Specifiction

The origin of the scanned files came from a computer game named Counter Strike Global Offensive. The gamerules are irrelevant. The gamers can buy different type of guns what have a lot of attribution for example:

- -type
- -price ($)

The datas of the gamers:

- -name
- -the hours of the gameplay
- -favourite gun

My programme is working with data connections between the gamers and the guns. Between the gamers datas and the favoritegun make contact because here we can see what kind of gun each gamers have.

My questions:

- How much money spend on average the first 4 gamer who have the most gamehours?
- How much money spend on average the first 4 gamer who have fewest gamehours?
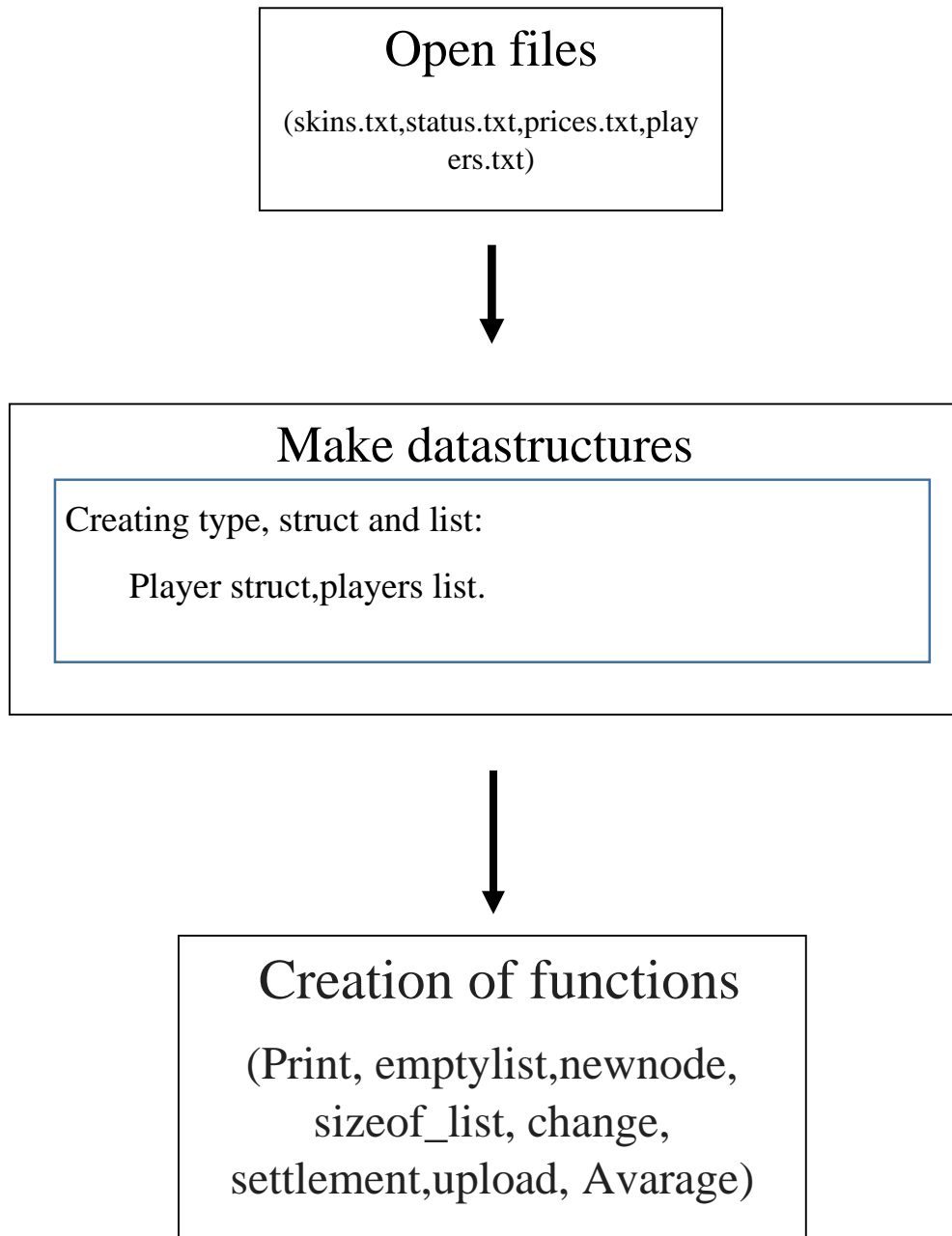- Which player what his favorite weapon? How much is it?

The conclusion of the questions:

The good or the bad gamers spend more money.
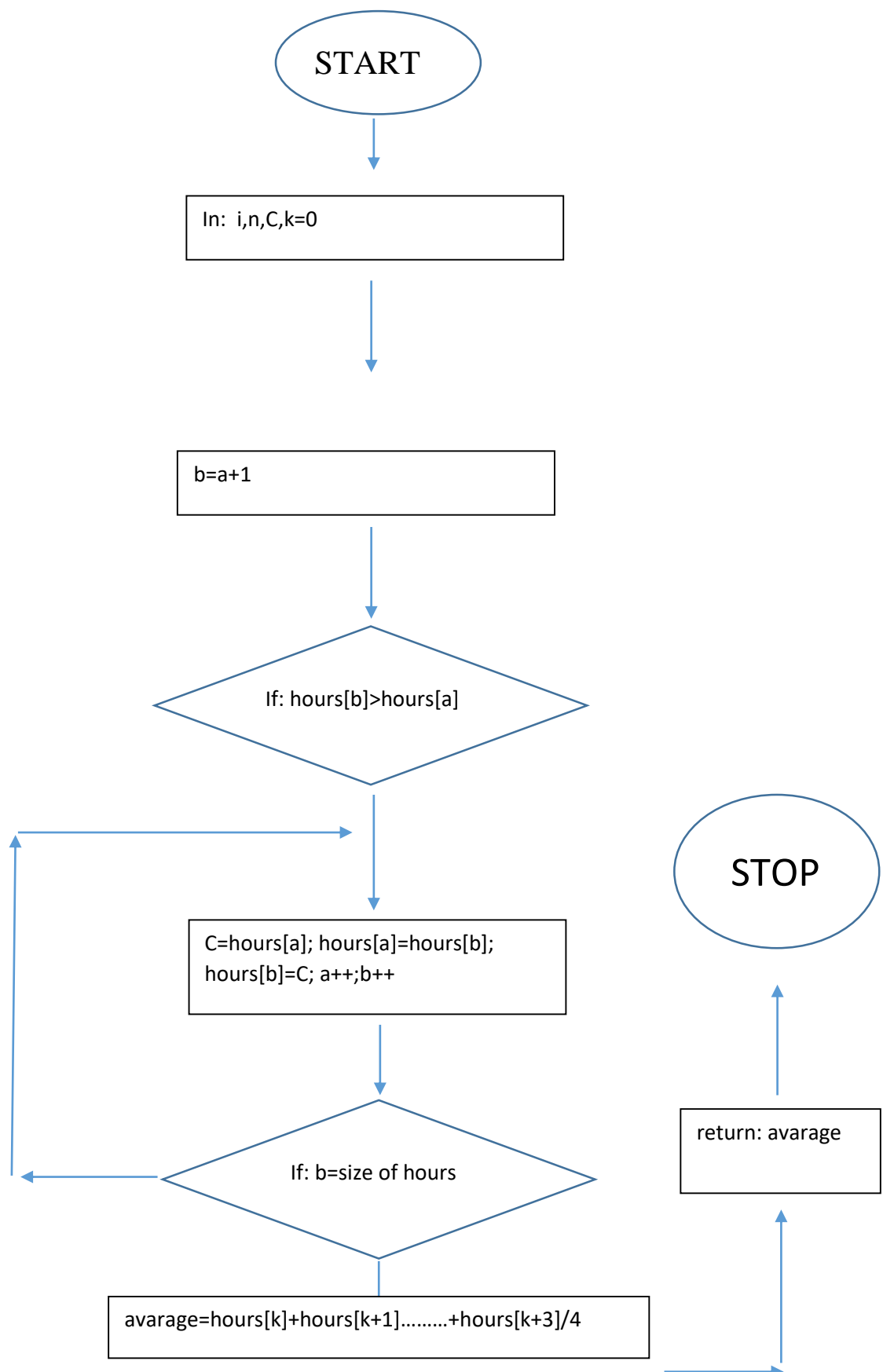
Which is the most expensive or cheapest gun.
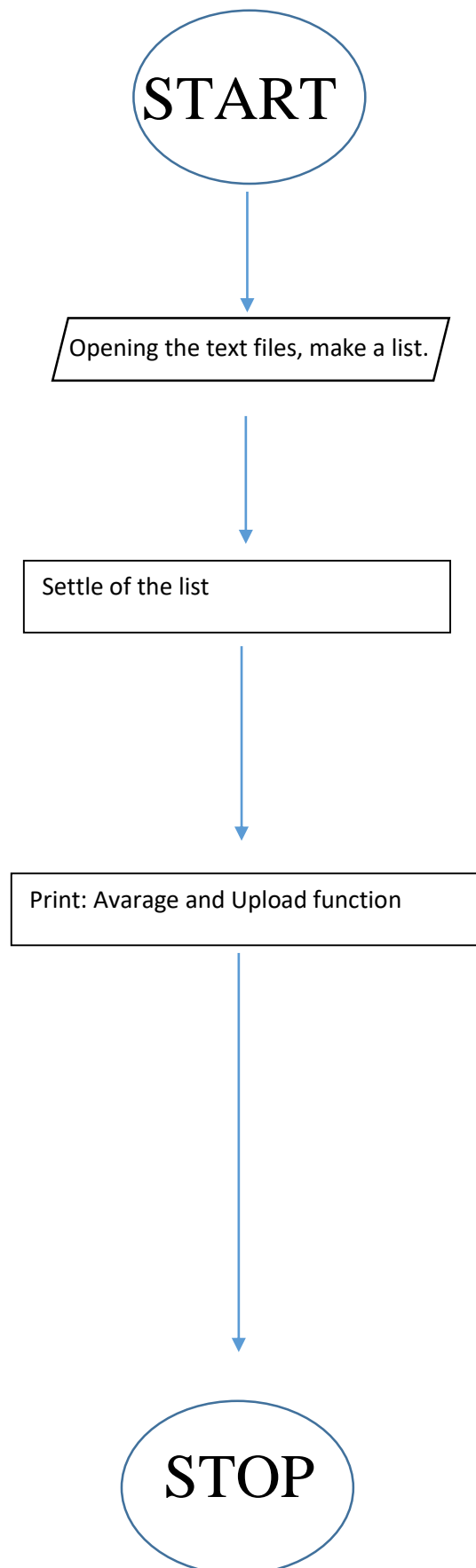
Who played the most.

