries, or to exit the display menu.

```
Enter choice: 1
```

ID	Name	Rank	Checked-In	Wins	Losses

38	Isa	1	true	18	0
1	Ming	2	true	2	6
29	Shawn	3	true	10	6
13	Aiden	4	true	3	6
11	Jasper	5	true	5	6
19	Darren	7	true	0	6
45	Kevin	10	true	4	6
10	Tan	11	true	0	6
12	Chunwei	12	true	0	0
48	Zack	15	true	0	0
28	Finn	17	true	0	0
46	Ivan	18	true	0	0
42	Shafiq	19	false	0	0
21	Zul	20	false	0	0
7	Lucas	22	true	0	0
6	Nick	23	true	0	0
2	Ryan	24	false	0	0
44	Kai	27	false	0	0
22	Oscar	28	false	0	0
25	Alvin	29	false	0	0
3	Wei	30	true	0	0
20	Jay	31	true	0	0

Shows the data of players sorted from the highest rank to the lowers rank

Enter choice: 2

ID	Name	Rank	Checked-In	Wins	Losses
51	asdf	100	true	0	0
23	EASEAN	99	true	0	0
24	Elon	96	true	0	0
36	Faizal	93	true	0	0
18	Daniel	91	true	0	0
9	Leo	90	true	0	0
31	Ethan	86	true	0	0
24	Razif	80	true	0	0
39	Harith	79	true	0	0
5	Zhen Ning	78	true	0	0
35	Noah	73	true	0	0
17	Ben	66	true	0	0
14	Yan	64	true	0	0
33	Azri	63	true	0	0
50	Adib	62	true	0	0
27	Liam	61	true	0	0
16	Max	59	true	0	0
30	Isaac	58	true	0	0
4	Ken	49	true	0	0
26	Amir	46	true	0	0
34	Junwei	45	true	0	0
15	Hugo	40	true	0	0
37	Hafiz	39	true	0	0
47	Logan	38	true	0	0
8	Nash	36	true	0	0
40	Farid	35	true	0	0
41	Jiewei	33	false	0	0

Shows the list of players sorted from the lowest rank to the highest rank.

Enter choice: 3

ID	Name	Rank	Checked-In	Wins	Losses
1	Ming	2	true	2	6
3	Wei	30	true	0	0
4	Ken	49	true	0	0
5	Zhen Ning	78	true	0	0
6	Nick	23	true	0	0
7	Lucas	22	true	0	0
8	Nash	36	true	0	0
9	Leo	90	true	0	0
10	Tan	11	true	0	6
11	Jasper	5	true	5	6
12	Chunwei	12	true	0	0
13	Aiden	4	true	3	6
14	Yan	64	true	0	0
15	Hugo	40	true	0	0
16	Max	59	true	0	0
17	Ben	66	true	0	0
18	Daniel	91	true	0	0

Displays only the players who have checked in and are eligible to participate.

Enter choice: 4

ID	Name	Rank	Checked-In	Wins	Losses
2	Ryan	24	false	0	0
21	Zul	20	false	0	0
22	Oscar	28	false	0	0
25	Alvin	29	false	0	0
41	Jiewei	33	false	0	0
42	Shafiq	19	false	0	0
44	Kai	27	false	0	0

Displays only the players who have not checked in yet.

Enter choice: 5

ID	Name	Rank	Checked-In	Wins	Losses	Priority-Type
1	Ming	2	true	2	6	Wildcard
29	Shawn	3	true	10	6	Wildcard
48	Zack	15	true	0	0	Wildcard
21	Zul	20	false	0	0	Wildcard
41	Jiewei	33	false	0	0	Wildcard
30	Isaac	58	true	0	0	Wildcard
24	Razif	80	true	0	0	Wildcard
2	Ryan	24	false	0	0	EarlyBird
13	Aiden	4	true	3	6	EarlyBird
17	Ben	66	true	0	0	EarlyBird
25	Alvin	29	false	0	0	EarlyBird
32	Rey	32	true	0	0	EarlyBird
34	Junwei	45	true	0	0	EarlyBird
3	Wei	30	true	0	0	Regular
4	Ken	49	true	0	0	Regular
5	Zhen Ning	78	true	0	0	Regular
6	Nick	23	true	0	0	Regular
7	Lucas	22	true	0	0	Regular
8	Nash	36	true	0	0	Regular
9	Leo	90	true	0	0	Regular
10	Tan	11	true	0	6	Regular
11	Jasper	5	true	5	6	Regular
12	Chunwei	12	true	0	0	Regular
14	Yan	64	true	0	0	Regular
15	Hugo	40	true	0	0	Regular
16	Max	59	true	0	0	Regular
18	Daniel	91	true	0	0	Regular
19	Darren	7	true	0	6	Regular
20	Jay	31	true	0	0	Regular
22	Oscar	28	false	0	0	Regular
23	Easean	99	true	0	0	Regular

```
Summary:
-----
Total Players      : 50
Available Ranks    : 1, 2, 3, 4, 5, 7, 10, 11, 12, 15, 17, 18, 19, 20, 22, 23, 24, 27, 28, 29, 30, 31, 32, 33, 35, 36, 38, 39, 40, 45, 46, 49, 58, 59, 61, 62, 63, 64, 66, 73, 78, 79, 80, 86, 90, 91, 93, 96, 99, 100
Checked-In (True)  : 43 [GREEN]
Checked-In (False) : 7 [DEFAULT]
Wildcard Priority Type : 7 times
EarlyBird Priority Type : 6 times
Regular Priority Type : 37 times
```

Lists players based on a custom priority logic, possibly giving preference to high rank or win rate.

TASK 3: LIVE STREAM & SPECTATOR QUEUE MANAGEMENT

LIEW YI XIAN TP068306

```
Enter choice: 5
Enter Spectator Name: ovuvvuevuevue
1. VIP 2. Influencer 3. General 4. Streamer
1
Is Seated ?
[1. True / 2. False] : 1
Player ovuvvuevuevue registered.
VIP ovuvvuevuevue (ID: 102) added to priority queue.
VIP ovuvvuevuevue (ID: 102) assigned to VIP seat 1.
```

The VIP spectator "ovuvvuevuevue" was registered, marked as seated, added to the priority queue, and assigned to VIP seat 1.

```
Enter choice: 5
Enter Spectator Name: qwer
1. VIP 2. Influencer 3. General 4. Streamer
2
Is Seated ?
[1. True / 2. False] : 2
Player qwer registered.
```

The influencer "qwer" was registered but not seated, and no seat or queue assignment was made.

```
Enter choice: 5
Enter Spectator Name: yuio
1. VIP 2. Influencer 3. General 4. Streamer
3
Is Seated ?
[1. True / 2. False] : 1
Player yuio registered.
General spectator yuio (ID: 104) added to general queue.
General spectator yuio (ID: 104) assigned to seat 20.
```

The general spectator "yuio" was registered, marked as seated, added to the general queue, and assigned to seat 20.

```

Enter choice: 5
Enter Spectator Name: ghgh
1. VIP  2. Influencer  3. General  4. Streamer
4
Enter the slot [1-5] for streamer5
Is Seated ?
[1. True / 2. False] : 1
Player ghgh registered.
Streamer ghgh (ID: 105) added to streamer queue.
Streamer ghgh (ID: 105) assigned to streaming slot 5, seat 3.

