

Projeto Final TPPI

0.1

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Contents

1	Data Structure Index	1
1.1	Data Structures	1
2	File Index	3
2.1	File List	3
3	Data Structure Documentation	5
3.1	equipa Struct Reference	5
3.1.1	Detailed Description	5
3.1.2	Field Documentation	5
3.1.2.1	ativo	5
3.1.2.2	derrotas	5
3.1.2.3	empates	5
3.1.2.4	id	6
3.1.2.5	lista	6
3.1.2.6	nome	6
3.1.2.7	vitorias	6
3.2	jogador Struct Reference	6
3.2.1	Detailed Description	6
3.2.2	Field Documentation	7
3.2.2.1	ano_entrada	7
3.2.2.2	ativo	7
3.2.2.3	eq	7
3.2.2.4	golos	7
3.2.2.5	idade	7
3.2.2.6	morada	7

3.2.2.7	nome	7
3.2.2.8	num_cc	7
3.2.2.9	pos	7
3.2.2.10	pos_list	7
3.2.2.11	telefone	8
3.3	resultado Struct Reference	8
3.3.1	Detailed Description	8
3.3.2	Field Documentation	8
3.3.2.1	ativo	8
3.3.2.2	data	8
3.3.2.3	equipa_a	8
3.3.2.4	equipa_b	8
3.3.2.5	goles_a	9
3.3.2.6	goles_b	9
3.3.2.7	id	9
3.3.2.8	local	9
3.3.2.9	marcadores	9
3.3.2.10	marcados	9
4	File Documentation	11
4.1	afm.c File Reference	11
4.1.1	Define Documentation	12
4.1.1.1	E	12
4.1.1.2	J	12
4.1.1.3	R	12
4.1.2	Typedef Documentation	13
4.1.2.1	listaequip	13
4.1.2.2	listajog	13
4.1.2.3	listareult	13
4.1.3	Function Documentation	13
4.1.3.1	carrega_dados	13
4.1.3.2	init	13
4.1.3.3	main	14
4.1.3.4	menu_4	15

4.1.3.5	menu_principal	15
4.1.3.6	salva_dados	17
4.1.4	Variable Documentation	17
4.1.4.1	equip	17
4.1.4.2	jog	17
4.1.4.3	result	17
4.2	menu_1.c File Reference	18
4.2.1	Function Documentation	19
4.2.1.1	editar_equip	19
4.2.1.2	editar_jog	20
4.2.1.3	eq_list	22
4.2.1.4	inserir_equip	24
4.2.1.5	inserir_jog	26
4.2.1.6	listar_equip	28
4.2.1.7	listar_jog	29
4.2.1.8	listar_jog_a	30
4.2.1.9	listar_jogx	31
4.2.1.10	menu_1	32
4.2.1.11	registar_jogos	34
4.2.1.12	transferir_jog	36
4.2.1.13	ver_jogos	38
4.3	menu_2.c File Reference	40
4.3.1	Function Documentation	41
4.3.1.1	jog_equip	41
4.3.1.2	jog_idade	42
4.3.1.3	jog_pos	42
4.3.1.4	menu_2	43
4.3.1.5	result_equip	44
4.4	menu_3.c File Reference	45
4.4.1	Function Documentation	45
4.4.1.1	medgolos	46
4.4.1.2	medidades	46
4.4.1.3	menu_3	46
4.4.1.4	mmarcador	47

Chapter 1

Data Structure Index

1.1 Data Structures

Here are the data structures with brief descriptions:

equipa	5
jogador	6
resultado	8

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

afm.c	11
menu_1.c	18
menu_2.c	40
menu_3.c	45

Chapter 3

Data Structure Documentation

3.1 equipa Struct Reference

Data Fields

- int [id](#)
- char [nome](#) [80]
- int [lista](#) [26]
- int [vitorias](#)
- int [empates](#)
- int [derrotas](#)
- int [ativo](#)

3.1.1 Detailed Description

Definition at line 46 of file afm.c.

3.1.2 Field Documentation

3.1.2.1 int ativo

Definition at line 54 of file afm.c.

3.1.2.2 int derrotas

Definition at line 53 of file afm.c.

3.1.2.3 int empates

Definition at line 52 of file afm.c.

3.1.2.4 int id

Definition at line 48 of file afm.c.

3.1.2.5 int lista[26]

Definition at line 50 of file afm.c.

3.1.2.6 char nome[80]

Definition at line 49 of file afm.c.

3.1.2.7 int vitorias

Definition at line 51 of file afm.c.

The documentation for this struct was generated from the following file:

- [afm.c](#)

3.2 jogador Struct Reference

Data Fields

- int [num_cc](#)
- char [nome](#) [80]
- char [morada](#) [80]
- char [telefone](#) [10]
- int [idade](#)
- int [ano_entrada](#)
- int [pos_list](#)
- char [pos](#) [50]
- int [ativo](#)
- int [golos](#)
- int [eq](#)

3.2.1 Detailed Description

Definition at line 26 of file afm.c.

3.2.2 Field Documentation

3.2.2.1 int ano_entrada

Definition at line 33 of file afm.c.

3.2.2.2 int ativo

Definition at line 36 of file afm.c.

3.2.2.3 int eq

Definition at line 38 of file afm.c.

3.2.2.4 int golos

Definition at line 37 of file afm.c.

3.2.2.5 int idade

Definition at line 32 of file afm.c.

3.2.2.6 char morada[80]

Definition at line 30 of file afm.c.

3.2.2.7 char nome[80]

Definition at line 29 of file afm.c.

3.2.2.8 int num_cc

Definition at line 28 of file afm.c.

3.2.2.9 char pos[50]

Definition at line 35 of file afm.c.

3.2.2.10 int pos_list

Definition at line 34 of file afm.c.

3.2.2.11 char telefone[10]

Definition at line 31 of file afm.c.

The documentation for this struct was generated from the following file:

- [afm.c](#)

3.3 resultado Struct Reference

Data Fields

- int [id](#)
- int [equipa_a](#)
- int [equipa_b](#)
- int [golos_a](#)
- int [golos_b](#)
- int [marcadores](#) [21]
- int [marcados](#) [21]
- char [data](#) [15]
- char [local](#) [50]
- int [ativo](#)

3.3.1 Detailed Description

Definition at line 62 of file afm.c.

3.3.2 Field Documentation

3.3.2.1 int ativo

Definition at line 73 of file afm.c.

3.3.2.2 char data[15]

Definition at line 71 of file afm.c.

3.3.2.3 int equipa_a

Definition at line 65 of file afm.c.

3.3.2.4 int equipa_b

Definition at line 66 of file afm.c.

3.3.2.5 int golos_a

Definition at line 67 of file afm.c.

3.3.2.6 int golos_b

Definition at line 68 of file afm.c.

3.3.2.7 int id

Definition at line 64 of file afm.c.

3.3.2.8 char local[50]

Definition at line 72 of file afm.c.

3.3.2.9 int marcadores[21]

Definition at line 69 of file afm.c.

3.3.2.10 int marcados[21]

Definition at line 70 of file afm.c.

