

CP Practical Code

```
#include <stdio.h>
#include <string.h>
struct cricket
{
    char PlayerName[20];
    char TeamName[20];
    float BattingAverage;
};
int main()
{
    struct cricket s[50], t;
    int i, j, n = 50;
    float p;
    printf("Enter Data Of %d Player\n", n);
    for (i = 0; i < n; i++)
    {
        printf("\nEnter Player Name,Team Name And Bating Average For Player %d :- \n", i + 1);
        scanf("%s %s %f", s[i].PlayerName, s[i].TeamName, &p);
        s[i].BattingAverage = p;
    }
    for (i = 1; i <= n - 1; i++)
    {
        for (j = 0; j <= n - i; j++)
        {
            if (strcmp(s[j - 1].TeamName, s[j].TeamName) > 0)
            {
                t = s[j - 1];
                s[j - 1] = s[j];
                s[j] = t;
            }
        }
    }
    printf("\nAfter Teamwise Sorting...Player List Is");
    for (i = 0; i < n; i++)
    {
        printf("\n%-20s %-20s %.2f", s[i].PlayerName, s[i].TeamName, s[i].BattingAverage);
    }
}
```

Code on Compiler:-

```
1  #include <stdio.h>
2  #include <string.h>
3      struct cricket
4  {
5      char PlayerName[20];
6      char TeamName[20];
7      float BattingAverage;
8  };
9  int main()
10 {
11     struct cricket s[50], t;
12     int i, j, n = 50;
13     float p;
14     printf("Enter Data Of %d Player\n", n);
15     for (i = 0; i < n; i++)
16     {
17         printf("\nEnter Player Name,Team Name And Bating Average For Player %d  :- \n", i + 1);
18         scanf("%s %s %f", s[i].PlayerName, s[i].TeamName, &p);
19         s[i].BattingAverage = p;
20     }
21     for (i = 1; i <= n - 1; i++)
22     {
23         for (j = 0; j <= n - i; j++)
24         {
25             if (strcmp(s[j - 1].TeamName, s[j].TeamName) > 0)
26             {
27                 t = s[j - 1];
28                 s[j - 1] = s[j];
29                 s[j] = t;
30             }
31         }
32     }
33     printf("\nAfter Teamwise Sorting...Player List Is");
34     for (i = 0; i < n; i++)
35     {
36         printf("\n%-20s %-20s %.2f", s[i].PlayerName, s[i].TeamName, s[i].BattingAverage);
37     }
38 }
```

Output of the Code:-

I took the output of only 5 values for the sake of simplicity, but the code submitted above works for 50 players.

```
Enter Data Of 5 Player
```

```
Enter Player Name,Team Name And Bating Average For Player 1  :-  
A X 3.5
```

```
Enter Player Name,Team Name And Bating Average For Player 2  :-  
B Y 4.0
```

```
Enter Player Name,Team Name And Bating Average For Player 3  :-  
C X 2.7
```

```
Enter Player Name,Team Name And Bating Average For Player 4  :-  
D Z 1.3
```

```
Enter Player Name,Team Name And Bating Average For Player 5  :-  
E Y 1.11
```

```
After Teamwise Sorting...Player List Is
```

A	X	3.50
C	X	2.70
B	Y	4.00
E	Y	1.11
D	Z	1.30