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:-

```c
#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);
    }
}
```

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
```