The documentation for this struct was generated from the following file:

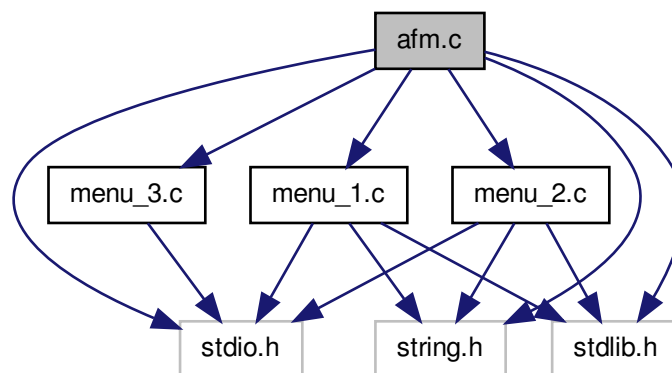
- [afm.c](#)

Chapter 4

File Documentation

4.1 afm.c File Reference

```
#include <stdio.h> #include <stdlib.h> #include <string.-  
h> #include "menu_1.c" #include "menu_2.c" #include "menu_-  
3.c" Include dependency graph for afm.c:
```



Data Structures

- struct `jogador`
- struct `equipa`
- struct `resultado`

Defines

- `#define J 101`
- `#define E 101`
- `#define R 101`

Typedefs

- `typedef jogador listajog [J]`
- `typedef equipa listaequip [E]`
- `typedef resultado listareult [R]`

Functions

- `int init (void)`
- `void salva_dados (listajog lj, listaequip le, listareult lr)`
- `int carrega_dados (listajog *lj, listaequip *le, listareult *lr)`
- `int menu_4 (void)`
- `int menu_principal ()`
- `int main ()`

Variables

- `listajog jog`
- `listaequip equip`
- `listareult result`

4.1.1 Define Documentation

4.1.1.1 `#define E 101`

Definition at line 23 of file afm.c.

4.1.1.2 `#define J 101`

Definition at line 22 of file afm.c.

4.1.1.3 `#define R 101`

Definition at line 24 of file afm.c.

4.1.2 Typedef Documentation

4.1.2.1 typedef equipa listaequip[E]

Definition at line 58 of file afm.c.

4.1.2.2 typedef jogador listajog[J]

Definition at line 42 of file afm.c.

4.1.2.3 typedef resultado listarResult[R]

Definition at line 77 of file afm.c.

4.1.3 Function Documentation

4.1.3.1 int carrega_dados (listajog * *lj*, listaequip * *le*, listarResult * *lr*)

Definition at line 157 of file afm.c.

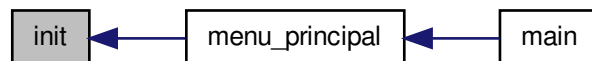
Here is the caller graph for this function:



4.1.3.2 int init (void)

Definition at line 92 of file afm.c.

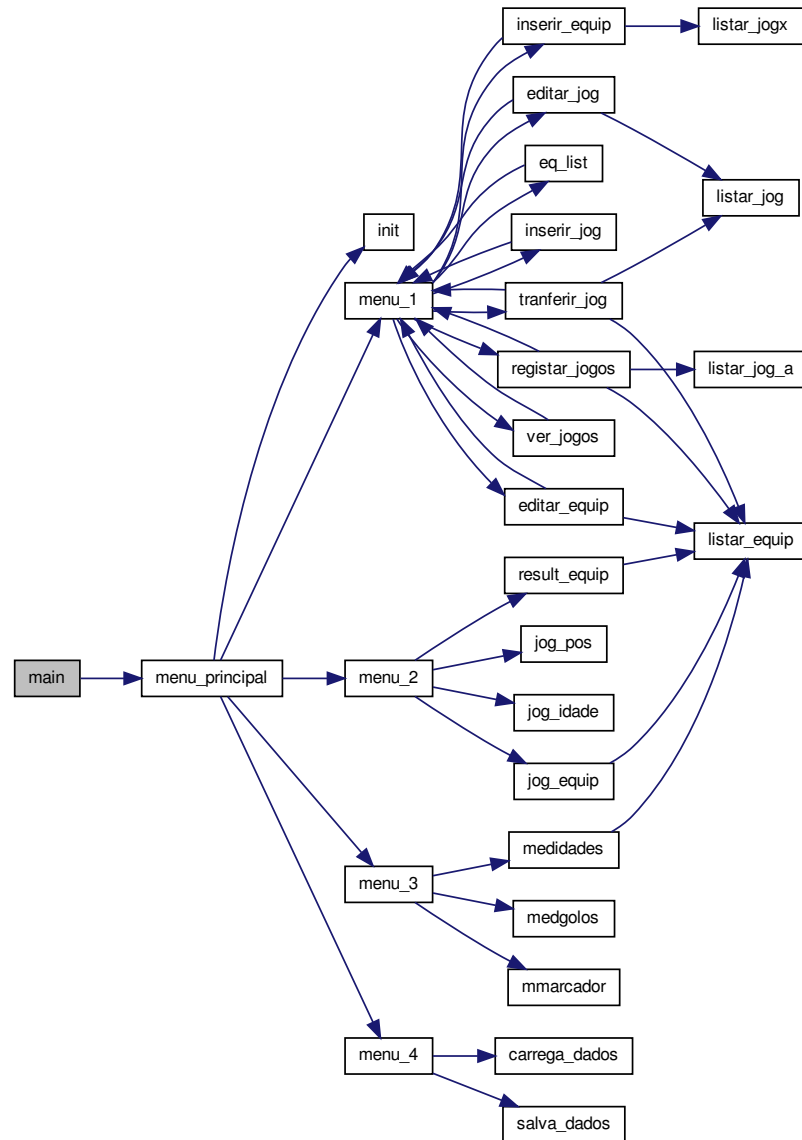
Here is the caller graph for this function:



4.1.3.3 `int main ()`

Definition at line 263 of file afm.c.

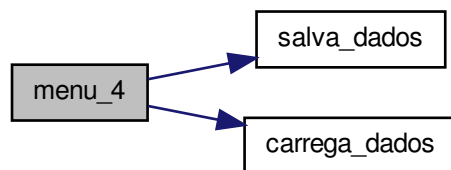
Here is the call graph for this function:



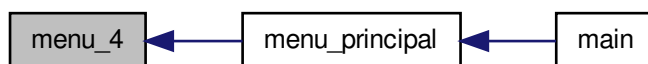
4.1.3.4 int menu_4 (void)

Definition at line 185 of file afm.c.

Here is the call graph for this function:



