#include<iostream>

#include<bits/stdc++.h>

#include<conio.h>

#include<vector>

using namespace std;

struct player

{

    string nama;

    int nilai;

};

vector <player> V;

int maksimal = 5;

bool sortData(player a, player b){

    return (a.nilai > b.nilai);

}

void tampil(){

    for (int i = 0; i < V.size(); i++){

        cout << i+1 << ". " << V.at(i).nama << " " << V.at(i).nilai << "\n";

    }

}

int main()

{

    string nmplayer[10] = {"Agus","Indah","Heru","Kiki","Bagus","Yuli","Budi","Carlie","Linda","Putri"};

    int point[10] = {100,50,110,120,80,90,140,95,160,115};

    cout << "Daftar Player dan Nilai" << endl;

    for(int a = 0; a < 10; a++){

        system("cls");

        cout << nmplayer[a] << " " << point[a] << endl;

        /\*\*disini code utk mengatur (menyimpan/menghapus) nama player dan nilainya

        1. Lakukan Penambahan Data Dibelakang

        2. Sorting Data secara DESCENDING

        3. Hapus Data paling belakang, jika data yg ada > maksimal

        4. Tampilkan Data

        \*\*/

        //Memasukkan data di belakang

        if (V.size() <= maksimal){

            player isi = {nmplayer[a], point[a]};

            V.push\_back(isi);

        }

        //mengurutkan data

        sort(V.begin(), V.end(), sortData);

        //Menghapus data jika lebih dari maksimal

        if (V.size() > maksimal){

            V.pop\_back();

        }

        //menampilkan data

        tampil();

        getch();

    }

    return 0;

}