- (1) Student and Computing Information
- Nicholas Phillips and Student ID: A031344011
- Advance Programming Principles and Assignment 4.
- Completed on a MacBook Pro running macOS Monterey version 12.1. The compiler used was visual studios.
- (2) Purpose statement: The purpose of this assignment is for students to become familiar with strings, c-string, arrays, structure data, and conditional statements. For this assignment, we used structured data to hold data types of each of the six players (name, number, and points). Then, the program will loop through a for loop asking the user to input the name, number, and points scored by each of the six players. Once each player's data is recorded, all the information will be presented in a table. Once the table is printed out, the program will then add up all the player's points to find the total points by the team using a for a loop. Lastly, the program will then find the player who scored the highest amount of points using a for loop and if statement. This information will then be printed out displaying the player's name and number.

## (3) C++ Code

The purpose of this assignment is for students to become familiar with strings, c-string, arrays, structure data, and conditional statements. For this assignment, we used structured data to hold data types of each of the six players (name, number, and points). Then, the program will loop through a for loop asking the user to input the name, number, and points scored by each of the six players. Once each player's data is recorded, all the information will be presented in a table. Once the table is printed out, the program will then add up all the player's points to find the total points by the team using a for a loop. Lastly, the program will then find the player who scored

```
the highest amount of points using a for loop and if statement. This information will
then be
printed out displaying the player's name and number.
#include <iostream>
#include <iomanip>
#include <string>
#include <stdio.h>
using namespace std;
const int SIZE = 100;
const int VOLLEYBALL_PLAYERS = 2; //Number of players on the volleyball team.
struct Players
};
int main () {
   Players *players = new Players[VOLLEYBALL_PLAYERS]; //Array of structures
```

```
cin.getline(players[i].name, 100);//Gets line, will read un to 100 characters
(cin >> players[i].number).get();//Gets the user's number.
(cin >> players[i].points).get();
cout << setw(8) << players[i].name; //set width</pre>
cout << setw(8) << players[i].number; //set width</pre>
cout << setw(8) << players[i].points << endl; //set width</pre>
```

```
total += players[i].points;
int max=players[0].points;
   if (players[i].points > max) {
      max = players[i].points;
```

```
//Displays the player with the highest points
cout << "The highest scorer of the game is: " << players[maxIndex].name << " they
are number: " << players[maxIndex].number <<" on the team."<<endl;
}</pre>
```

## (4) Output from the code.

This is the output of the code ran correctly.

This is the output when the user enters the wrong data type. The program will stop running and will calculate any of the data it was entered in prior.