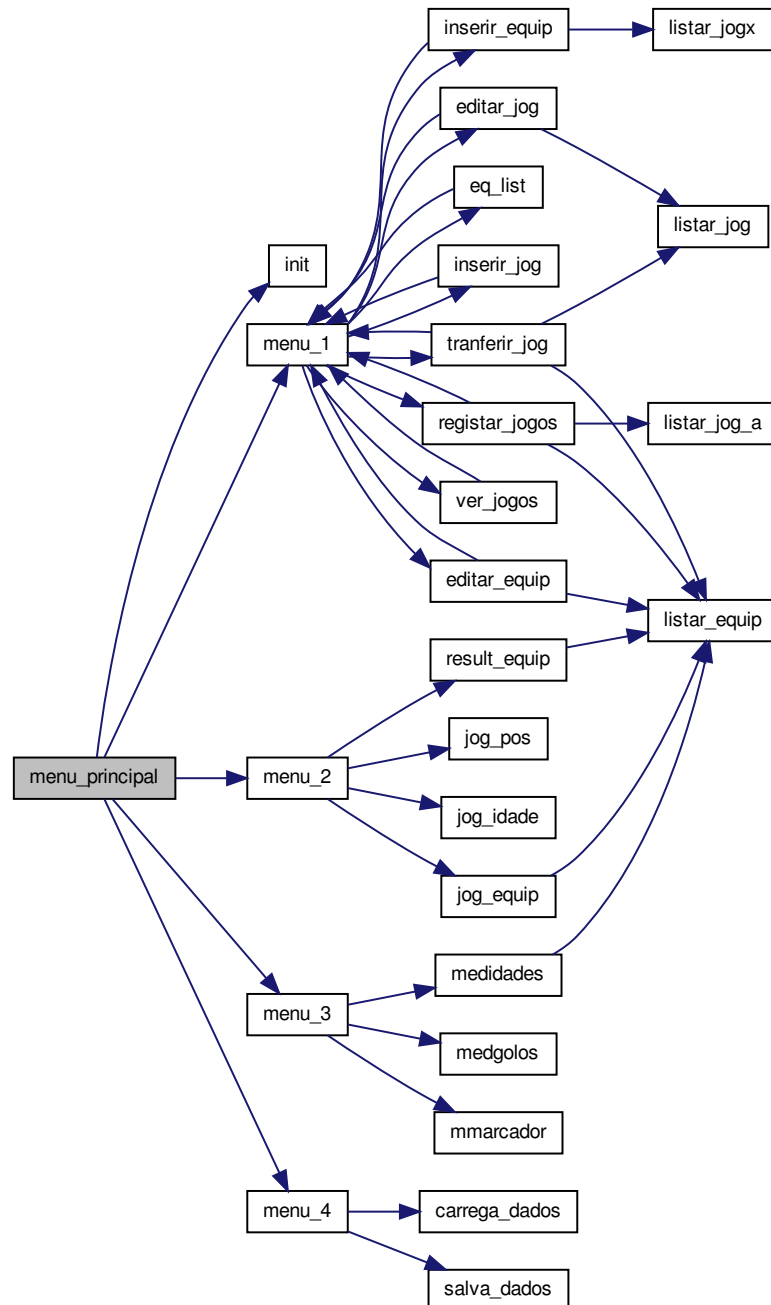
Here is the caller graph for this function:



4.1.3.5 int menu_principal ()

Definition at line 225 of file afm.c.

Here is the call graph for this function:



Here is the caller graph for this function:



4.1.3.6 void `salva_dados` (`listajog lj`, `listaequip le`, `listareult lr`)

Definition at line 127 of file `afm.c`.

Here is the caller graph for this function:



4.1.4 Variable Documentation

4.1.4.1 `listaequip` `equip`

Definition at line 60 of file `afm.c`.

4.1.4.2 `listajog` `jog`

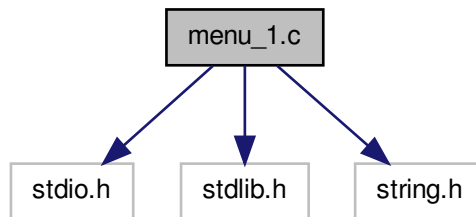
Definition at line 44 of file `afm.c`.

4.1.4.3 `listareult` `result`

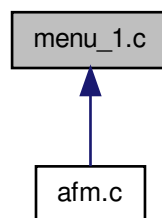
Definition at line 79 of file `afm.c`.

4.2 menu_1.c File Reference

`#include <stdio.h> #include <stdlib.h> #include <string.-h>` Include dependency graph for menu_1.c:



This graph shows which files directly or indirectly include this file:



Functions

- int [ver_jogos](#) (void)
- int [listar_jog](#) (void)
- int [listar_jogx](#) (void)
- int [listar_jog_a](#) (int x)
- int [inserir_jog](#) (void)
- int [listar_equip](#) (void)
- int [inserir_equip](#) (void)
- int [editar_jog](#) (void)

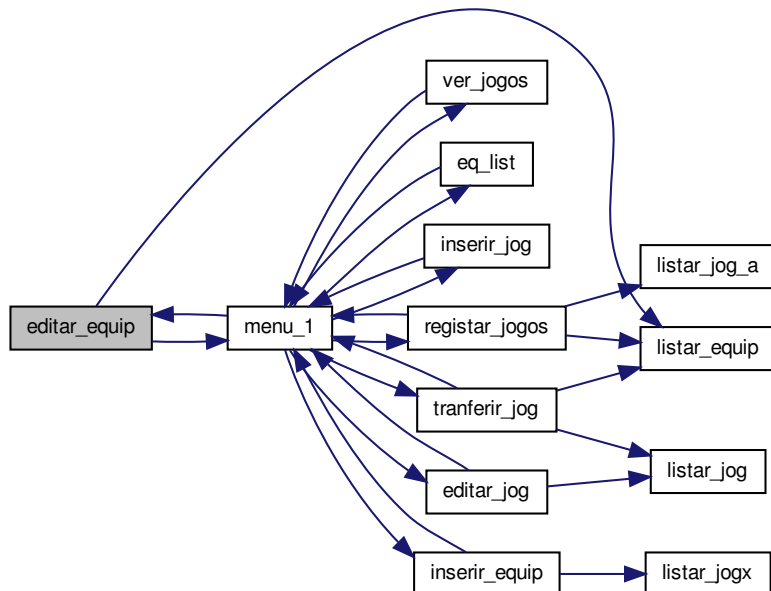
- int [editar Equip](#) (void)
- int [transferir Jog](#) (void)
- int [registrar Jogos](#) (void)
- void [eq_list](#) (void)
- int [menu_1](#) (void)

4.2.1 Function Documentation

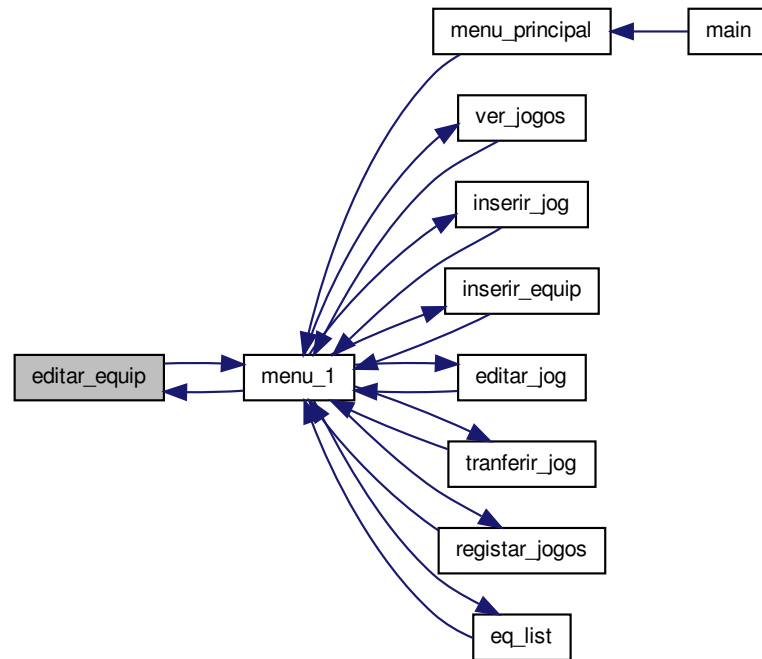
4.2.1.1 int editar Equip (void)

Definition at line 364 of file menu_1.c.