```

The streamer "ghgh" was registered, assigned to streaming slot 5 and seat 3, and added to the streamer queue.

```

Enter choice: 8
General spectator Tanaka (ID: 0) added to general queue.
General spectator Tanaka (ID: 0) assigned to seat 21.
Influencer Khalid (ID: 1) added to priority queue.
No available influencer seats for Khalid (ID: 1).
VIP Ricky (ID: 2) added to priority queue.
VIP Ricky (ID: 2) assigned to VIP seat 24.
Streamer Shin (ID: 3) added to streamer queue.
Streamer Shin (ID: 3) assigned to streaming slot 4, seat 4.
VIP Lara (ID: 4) added to priority queue.
VIP Lara (ID: 4) assigned to VIP seat 25.
Influencer Renee (ID: 5) added to priority queue.
No available influencer seats for Renee (ID: 5).
General spectator Danny (ID: 6) added to general queue.
General spectator Danny (ID: 6) assigned to seat 22.
General spectator Mina (ID: 7) added to general queue.
General spectator Mina (ID: 7) assigned to seat 23.
General spectator Paul (ID: 8) added to general queue.
General spectator Paul (ID: 8) assigned to seat 24.
General spectator Ellie (ID: 9) added to general queue.
General spectator Ellie (ID: 9) assigned to seat 25.
General spectator Nabil (ID: 10) added to general queue.
General spectator Nabil (ID: 10) assigned to seat 26.
Influencer Yuki (ID: 11) added to priority queue.
No available influencer seats for Yuki (ID: 11).
Influencer Zhen (ID: 12) added to priority queue.
No available influencer seats for Zhen (ID: 12).
General spectator Nick (ID: 13) added to general queue.
General spectator Nick (ID: 13) assigned to seat 27.
Streamer Ben (ID: 14) added to streamer queue.
Streamer Ben (ID: 14) assigned to streaming slot 4, seat 5.
Streamer Tariq (ID: 15) added to streamer queue.
Streamer Tariq (ID: 15) assigned to streaming slot 2, seat 4.
VIP Zaki (ID: 16) added to priority queue.
VIP Zaki (ID: 16) assigned to VIP seat 26.
Influencer Felix (ID: 17) added to priority queue.
No available influencer seats for Felix (ID: 17).

```

Shows the registration and seating process of various spectators—VIPs, influencers, general spectators, and streamers—where general and VIP spectators were successfully assigned available seats, streamers were allocated specific streaming slots and seats, while several influencers were added to the priority queue but could not be seated due to a lack of available influencer seats.

VIP Seats (30):

Seat 1: Ricky (ID: 2) | Seat 2: Lara (ID: 4) | Seat 3: Zaki (ID: 16) | Seat 4: Lina (ID: 19) | Seat 5: Jia (ID: 20) | Seat 6: Zul (ID: 29) | Seat 7: Zain (ID: 40) | Seat 8: Amal (ID: 41) | Seat 9: ChunWei (ID: 42) | Seat 10: Yan (ID: 43) | Seat 11: Isa (ID: 48) | Seat 12: Azri (ID: 56) | Seat 13: Eddy (ID: 58) | Seat 14: Hasni (ID: 60) | Seat 15: Haris (ID: 62) | Seat 16: Ray (ID: 72) | Seat 17: Hafiz (ID: 81) | Seat 18: Ken (ID: 87) | Seat 19: Adib (ID: 89) | Seat 20: Huda (ID: 94) | Seat 21: EASEAN (ID: 100) | Seat 22: ovuvuevuevue (ID: 102) | Seat 23: Empty | Seat 24: Empty | Seat 25: Empty | Seat 26: Empty | Seat 27: Empty | Seat 28: Empty | Seat 29: Empty | Seat 30: Empty |

Influencer Seats (10):

Seat 1: Khalid (ID: 1) | Seat 2: Renee (ID: 5) | Seat 3: Yuki (ID: 11) | Seat 4: Zhen (ID: 12) | Seat 5: Felix (ID: 17) | Seat 6: Amirah (ID: 22) | Seat 7: Yen (ID: 24) | Seat 8: Nurul (ID: 26) | Seat 9: Hana (ID: 28) | Seat 10: Gerald (ID: 33) |

General Seats (60):

Seat 1: Tanaka (ID: 0) | Seat 2: Danny (ID: 6) | Seat 3: Mina (ID: 7) | Seat 4: Paul (ID: 8) | Seat 5: Ellie (ID: 9) | Seat 6: Nabil (ID: 10) | Seat 7: Nick (ID: 13) | Seat 8: Hasan (ID: 18) | Seat 9: Emma (ID: 30) | Seat 10: Noor (ID: 37) | Seat 11: Aliya (ID: 44) | Seat 12: Irfan (ID: 46) | Seat 13: Isaac (ID: 52) | Seat 14: Amir (ID: 57) | Seat 15: John (ID: 63) | Seat 16: Fahmi (ID: 65) | Seat 17: Bryan (ID: 69) | Seat 18: Lucas (ID: 98) | Seat 19: JJBB (ID: 101) | Seat 20: yuio (ID: 104) | Seat 21: Empty | Seat 22: Empty | Seat 23: Empty | Seat 24: Empty | Seat 25: Empty | Seat 26: Empty | Seat 27: Empty | Seat 28: Empty | Seat 29: Empty | Seat 30: Empty | Seat 31: Empty | Seat 32: Empty | Seat 33: Empty | Seat 34: Empty | Seat 35: Empty | Seat 36: Empty | Seat 37: Empty | Seat 38: Empty | Seat 39: Empty | Seat 40: Empty | Seat 41: Empty | Seat 42: Empty | Seat 43: Empty | Seat 44: Empty | Seat 45: Empty | Seat 46: Empty | Seat 47: Empty | Seat 48: Empty | Seat 49: Empty | Seat 50: Empty | Seat 51: Empty | Seat 52: Empty | Seat 53: Empty | Seat 54: Empty | Seat 55: Empty | Seat 56: Empty | Seat 57: Empty | Seat 58: Empty | Seat 59: Empty | Seat 60: Empty |

Streamer Slots (5 slots, 5 seats each):

Slot 1: Seat 1: Rey (ID: 27) | Seat 2: Arjun (ID: 31) | Seat 3: Faizal (ID: 32) | Seat 4: Wei (ID: 36) | Seat 5: Kenji (ID: 54) |
Slot 2: Seat 1: Tariq (ID: 15) | Seat 2: Yan (ID: 21) | Seat 3: Chris (ID: 68) | Seat 4: Empty | Seat 5: Empty |
Slot 3: Seat 1: Harith (ID: 23) | Seat 2: Alia (ID: 34) | Seat 3: Razif (ID: 51) | Seat 4: Empty | Seat 5: Empty |
Slot 4: Seat 1: Shin (ID: 3) | Seat 2: Ben (ID: 14) | Seat 3: Aqil (ID: 49) | Seat 4: Empty | Seat 5: Empty |
Slot 5: Seat 1: Ming (ID: 25) | Seat 2: Kai (ID: 39) | Seat 3: ghgh (ID: 105) | Seat 4: Empty | Seat 5: Empty |

TASK 4: GAME RESULT LOGGING & PERFORMANCE HISTORY

NANG ZHEN NING TP069063

Enter choice: 7								
MatchID	Player1ID	Player2ID	WinnerID	Round	Winner Kills	Winner Deaths	Loser Kills	Loser Deaths
match5	38	10	38	1	5	0	0	5
match4	1	45	45	1	3	2	2	3
match2	29	19	29	1	6	2	2	6
match1	13	11	11	1	7	3	3	7
match6	38	45	38	2	5	0	0	5
match3	29	11	11	2	3	1	1	3
match7	38	11	38	3	2	1	1	2

Match the summary table showing the details of each tournament match, including match ID, player IDs, winner ID, round number, and the kills and deaths of both the winner and loser, illustrating the progression and outcomes of all rounds leading to the final victory by player 38.

Player Performance							
PlayerID	Name	Rank	Win	Lose	WinsRate	Kill	Death
38	Isa	1	18	0	100.0	87	8
1	Ming	2	2	6	25.0	11	28
29	Shawn	3	10	6	62.5	74	43
13	Aiden	4	3	6	33.3	30	35
11	Jasper	5	5	6	45.5	30	46
19	Darren	7	0	6	0.0	19	50
45	Kevin	10	4	6	40.0	24	35
10	Tan	11	0	6	0.0	0	30

✓	Player Isa is on a win streak 18 !
🏆	Player Isa has a perfect win rate!
✗	Player Isa has over 50 kills!
✗	Player Shawn has over 50 kills!
✗	Player Darren is on a losing streak 6 !
💀	Player Darren has over 50 deaths!
✗	Player Tan is on a losing streak 6 !

Summarizes each player’s tournament performance—including ID, name, rank, wins, losses, win rate, kills, and deaths—highlighting Isa's perfect win rate and dominant kill stats, Shawn's strong kill count, and the ongoing losing streaks and high death counts of Darren and Tan.

