

Player

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#include <stdio.h>
#include <stdlib.h>
#include <string.h>

/*+++++-----
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typedef struct Player
{
    char *Nom;
    char *Prenom;
    unsigned Numero;
}Player;

/*+++++-----
+++++*/

void Remplir_Tab_Players(Player P[], int n)
{
    char ch[100];
    for (int i = 0; i < n; i++)
    {
        printf("*****Player %d\n",i+1);
        printf("nom : ");
        fflush(stdin);
        gets(ch);
        P[i].Nom=(char*)malloc(sizeof(char)*(strlen(ch)+1));

        /*+++++-----
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        printf("prenom : ");
        gets(ch);
        P[i].Prenom=(char*)malloc(sizeof(char)*(strlen(ch)+1));

        /*+++++-----
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        printf("Numero : ");
        scanf("%u",&P[i].Numero);
    }
}
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/*+++++-----
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void Affiche_Tab_Players(Player P[], int n)
{
    for(int i=0;i<n;i++)
    {
        printf("*****Player %d\n",i+1);
        printf("Nom: %s \n",P[i].Nom);
        printf("Prenom: %s \n",P[i].Prenom);
        printf("Numero: %u \n",P[i].Numero);
    }
}

/*+++++-----
+++++*/

void Save(Player P[],int n, char*path)
{
    FILE *file;
    int i;

    file=fopen(path,"w");
    for(i=0;i<n;i++)
    {
        fprintf(file,"%s\t%s\t%u\n",P[i].Nom,P[i].Prenom,P[i].Numero);
    }
    fclose(file);
}

/*+++++-----
+++++*/

void Chargement(Player P[],int* n, char*path)
{
    FILE *file;
    char nom[100], prenom[100];
    unsigned numero;
    int i=0;
    file=fopen(path,"r");
    while(!feof(file))
    {
        fscanf(file,"%s\t%s\t%s\t%u/%u/%u\n",nom,prenom,numero);
        P[i].Nom=(char*)malloc(sizeof(char)*(strlen(nom)+1));

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        strcpy(P[i].Nom,nom);

        P[i].Prenom=(char*)malloc(sizeof(char)*(strlen(prenom)+1));
        strcpy(P[i].Prenom,prenom);

        P[i].Numero=numero;

        i++;
    }
    *n=i;
}

/*+++++-----
+++++*/

void chargement_doChargement_Dynamique(Player **P,int* n, char*path)
{
    FILE *file;
    char nom[100], prenom[100];
    unsigned numero;
    int i=0,nbrLigne=0;
    file=fopen(path,"r");
    while(!feof(file))
    {
        fscanf(file,"%s\t%s\t%u\n",nom,prenom,numero);
        nbrLigne++;
    }
    fclose(file);
    printf("nbrLigne=%d\n",nbrLigne);
    *n=nbrLigne;
    (*P)=(Player*)malloc(nbrLigne*sizeof(Player));

    file=fopen(path,"r");
    while(!feof(file))
    {
        fscanf(file,"%s\t%s\t%u\n",nom,prenom,numero);
        (*P)[i].Nom=(char*)malloc(sizeof(char)*(strlen(nom)+1));
        strcpy((*P)[i].Nom,nom);

        (*P)[i].Prenom=(char*)malloc(sizeof(char)*(strlen(prenom)+1));
        strcpy((*P)[i].Prenom,prenom);

        (*P)[i].Numero=numero;
        i++;
    }
}

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    }
    fclose(file);
}

/*+++++-----
+++++*/

void Tri_insertion_Players(Player T[],int n, int (*oper)(Player,Player))
{
    int i,j;
    Player v;
    for(i=1;i<n;i++)
    {
        v=T[i];
        j=i-1;

        while(j>=0 && (*oper)(T[j],v)>0)//strcmp(T[j].Nom,v.Nom)>0)
        {
            T[j+1]=T[j];
            j--;
        }
        T[j+1]=v;
    }
}

/*+++++-----
+++++*/

int Compare_Player_Nom(Player p1,Player p2)
{
    return strcmp(p1.Nom,p2.Nom);
}

/*+++++-----
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int Compare_Player_Prenom(Player p1,Player p2)
{
    return strcmp(p1.Prenom,p2.Prenom);
}

/*+++++-----
+++++*/

void main()

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{
    Player tabPers[100];
    int nbr;

    do
    {
        printf("nbr= ");
        scanf("%d",&nbr);
    } while (nbr<=0);

    printf("\n\n-----Remplir Tab\n\n\n");
    Remplir_Tab_Players(tabPers,nbr);

    printf("\n\n-----Affichage Tab\n\n\n");
    Affiche_Tab_Players(tabPers,nbr);

    printf("\n\n-----Trier par Nom Tab\n\n\n");
    Tri_insertion_Players(tabPers,nbr,Compare_Player_Nom);
    printf("\n\n-----Affichage Tab\n\n\n");
    Affiche_Tab_Players(tabPers,nbr);

    printf("\n\n-----Trier par Prenom Tab\n\n\n");
    Tri_insertion_Players(tabPers,nbr,Compare_Player_Prenom);
    printf("\n\n-----Affichage Tab\n\n\n");
    Affiche_Tab_Players(tabPers,nbr);

    printf("\n\n-----Sauvegrade fichier\n\n\n");
    Save(tabPers,nbr, "monFichier.txt");
}
```