Here is the call graph for this function:



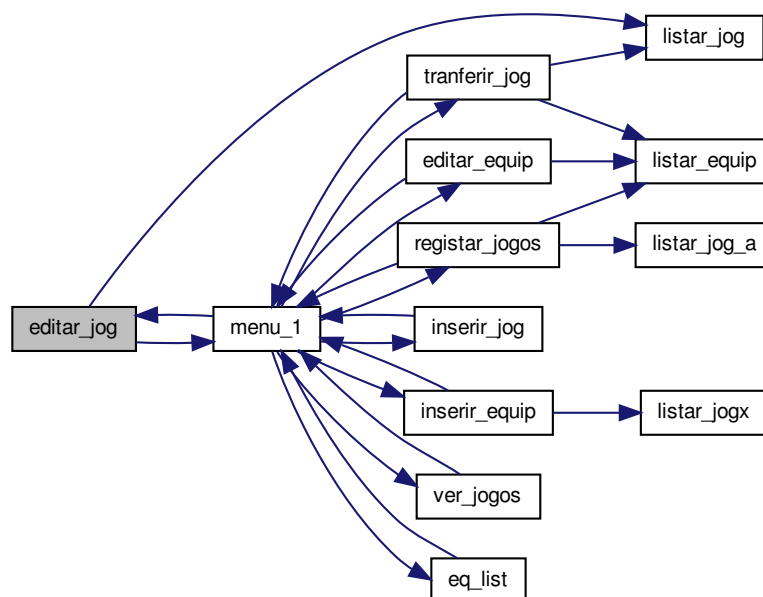
Here is the caller graph for this function:



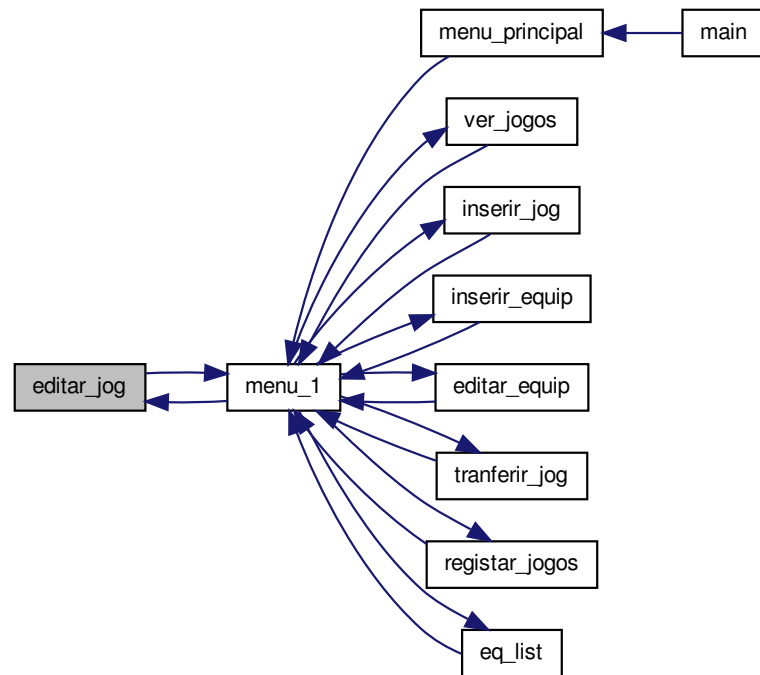
4.2.1.2 int editar_jog (void)

Definition at line 274 of file menu_1.c.

Here is the call graph for this function:



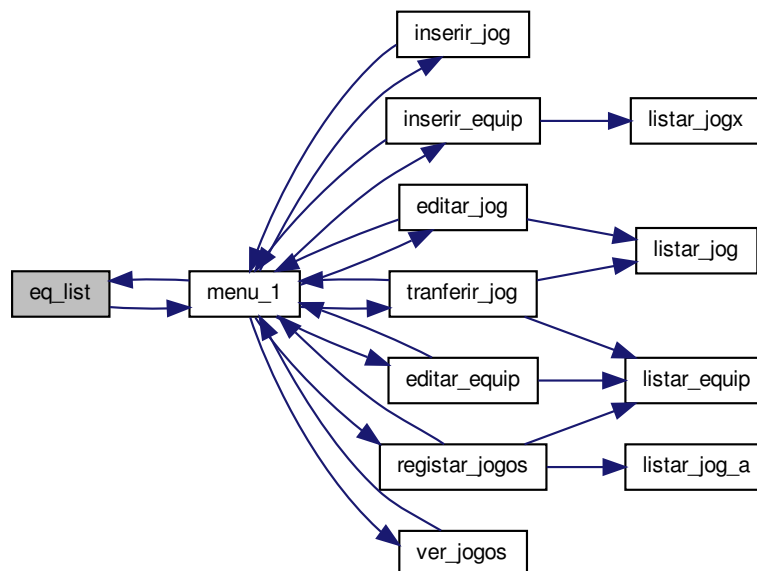
Here is the caller graph for this function:



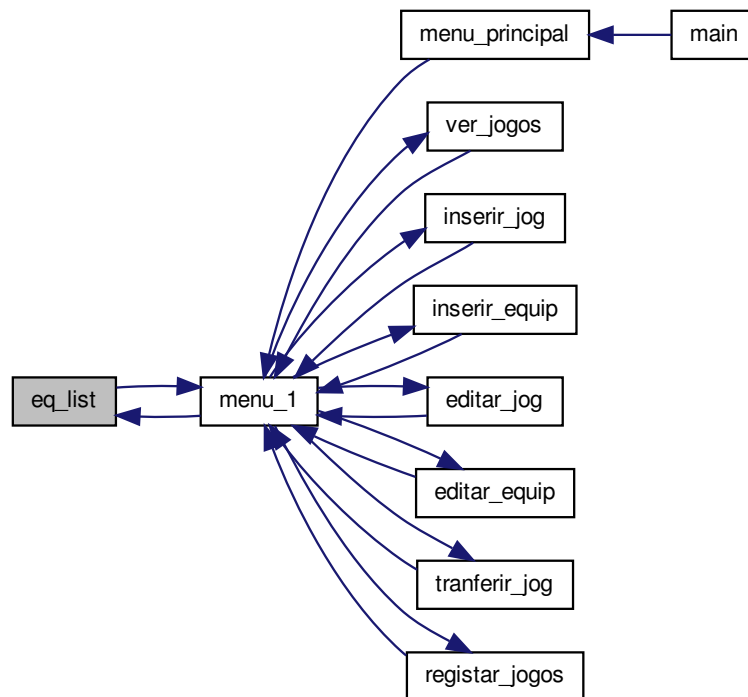
4.2.1.3 void eq_list (void)

Definition at line 564 of file menu_1.c.

Here is the call graph for this function:



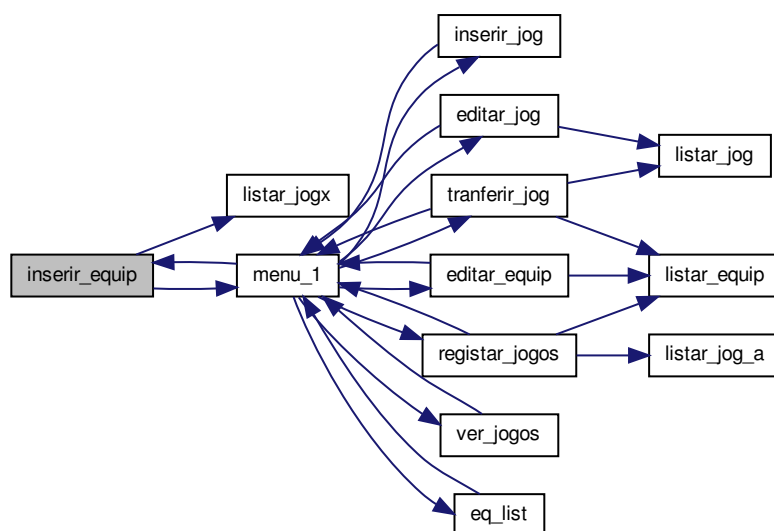
Here is the caller graph for this function:



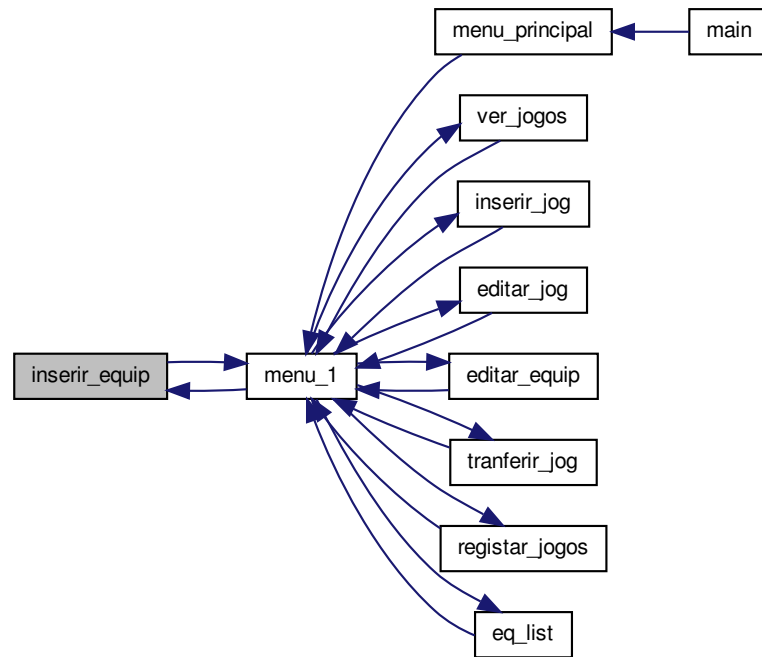
4.2.1.4 int inserir_equip (void)

Definition at line 224 of file menu_1.c.

Here is the call graph for this function:



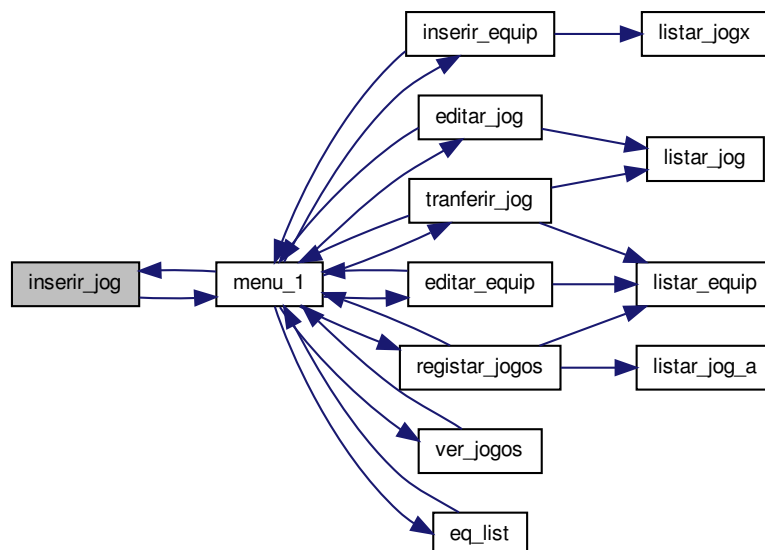
Here is the caller graph for this function:



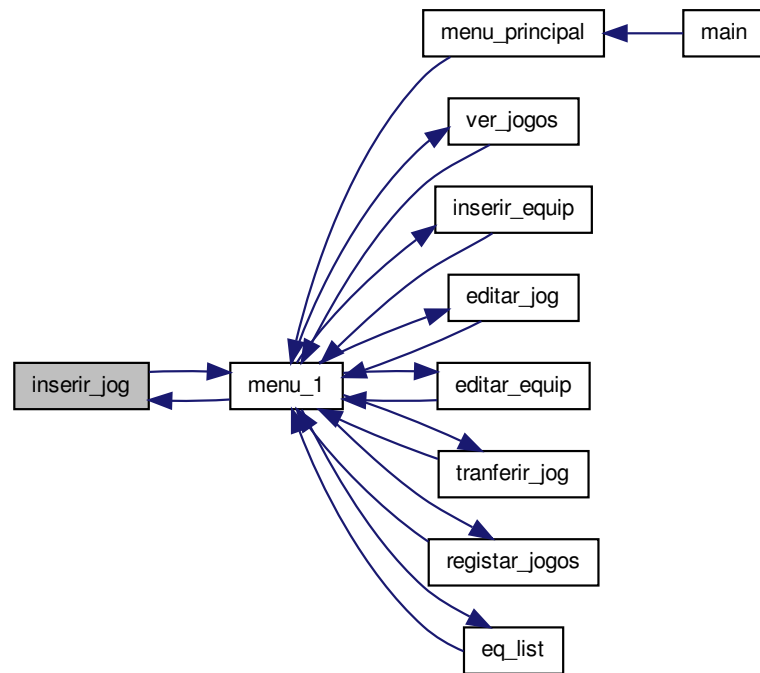
4.2.1.5 int inserir_jog (void)

Definition at line 144 of file menu_1.c.

Here is the call graph for this function:



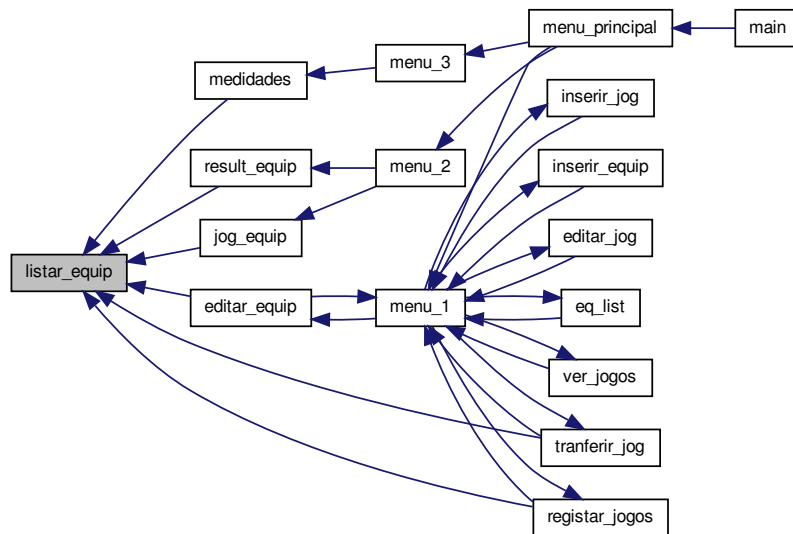
Here is the caller graph for this function:



4.2.1.6 `int listar_equip (void)`

Definition at line 199 of file `menu_1.c`.