FLOWCHART

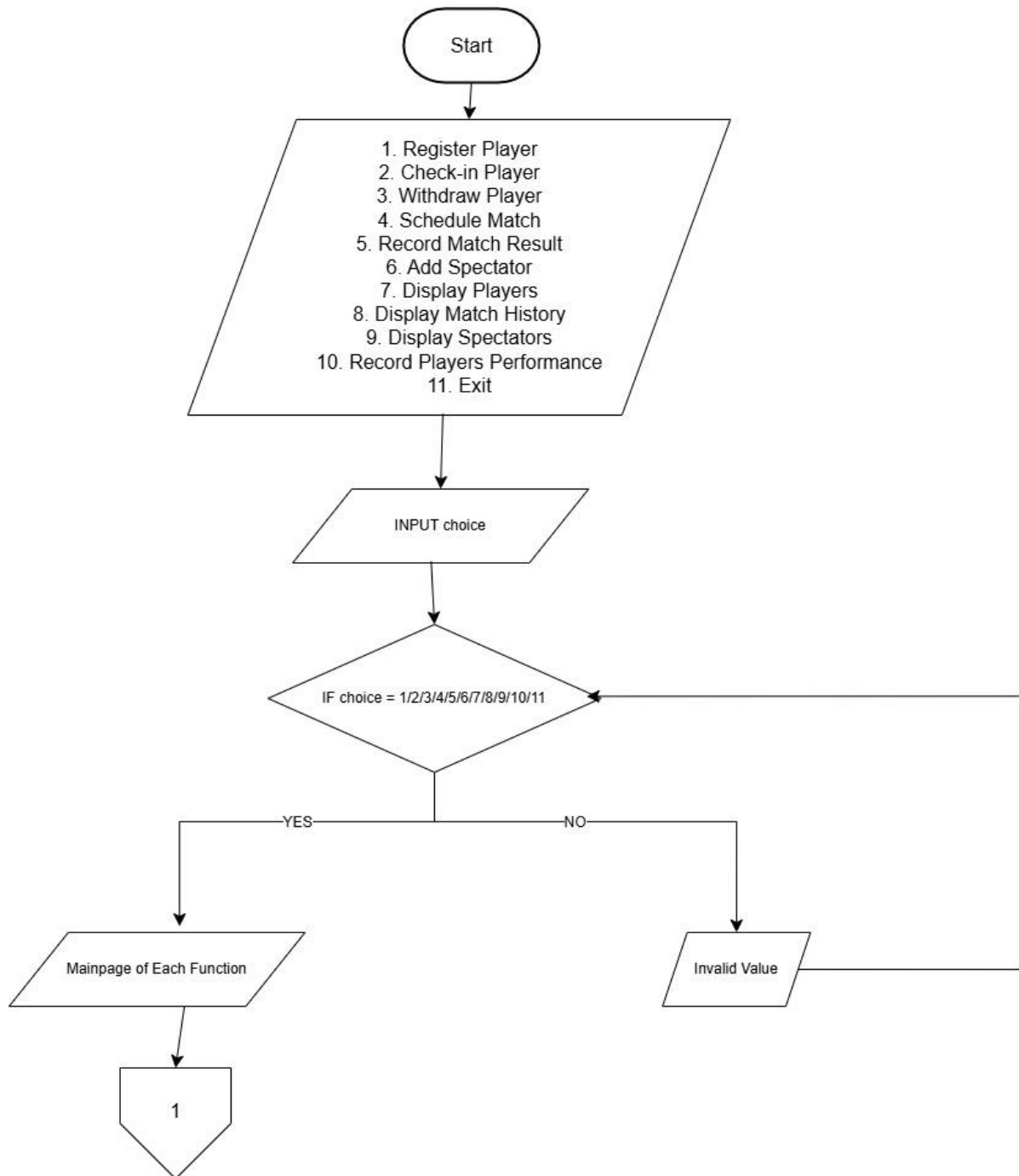


Figure 1MainPage

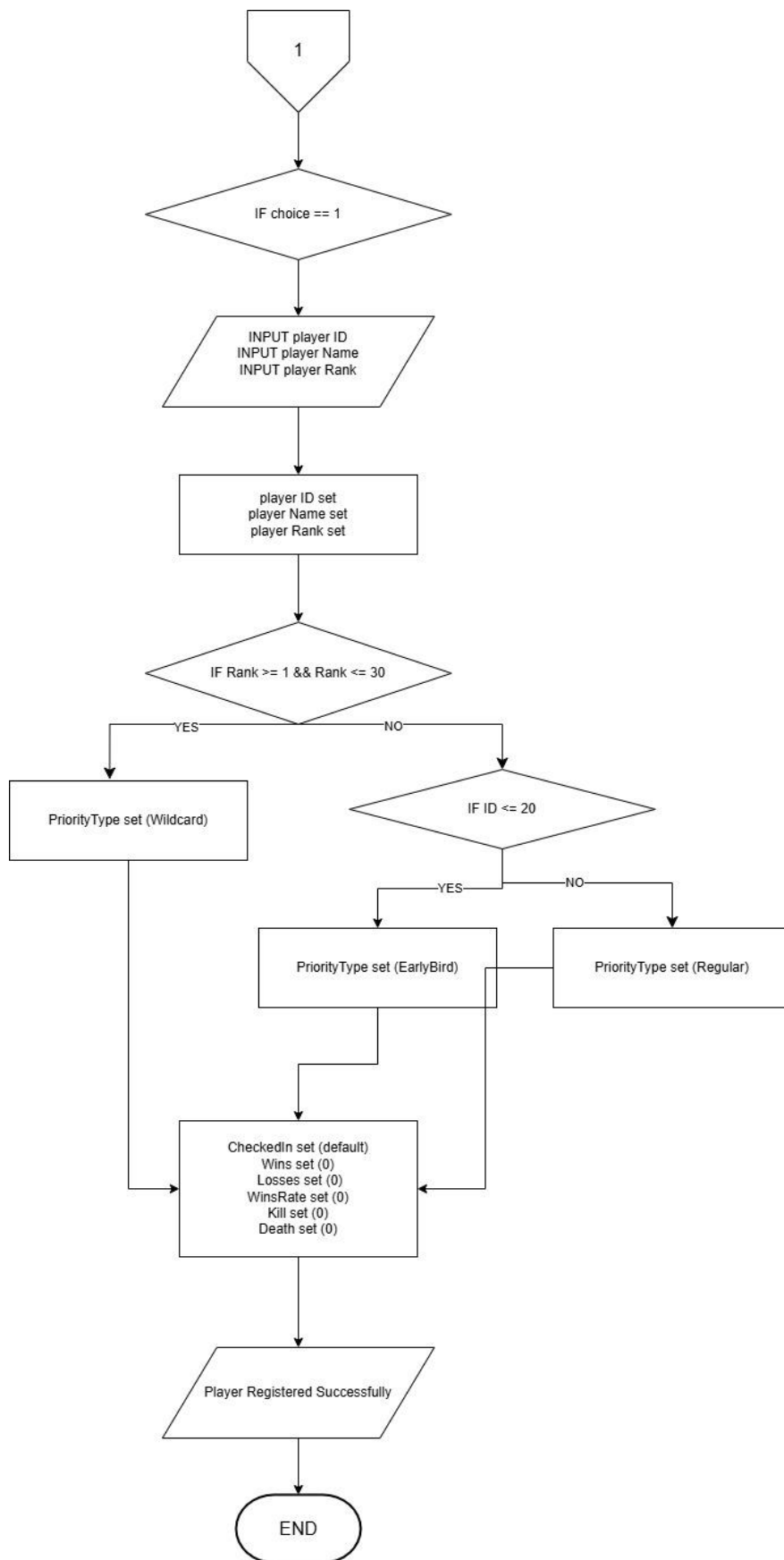


Figure 2 RegisterPlayer

