

# PROGRAMMING PRINCIPLES

Individual Programming Assignment (“Golf Club”)



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## Tasks:

You are required to design and implement a “Golf Club” program that records information about golfers and tournaments. The program should have a menu system as shown below.

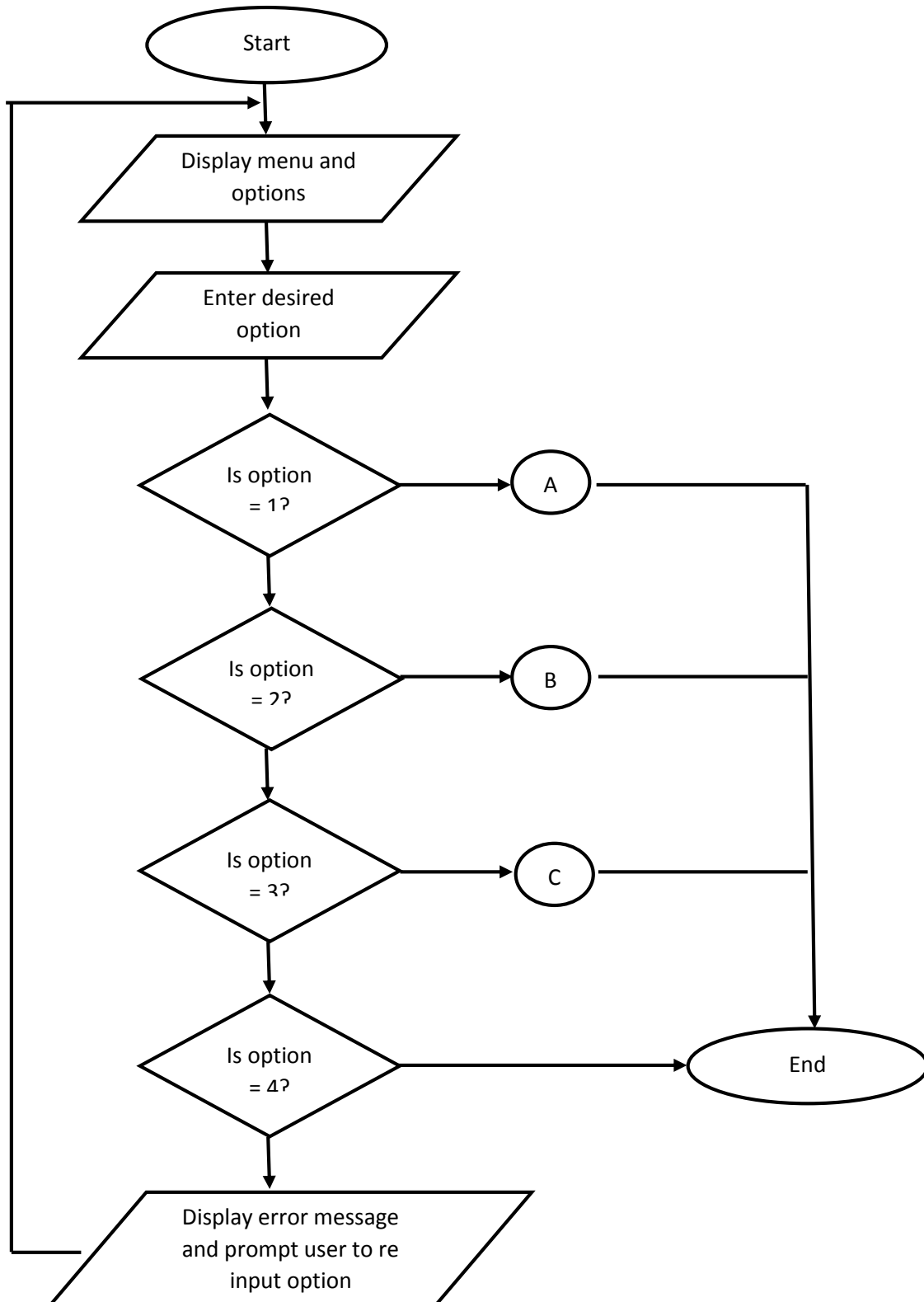
Implement all of the following requirements, and ask your tutor if you do not understand any of the requirements.

```
Welcome to Springfield Golf Club.  
Select Option:  
1) Enter Scores  
2) Find Golfer  
3) Display Scoreboard  
4) Exit Program  
>
```