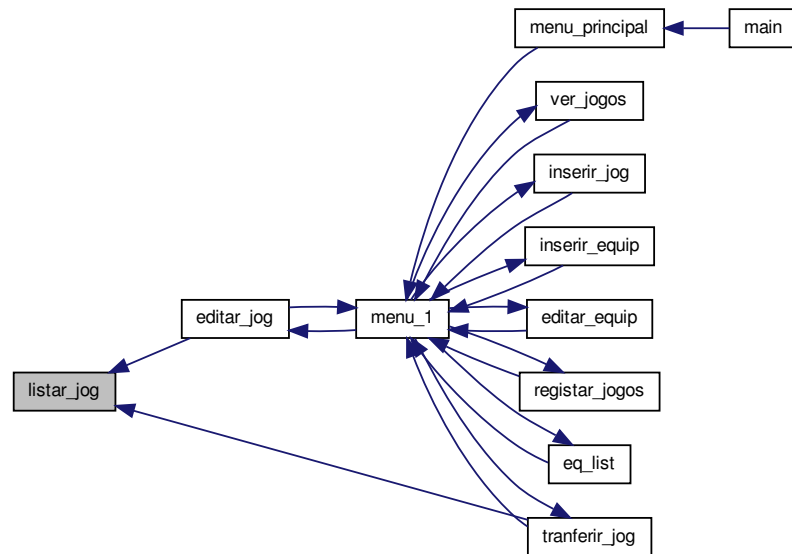
Here is the caller graph for this function:



4.2.1.7 int listar_jog (void)

Definition at line 64 of file `menu_1.c`.

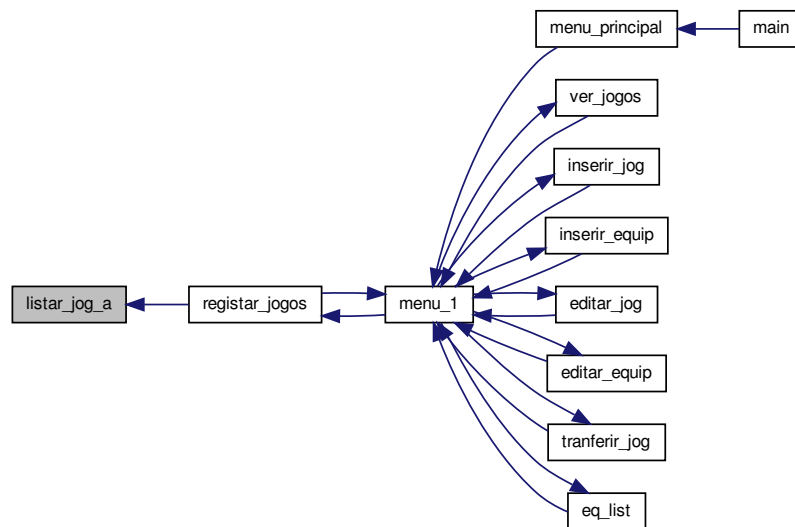
Here is the caller graph for this function:



4.2.1.8 int listar_jog_a (int x)

Definition at line 118 of file menu_1.c.

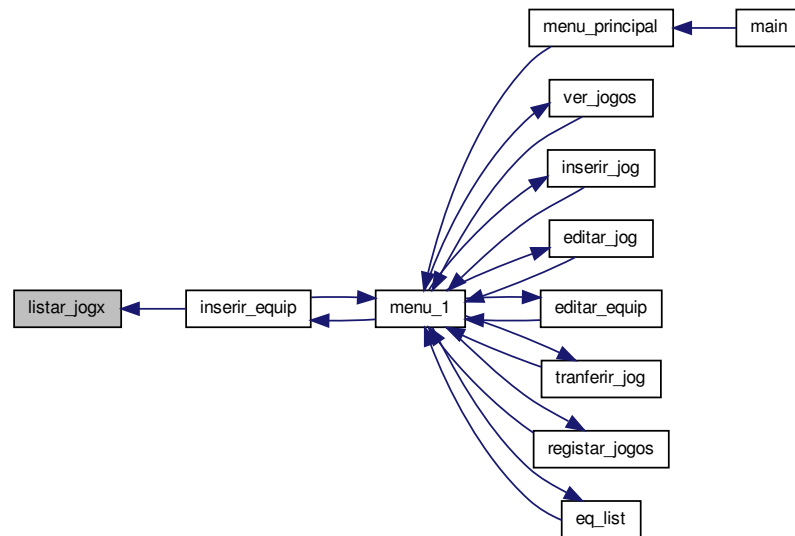
Here is the caller graph for this function:



4.2.1.9 int listar_jogx (void)

Definition at line 92 of file menu_1.c.

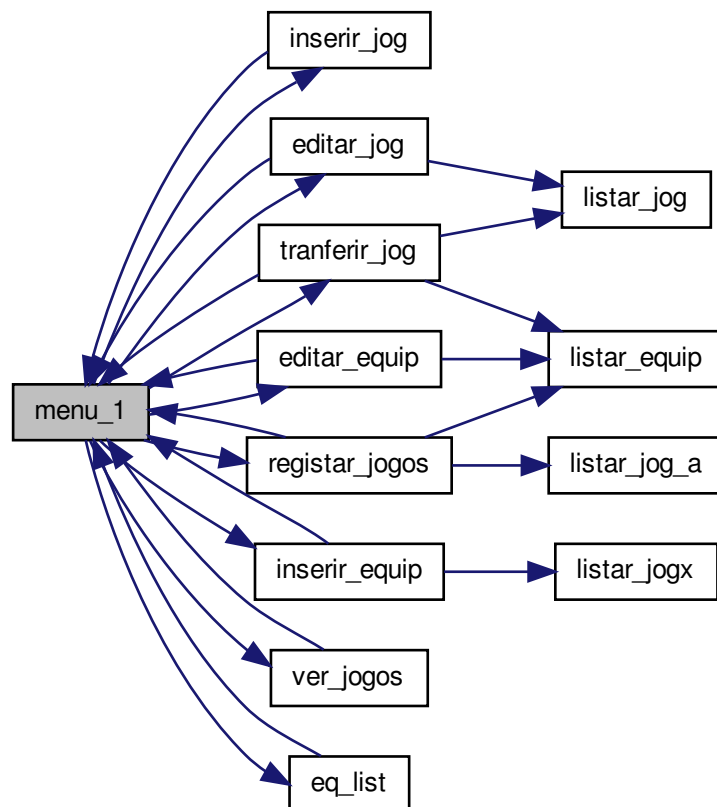
Here is the caller graph for this function:



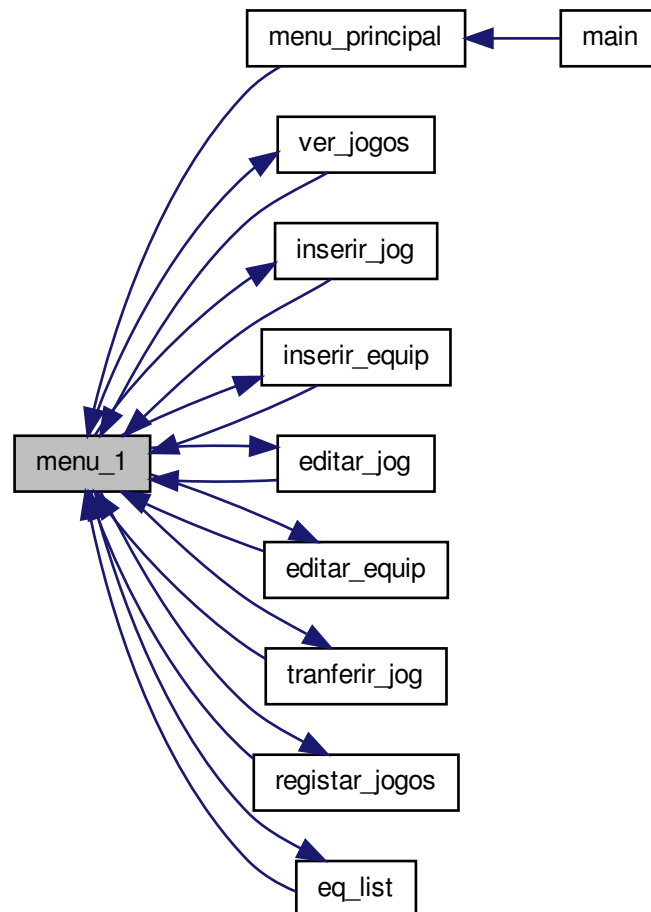
4.2.1.10 `int menu_1 (void)`

Definition at line 596 of file `menu_1.c`.