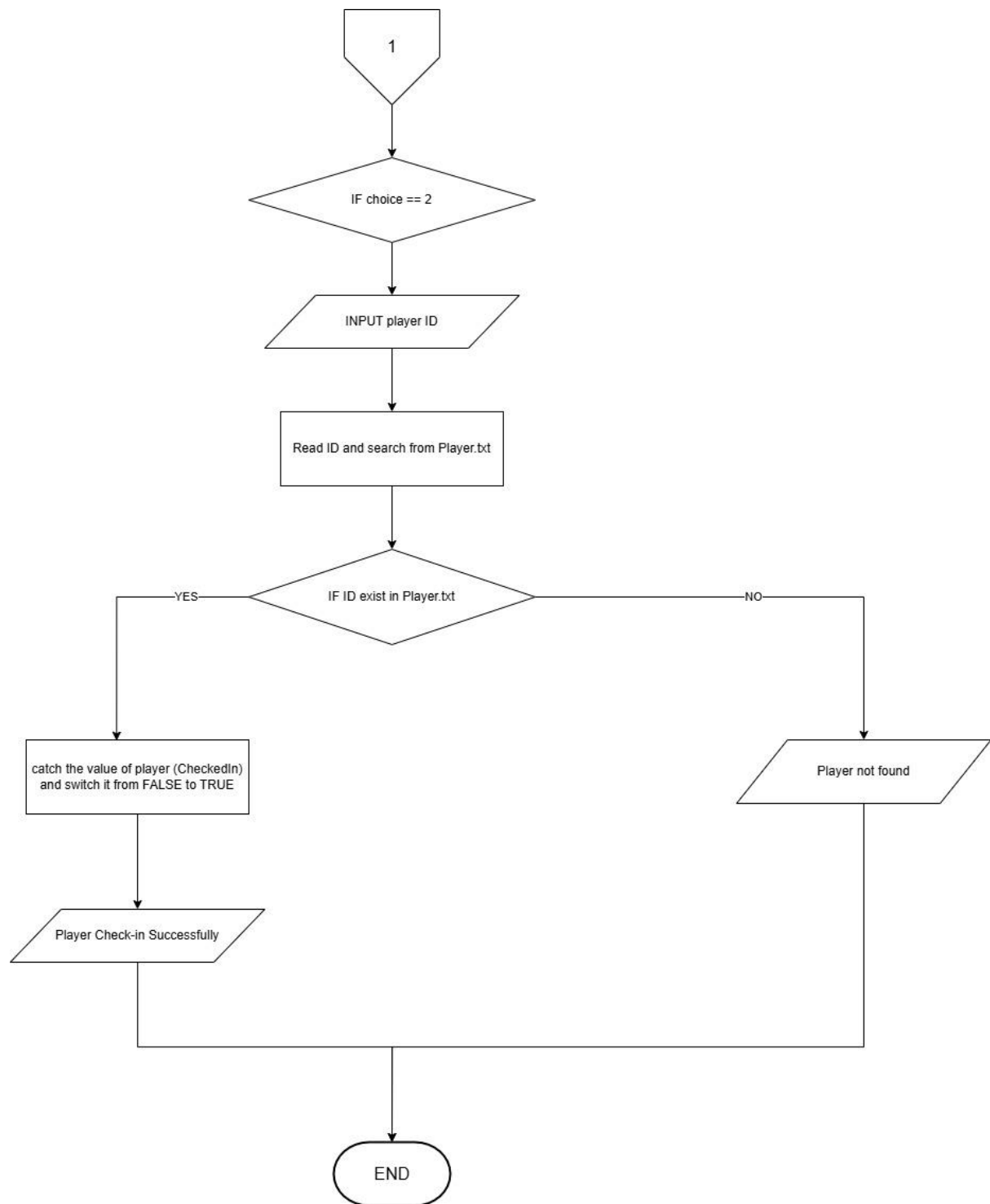


Figure 3 CheckedInPlayer

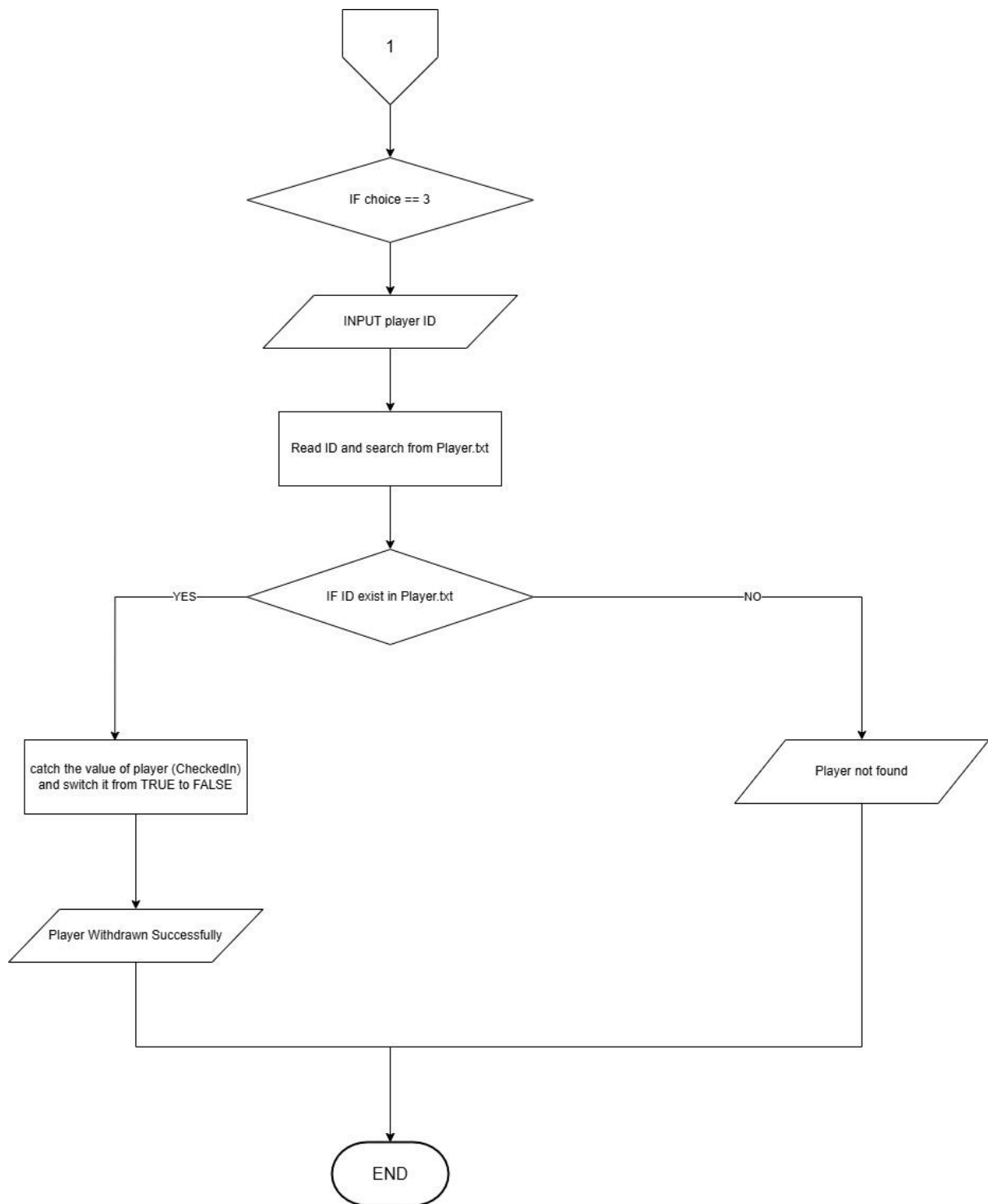


Figure 4 WithdrawPlayer

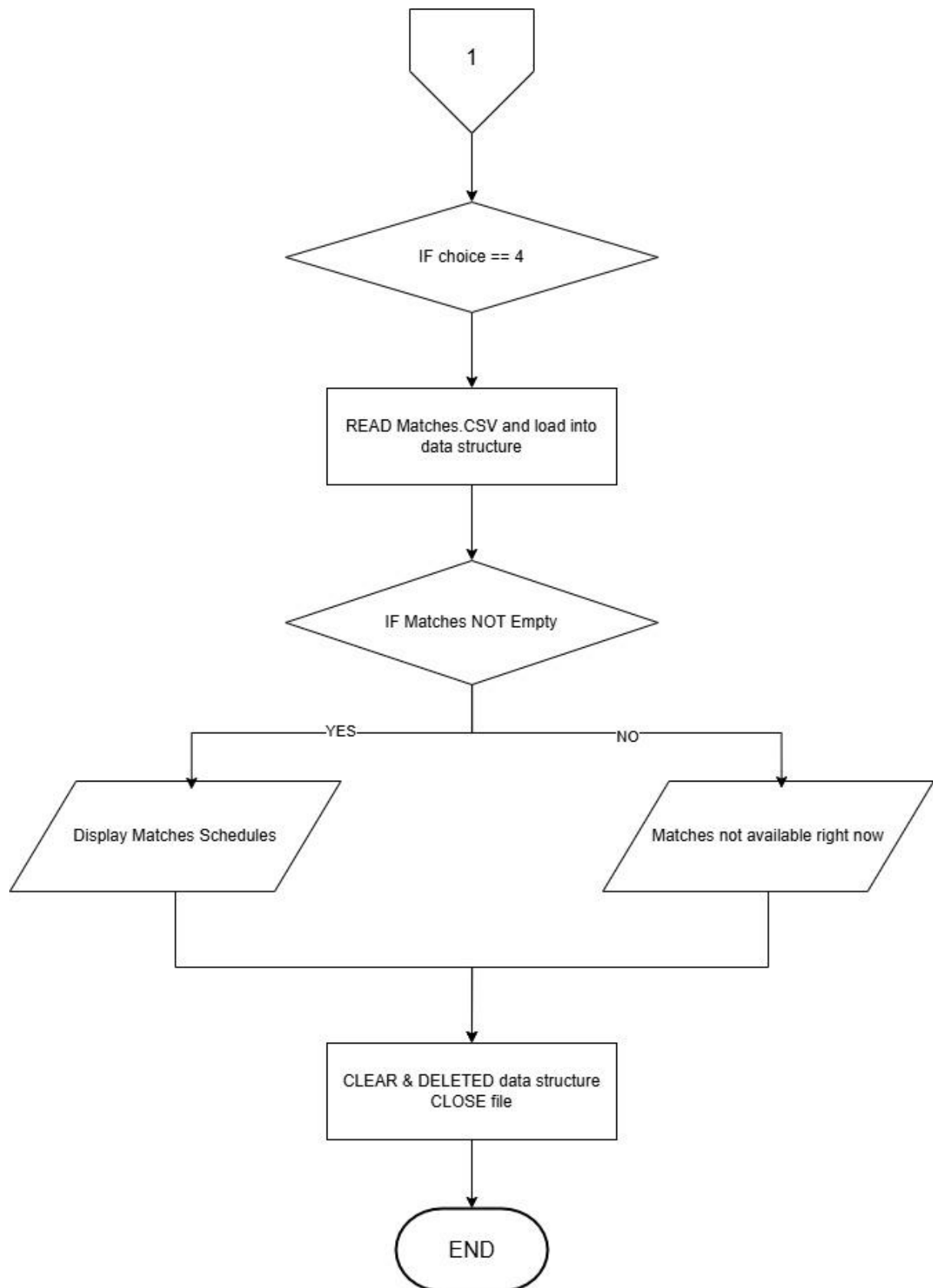


