**Player Data Management System**

**Description**

This C++ program allows users to manage player data by performing the following operations:

* Input player data including name, team, and age.
* Display the current player data.
* Change the existing player data.

**Technologies Used**

* C++ Programming Language

**Installation Instructions**

1. **Ensure you have a C++ compiler installed**. You can use compilers like g++ for GNU or clang++ for LLVM.
2. **Save the provided code to a file**. For example, save it as player\_data.cpp.
3. **Compile the code** using the following command in your terminal:

g++ player\_data.cpp -o player\_data

1. **Run the compiled executable**:

./player\_data

**Usage Instructions**

1. **Input Player Data**: Select option 1 to enter the player's name, team, and age.
2. **Display Player Data**: Select option 2 to view the current player data.
3. **Change Player Data**: Select option 3 to update the player's name, team, and age. You will be prompted to enter the new details.
4. **Exit**: Select option 4 to exit the program.

**Examples**

**Input Player Data**

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Enter Player Name:

John

Enter Player Team:

Dragons

Enter Player Age:

25

**Display Player Data**

yaml

Player Name: John

Player Team: Dragons

Player Age: 25

**Change Player Data**

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Enter Updated Player Name:

Doe

Enter Updated Player Team:

Wolves

Enter Updated Player Age:

30