Here is the call graph for this function:



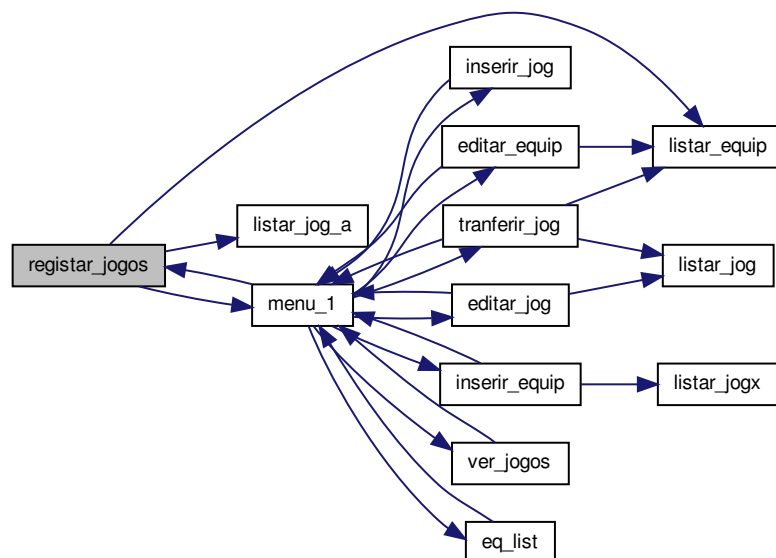
Here is the caller graph for this function:



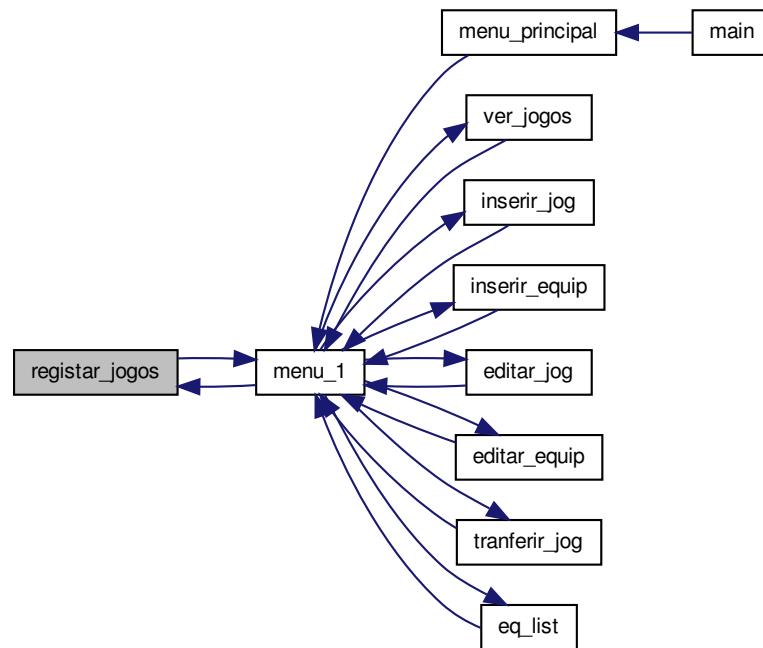
4.2.1.11 int registrar_jogos (void)

Definition at line 446 of file menu_1.c.

Here is the call graph for this function:



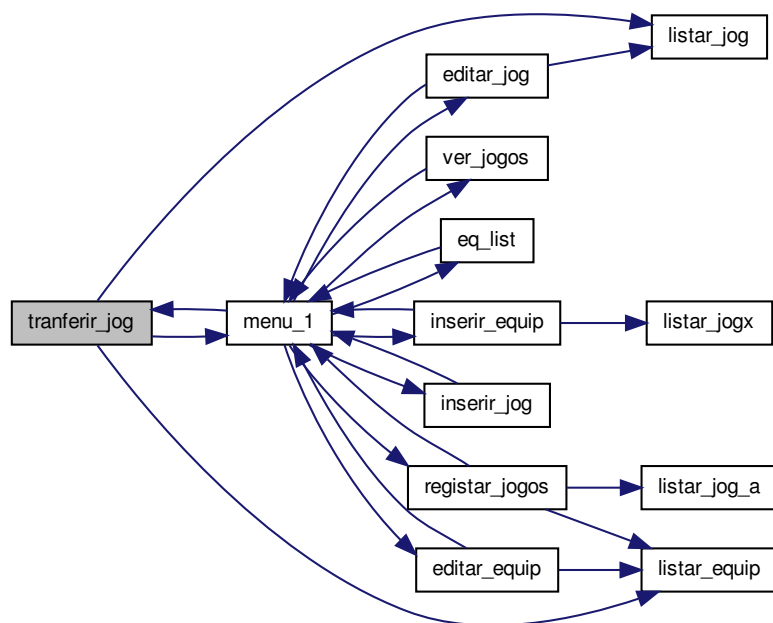
Here is the caller graph for this function:



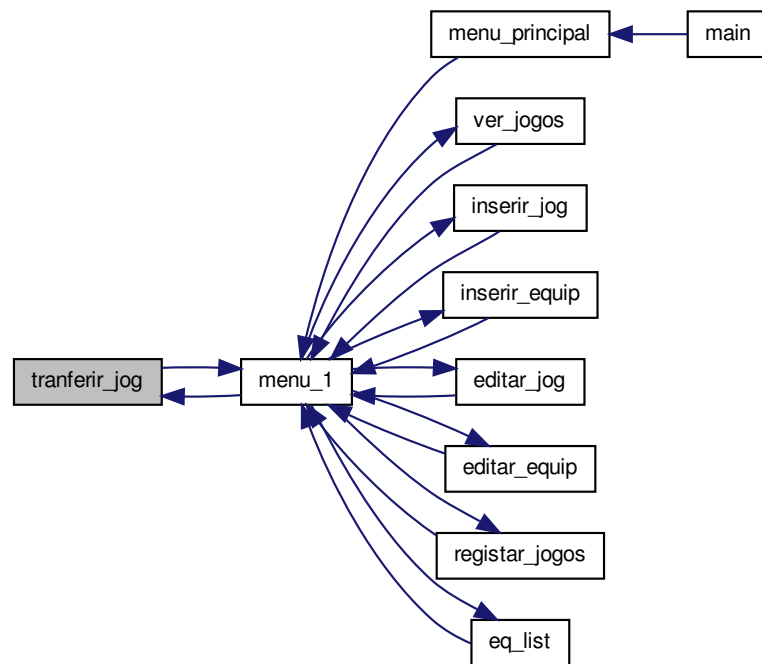
4.2.1.12 int tranferir_jog (void)

Definition at line 406 of file menu_1.c.

