

ให้นักศึกษาทดลอง
เขียนโปรแกรมเก็บข้อมูล

ชื่อผู้เล่น ,
level และ คะแนนของผู้เล่น จำนวน 5 คน

เก็บไว้ใน Text File หรือ Binary File อย่างใดอย่างหนึ่ง

Code

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

struct node
{
    char name[100];
    char lv[100];
    char score[100];
    struct node* next;
};

struct node* root = NULL;

void showMenu()
{
    printf("\n");
    printf("-----Activity07-----\n");
    printf("1 - Add player\n");
    printf("2 - Delete player\n");
    printf("3 - Display player\n");
    printf("4 - Search player\n");
    printf("5 - Exit\n");
    printf("choice -> ");
}

int getChoice()
{
    int choice;
    scanf("%d", &choice);
    printf("\n\n");
    return choice;
}

void addData()
{
    struct node* data = (struct node*)malloc(sizeof(struct node));
    printf("Name -> ");
    scanf("%s", &data->name);
    printf("Lv. -> ");
    scanf("%s", &data->lv);
    printf("Score -> ");
    scanf("%s", &data->score);

    if (root == NULL) {
```

```

        data->next = NULL;
    }
    else {
        data->next = root;
    }
    root = data;
}

void displayData()
{
    struct node* ptr = root;
    while (ptr != NULL) {
        printf("Name -> %s %s\n", ptr->name, ptr->lv);
        printf("Score -> %s\n\n", ptr->score);
        ptr = ptr->next;
    }
    printf("\n");
}

void searchdata()
{
    char name[100];
    struct node* ptr = root;
    printf("Input Name to Search -> ");
    scanf("%s", &name);
    while (ptr != NULL) {
        if (strcmp(ptr->name, name) == 0) {
            break;
        }
        else if (strcmp(ptr->lv, name) == 0) {
            break;
        }
        else if (strcmp(ptr->score, name) == 0) {
            break;
        }
        ptr = ptr->next;
    }
    if (ptr != NULL) {
        printf("Name -> %s %s\n", ptr->name, ptr->lv);
        printf("Score -> %s\n", ptr->score);
    }
    else {
        printf("====Not Found====\n\n");
    }
}

void deleteData()
{
    char name[100];
    printf("Name to delete -> ");
    scanf("%s", &name);

    struct node* ptr = root;
    struct node* last = root;

    while (ptr != NULL) {
        if (strcmp(ptr->name, name) == 0) {
            break;
        }
        last = ptr;
        ptr = ptr->next;
    }
    if (ptr == NULL) {

```

```

        printf("====Data not found====\n\n");
        return;
    }
    else {
        if (ptr == last) {
            if (ptr->next == NULL) {
                root = NULL;
                free(ptr);
                return;
            }
            root = ptr->next;
            free(ptr);
            return;
        }
        last->next = ptr->next;
        free(ptr);
        return;
    }
}

int main()
{
    for (;;) {
        showMenu();
        int choice = getChoice();
        switch (choice) {
            case 1:
                addData();
                break;
            case 2:
                deleteData();
                break;
            case 3:
                displayData();
                break;
            case 4:
                searchdata();
                break;
            case 5:
                return 0;
        }
    }
    return 0;
}

```