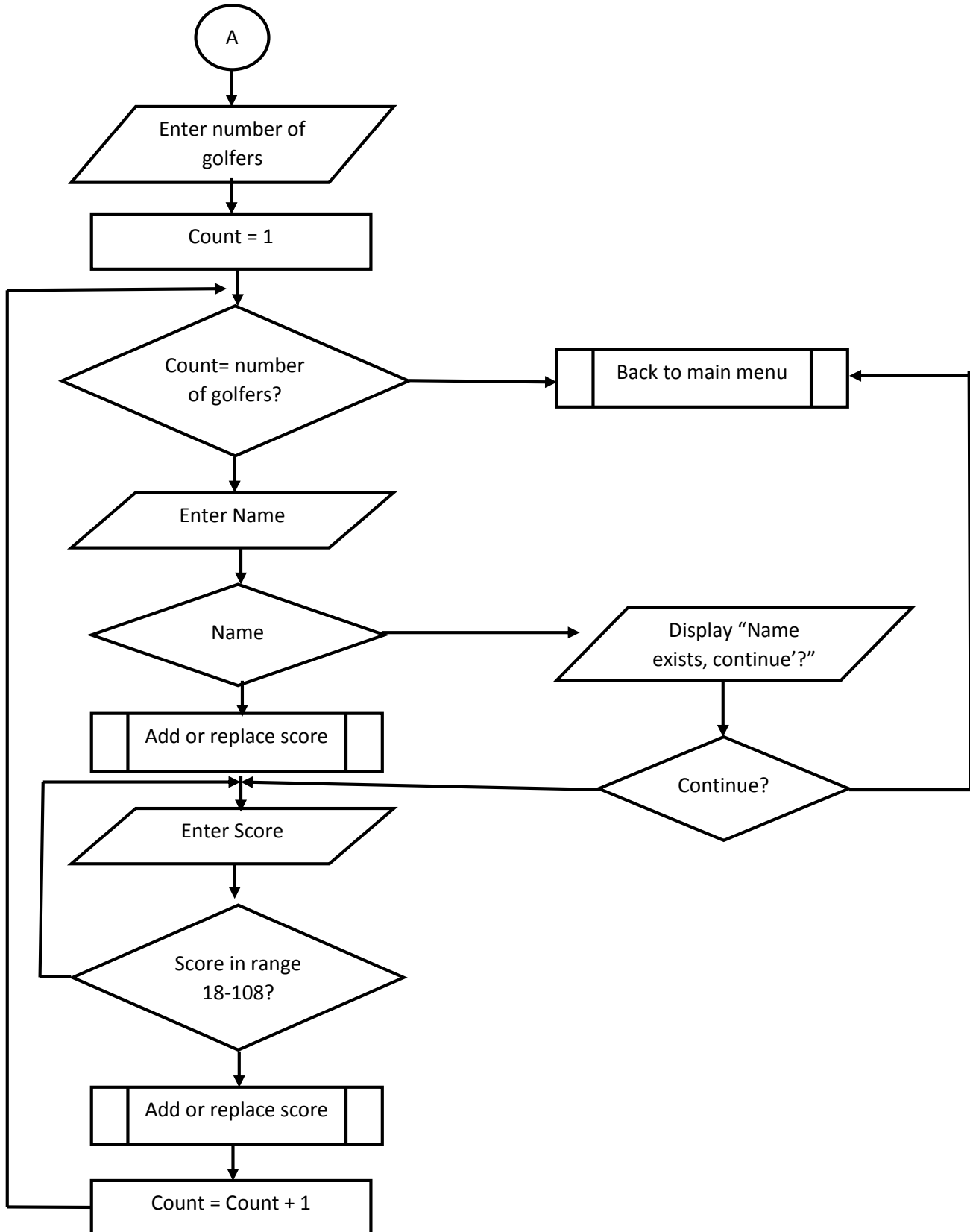
1. The program should welcome the user and display the menu.
2. Re-prompt the user until a valid response (1, 2, 3 or 4) is entered.
3. The **Enter Scores** option should ask the user how many golfers in the group and then ask to enter the following information about each golfer and put the information into some data structure(s) as appropriate:
  - a. Name
  - b. Result (this is the number of strokes taken – it ranges between 18 to 108)
4. If a name matches a name already in the data structure, the user should be warned that the result will be altered and given the option to keep existing data.
5. The **find Golfer** option should allow the user to enter a name and if the name is in the data structure should display their score, if the name is not found it should display an appropriate message.
6. The **Display Scoreboard** option should display ALL golfers entered and their score, in order of best (lowest score) to highest.
7. The **Exit Program** option should display an appropriate message and the program should exit.

### **Flowchart: (Including Option 4: Exit)**

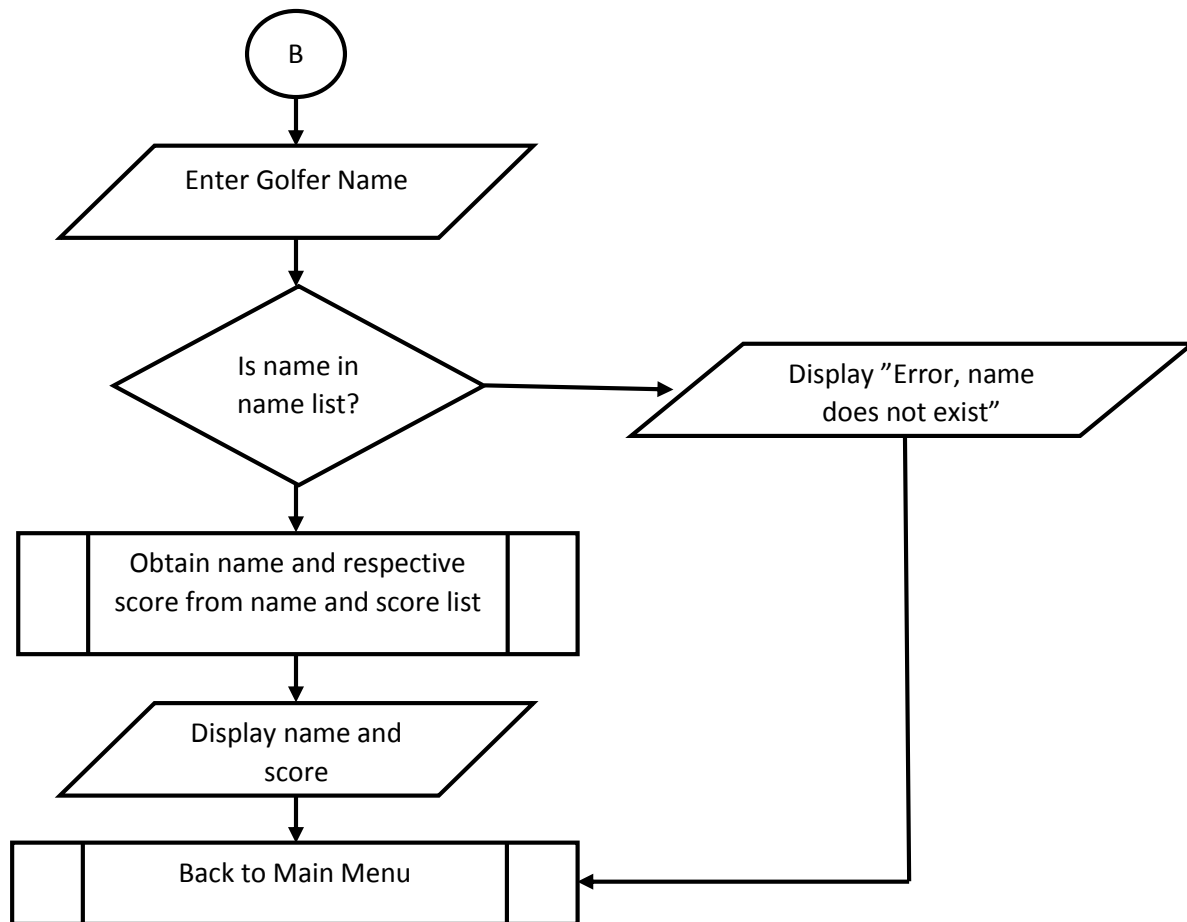
This flowchart contains the backbone of the tasks and Option 4 in it.



**Option 1: (Enter Scores)**



### Option 2: (Find Golfer)



### Option 3: (Scoreboard)