Here is the call graph for this function:



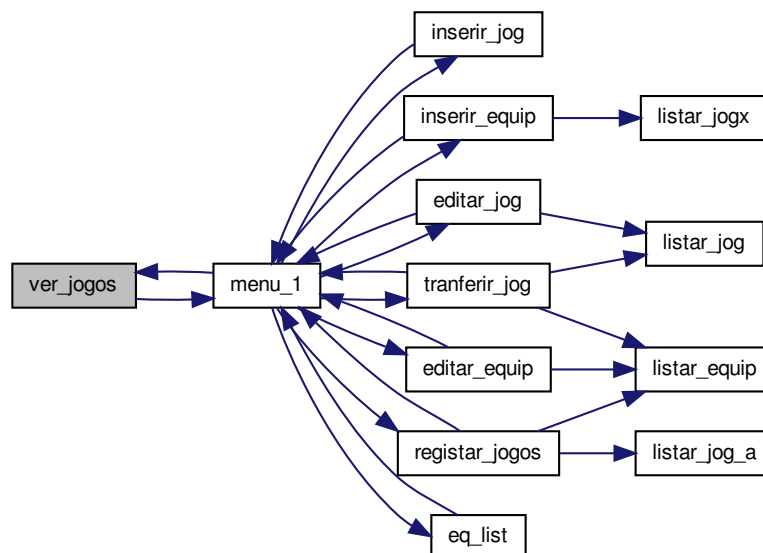
Here is the caller graph for this function:



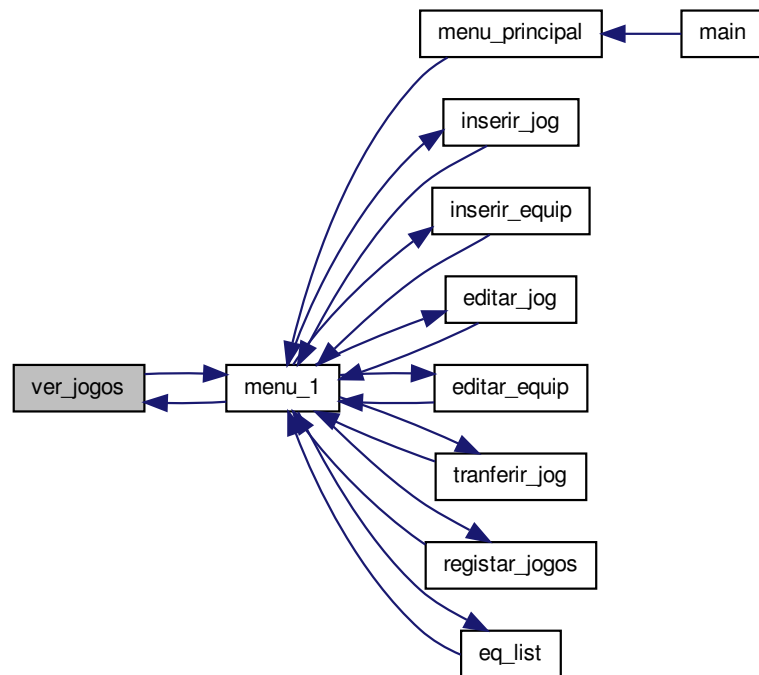
4.2.1.13 int ver_jogos (void)

Definition at line 26 of file menu_1.c.

Here is the call graph for this function:



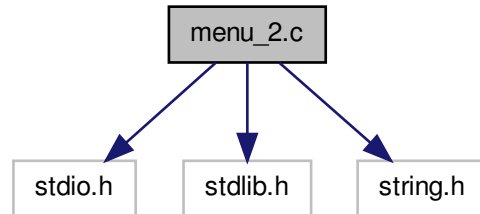
Here is the caller graph for this function:



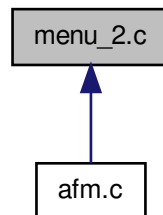
4.3 menu_2.c File Reference

```
#include <stdio.h> #include <stdlib.h> #include <string.-
```

h> Include dependency graph for menu_2.c:



This graph shows which files directly or indirectly include this file:



Functions

- int [result_equip](#) (void)
- int [jog_equip](#) (void)
- int [jog_idade](#) (void)
- int [jog_pos](#) (void)
- int [menu_2](#) (void)

4.3.1 Function Documentation

4.3.1.1 int jog_equip (void)

Definition at line 63 of file menu_2.c.

Here is the call graph for this function:



Here is the caller graph for this function:



4.3.1.2 int jog_idade (void)

Definition at line 95 of file menu_2.c.

Here is the caller graph for this function:



4.3.1.3 int jog_pos (void)

Definition at line 128 of file menu_2.c.

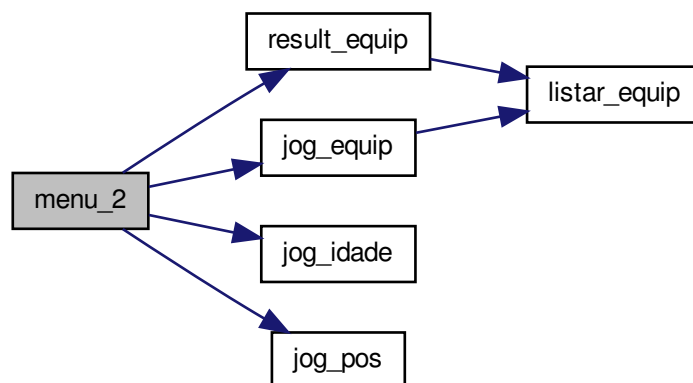
Here is the caller graph for this function:



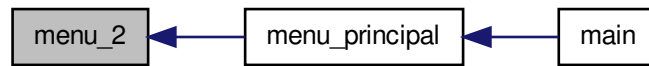
4.3.1.4 int menu_2 (void)

Definition at line 162 of file menu_2.c.

Here is the call graph for this function:



Here is the caller graph for this function:



4.3.1.5 `int result_equip (void)`

Definition at line 26 of file `menu_2.c`.

Here is the call graph for this function:

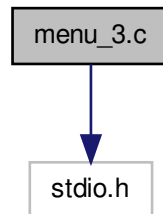


Here is the caller graph for this function:

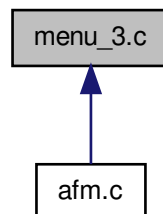


4.4 menu_3.c File Reference

#include <stdio.h> Include dependency graph for menu_3.c:



This graph shows which files directly or indirectly include this file:



Functions

- int [medgolos](#) (void)
- int [medidades](#) (void)
- int [mmarcador](#) (void)
- int [menu_3](#) (void)

4.4.1 Function Documentation

4.4.1.1 `int medgolos (void)`

Definition at line 24 of file menu_3.c.

Here is the caller graph for this function:



4.4.1.2 `int medidas (void)`

Definition at line 56 of file menu_3.c.

Here is the call graph for this function:



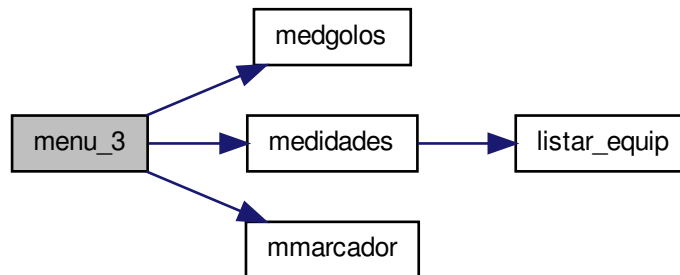
Here is the caller graph for this function:



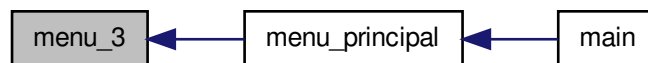
4.4.1.3 `int menu_3 (void)`

Definition at line 116 of file menu_3.c.

Here is the call graph for this function:



Here is the caller graph for this function:



4.4.1.4 int mmarcador (void)

Definition at line 86 of file menu_3.c.

Here is the caller graph for this function:

