{

cout << "Please enter the number of players. [2, 8]" << endl;

int tmp;

while(cin >> tmp){

if((tmp >= 2) && (tmp < 8)){

numPlayers = tmp;

break;

} else {

cout << "Sorry, you have to enter a number between 2 and 8." << endl;

}

}

string name;

char symbol;

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

cout << "Please enter the player" << i+1 << "'s name." << endl;

while(cin >> name){

while(name == "BANK"){

cout << "Sorry, you can not choose Bank as your name.";

cout << "Please choose a different one." << endl;

cin >> name;

}

bool exist = false;

for(int j = 0; j < i; ++j){

if(player[j]->getName() == name){

exist = true;

break;

}

}

if(!exist){

player[i]->setName(name);

} else cout << "Sorry, the name exists. Please enter another name." << endl;

cout << endl;

cout << "Please choose your player symbol.(G/B/D/P/S/$/L/T)." << endl;

char temp;

while(cin >> temp){

if ((temp == 'G') || (temp == 'B') || (temp == 'D') || (temp == 'P') ||

(temp == 'S') || (temp == '$') || (temp == 'L') || (temp == 'T')) {

bool exist = false;

for(int j = 0; j < i; ++i){

if(playerSymbol[j] == temp){

exist = true;

break;

}

}

if(!exist){

playerSymbol[i] = temp;

break;

} else cout << "Sorry, the symbol exists. Please choose another symbol." << endl;

} else cout << "Symbol not exist. Please enther one of G/B/D/P/S/$/L/T." << endl;

cout << endl;

g->initPlayer(i, name, temp);

}

}

}