Figure 5 ScheduleMatch

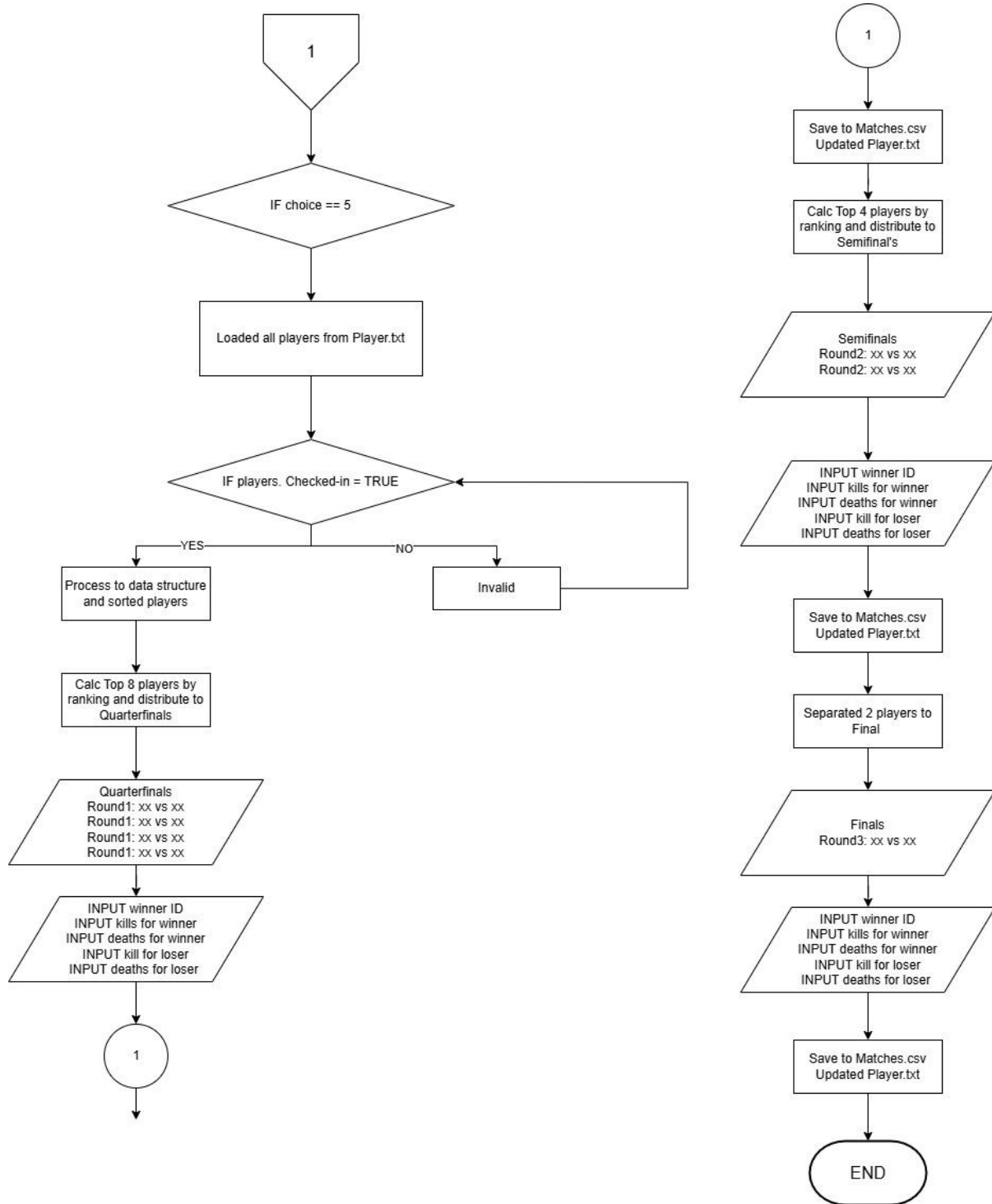


Figure 6 GameMatch

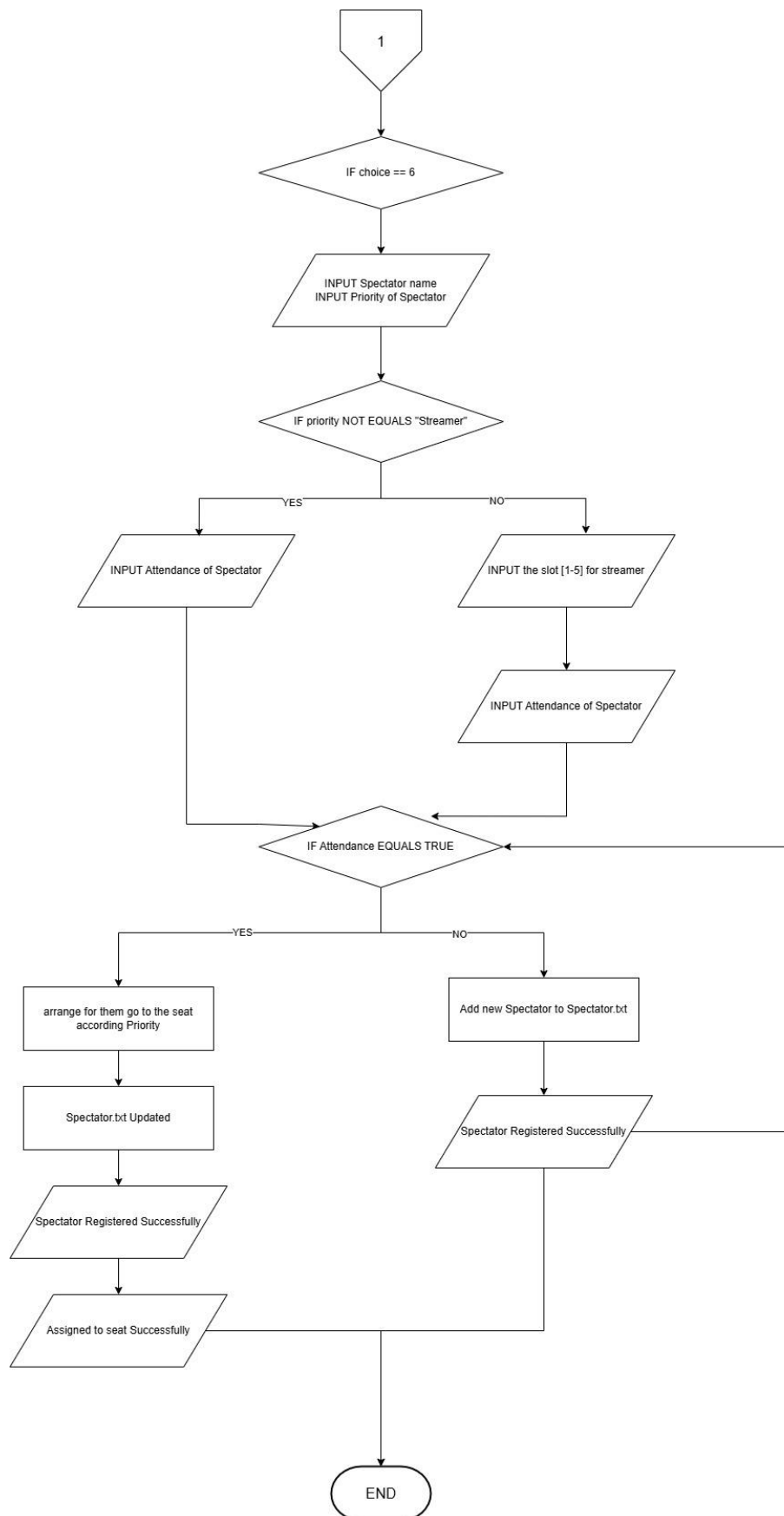