1.

Open files

(skins.txt,status.txt,prices.txt,players.txt)

Make datastructures

Creating type, struct and list:

    Player struct,players list.

Creation of functions

(Print, emptylist,newnode, sizeof_list, change, settlement,upload, Avarage)

2.Function example:

Avarage function:

```
              START

        In:  i,n,C,k=0

            b=a+1

        If: hours[b]>hours[a]

  C=hours[a]; hours[a]=hours[b];
  hours[b]=C; a++;b++

        If: b=size of hours

avarage=hours[k]+hours[k+1]………+hours[k+3]/4

            return: avarage

              STOP
```

3.Programe/MAIN

START

Opening the text files, make a list.

Settle of the list

Print: Avarage and Upload function

STOP

Functions and testing

Function1: Emptylist:

- This function make a emptylist.
- (The list have two str, next and prev pointers)

Function2: newnode:

- This function make a new item on my list.

Function3: sizeof_list:

- This function ascertain size of my list.

Function4: change:

- This function change 2 item on my list.

Function5: settlement:

- This function settle my list according to gamehours.

Function6: awg:

- This function tell that how much money spend on average the first 4 gamer who have the most gamehours.

Function7: upload:

- This function upload a file and print table of data.

Testing:

Test 1: awg: Input datas: The first 4 gamehours: 99875, 985, 389, 344.->price: **67$ 12$ 975$ 577$**

The avg= 67+12+975+577/4=407.75

Result:

Test 2: avg   Input datas: The first 4 gamehours: 99875, 985, 389, 344.->price: **67$ 12$ 842$ 577$**

The avg= 67+12+842+577/4=374.5

Result:

```
C:\WINDOWS\system32\cmd.exe
Avarage:374.500000 $
joska: Gamehours:99875, His favourite gun:p90, Price of this:67$
elvira: Gamehours:985, His favourite gun:negev, Price of this:12$
balazs: Gamehours:389, His favourite gun:awp, Price of this:842$
gabor: Gamehours:344, His favourite gun:ppbizon, Price of this:577$
pista: Gamehours:232, His favourite gun:deserteagle, Price of this:789$
igor: Gamehours:34, His favourite gun:ak47, Price of this:85$
Press any key to continue . . .
```

Test 3: new amehours Price: **67$ 577$ 12$ 789$**

The avg= 67+577+12+789/4=361.25

Resul:

```
C:\WINDOWS\system32\cmd.exe
Avarage:374.500000 $
joska: Gamehours:99875, His favourite gun:p90, Price of this:67$
elvira: Gamehours:985, His favourite gun:negev, Price of this:12$
balazs: Gamehours:389, His favourite gun:awp, Price of this:842$
gabor: Gamehours:344, His favourite gun:ppbizon, Price of this:577$
pista: Gamehours:232, His favourite gun:deserteagle, Price of this:789$
igor: Gamehours:34, His favourite gun:ak47, Price of this:85$
Press any key to continue . . .
```

According to the tests the project is working correctly.