const prompt = require('prompt-sync')();

class Player {

constructor(name, scores) {

this.name = name;

this.scores = scores;

}

}

class Team {

constructor() {

this.players = [];

}

addPlayer() {

let playerName = prompt("Enter the name of the player:");

let playerScores = [];

let numScores = parseInt(prompt("Enter the number of scores for the player:"));

for (let i = 1; i <= numScores; i++) {

let score = parseInt(prompt("Enter score " + i + " for the player:"));

playerScores.push(score);

}

let player = new Player(playerName, playerScores);

this.players.push(player);

}

getAverageScore() {

let totalScore = 0;

let numPlayers = this.players.length;

let numScores = 0; // Declare numScores outside the loop

for (let i = 0; i < numPlayers; i++) {

let playerScores = this.players[i].scores;

numScores += playerScores.length; // Increment numScores

for (let j = 0; j < playerScores.length; j++) {

totalScore += playerScores[j];

}

}

return totalScore / (numPlayers \* numScores);

}

getMinimumScore() {

let minScore = Infinity;

for (let i = 0; i < this.players.length; i++) {

let playerScores = this.players[i].scores;

for (let j = 0; j < playerScores.length; j++) {

if (playerScores[j] < minScore) {

minScore = playerScores[j];

}

}

}

return minScore;

}

getMaximumScore() {

let maxScore = -Infinity;

for (let i = 0; i < this.players.length; i++) {

let playerScores = this.players[i].scores;

for (let j = 0; j < playerScores.length; j++) {

if (playerScores[j] > maxScore) {

maxScore = playerScores[j];

}

}

}

return maxScore;

}

}

function main() {

let team = new Team();

// Take input for the number of players

let numPlayers = parseInt(prompt("Enter the number of players:"));

// Take input for each player's name and scores

for (let i = 1; i <= numPlayers; i++) {

team.addPlayer();

}

// Calculate and display the average, minimum, and maximum scores

console.log("Average Score:", team.getAverageScore());

console.log("Minimum Score:", team.getMinimumScore());

console.log("Maximum Score:", team.getMaximumScore());

}

// Call the main function

main();