Figure 7 AddSpectator

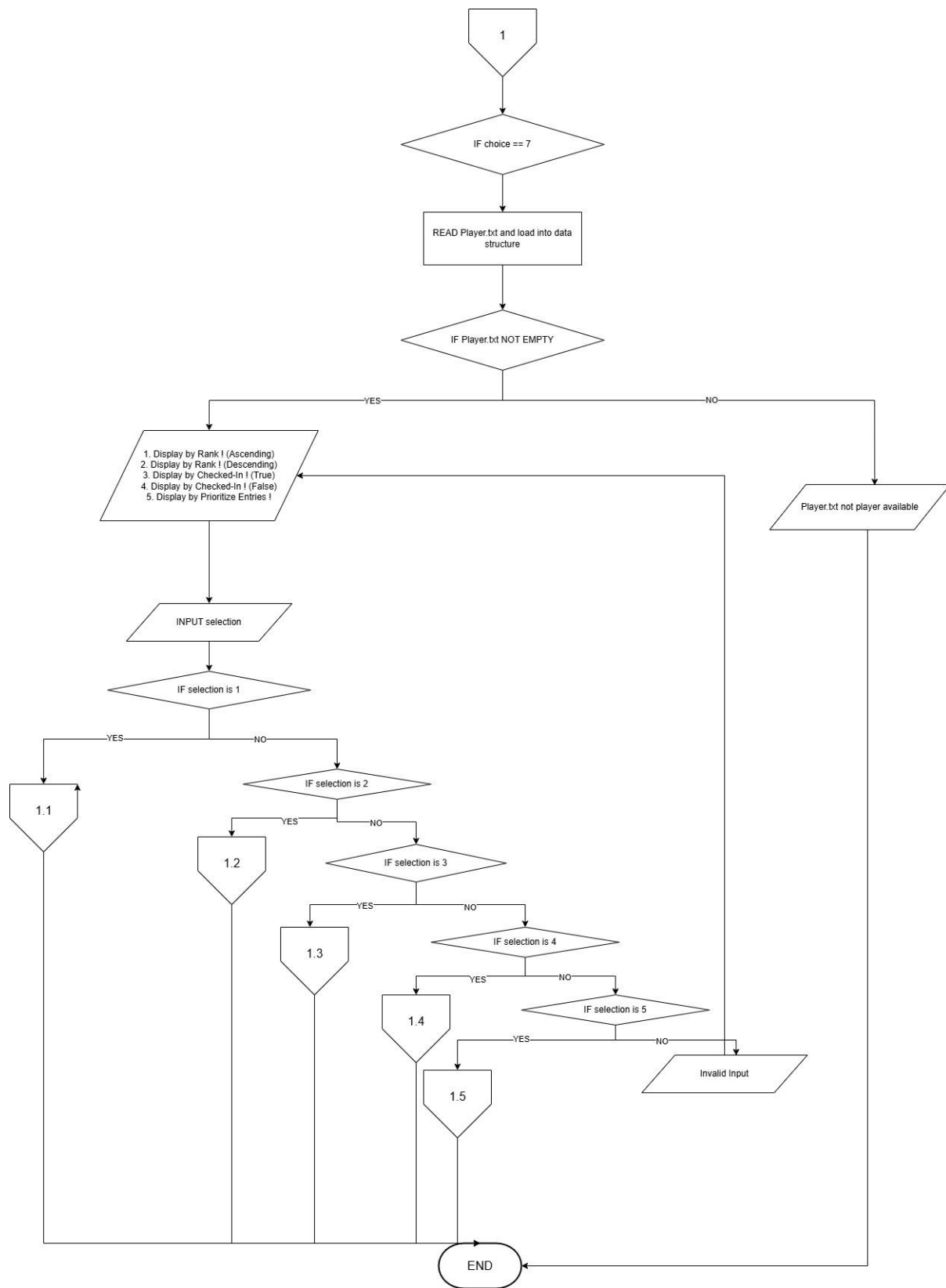


Figure 8 DisplayPlayers

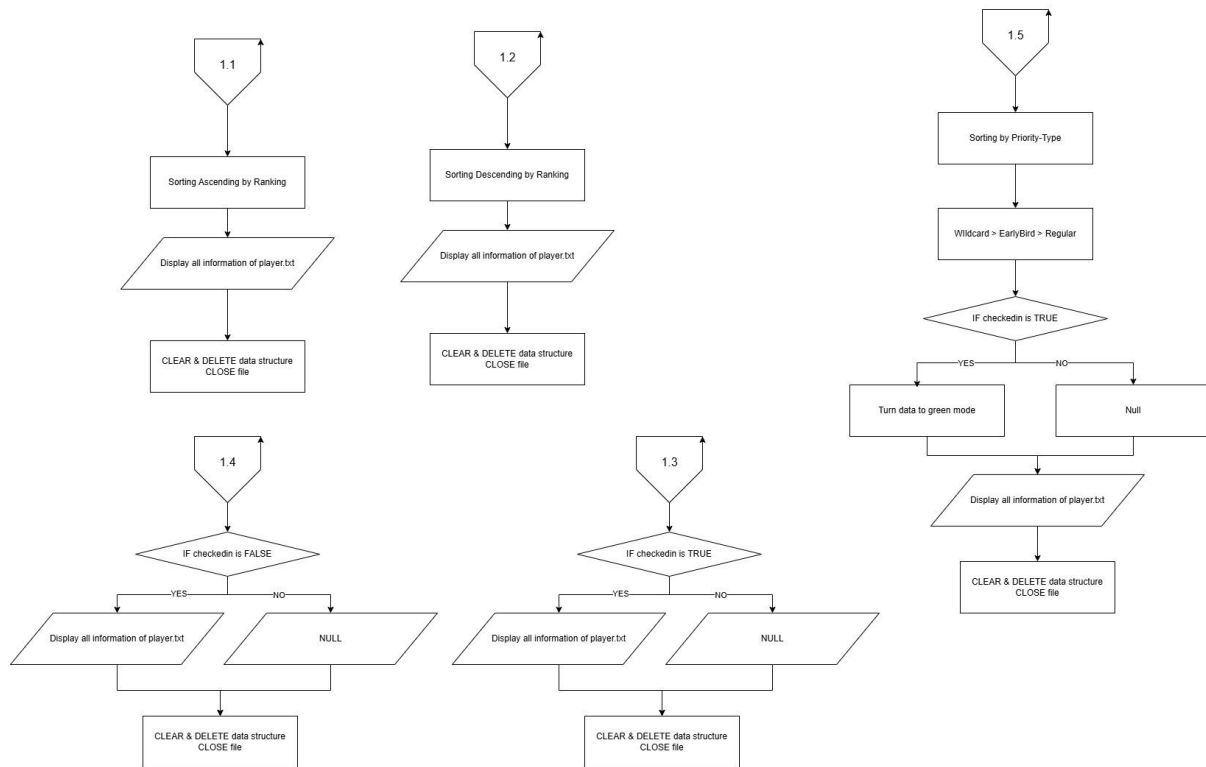


Figure 9 ExtendsOfDisplayPlayers

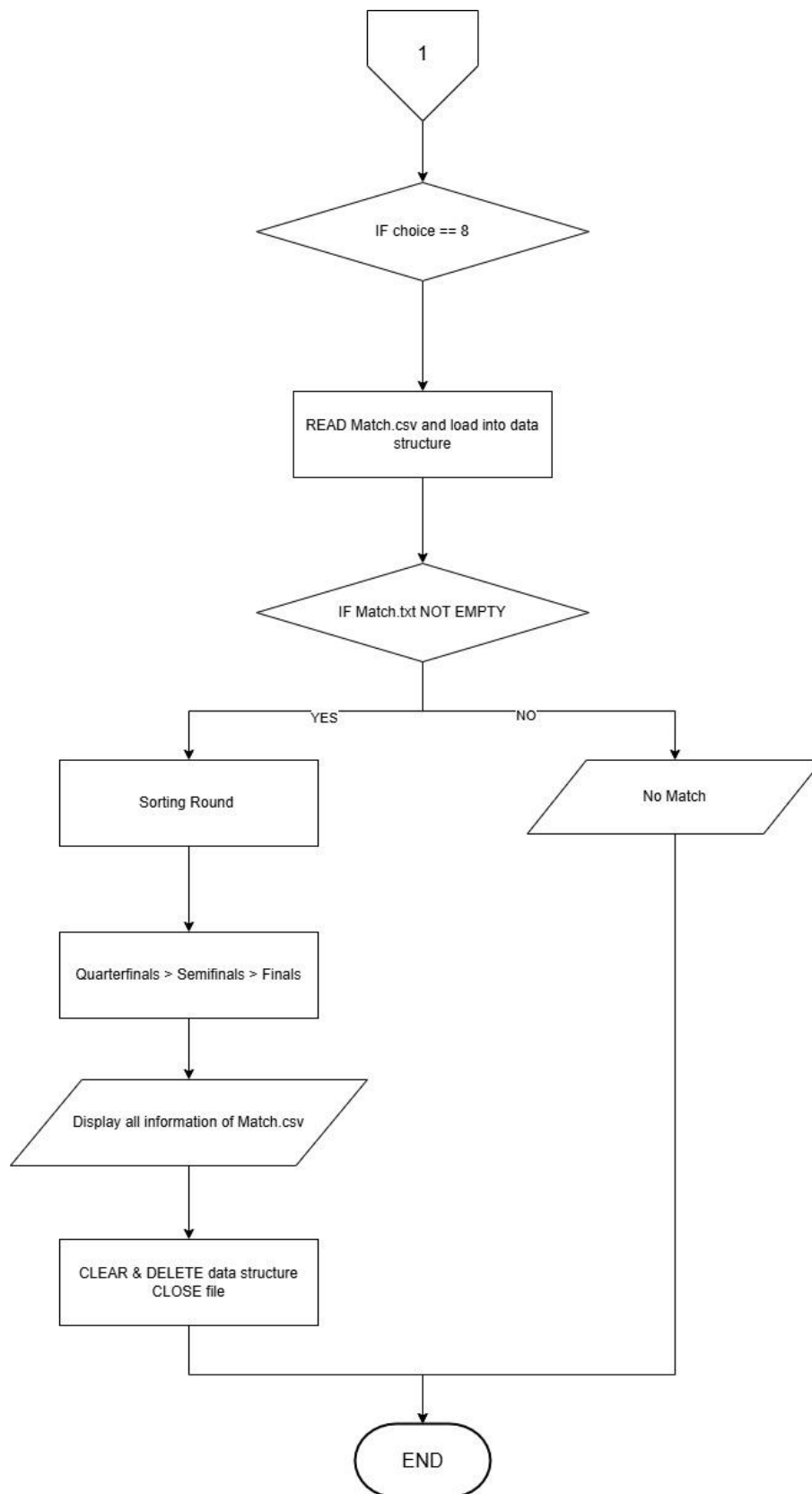


Figure 10 DisplayMatchHistory

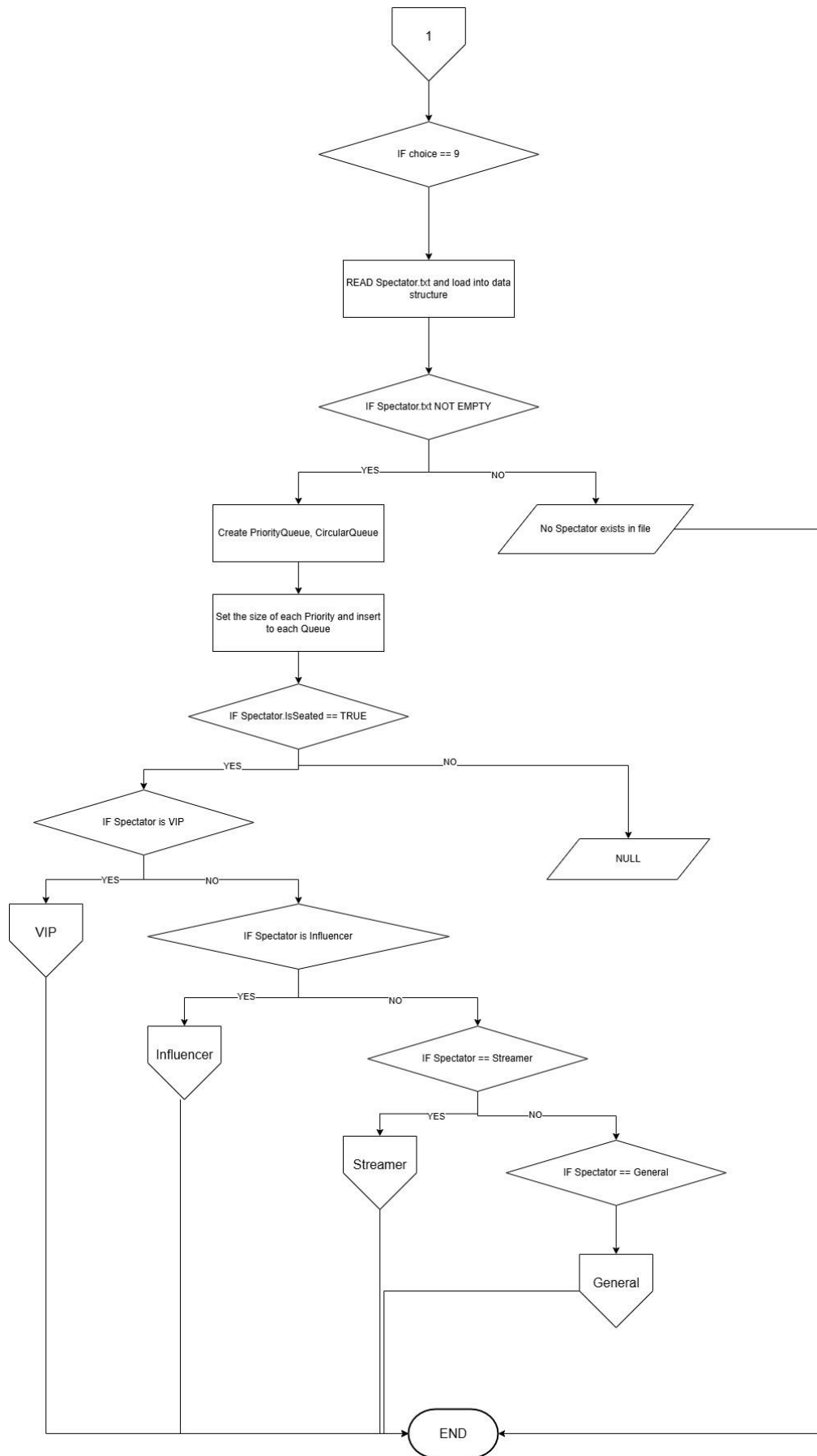


Figure 11 DisplaySpectator

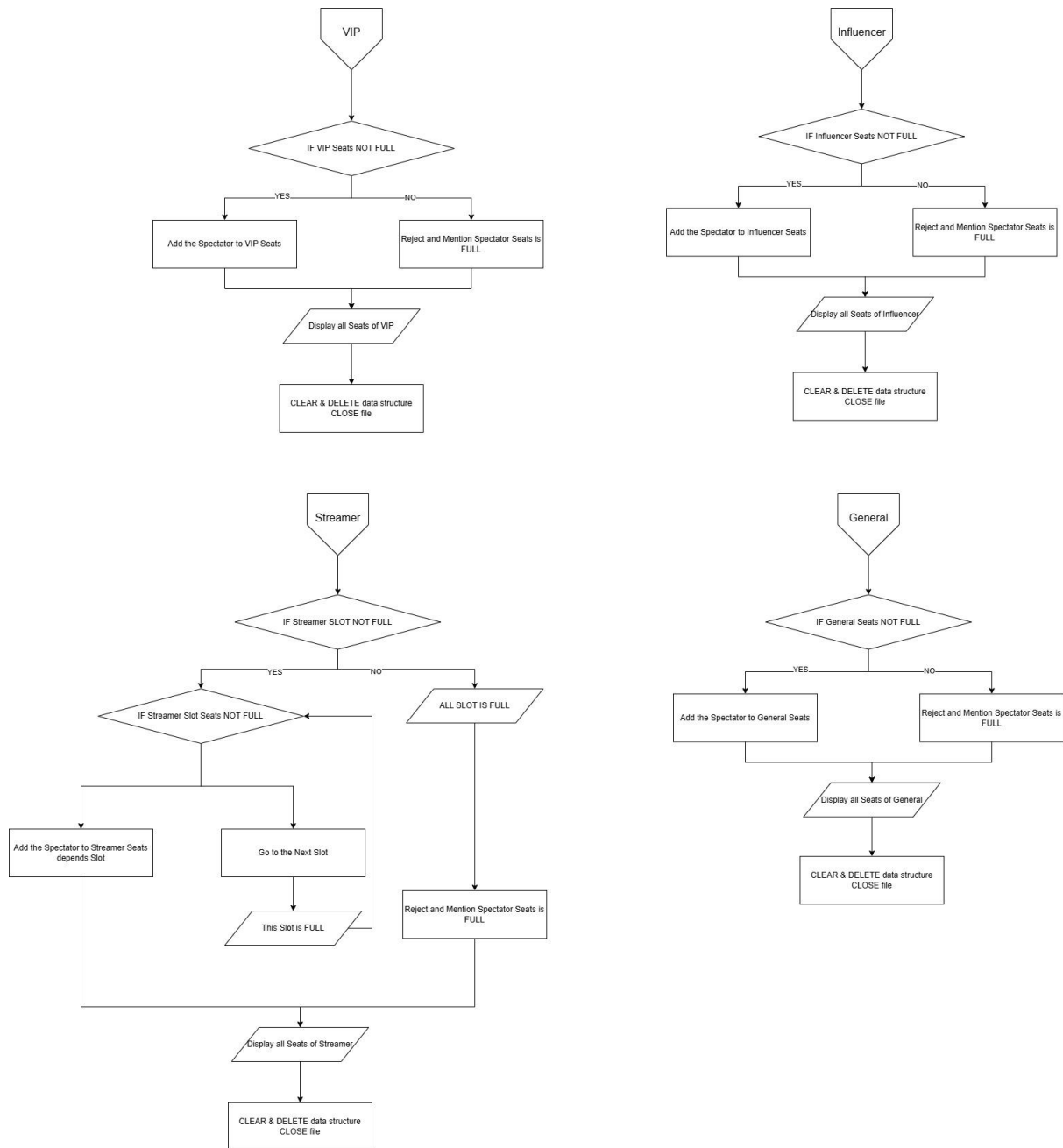


Figure 12 ExtendsOfDisplaySpectator

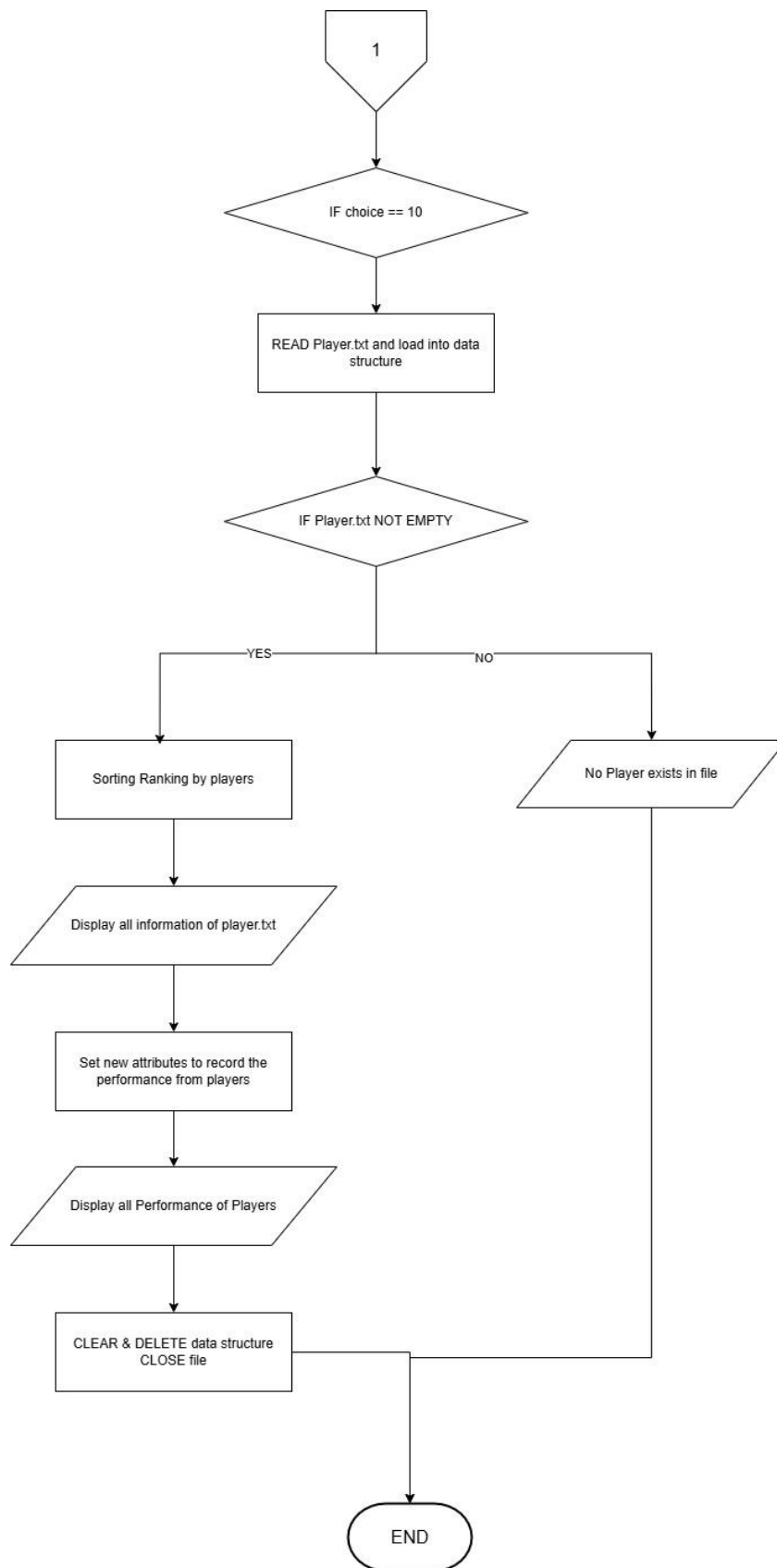


Figure 13 RecordPlayerPerformance