

AFM

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# Chapter 1

## Data Structure Index

### 1.1 Data Structures

Here are the data structures with brief descriptions:

<a href="#">equipa</a>	5
<a href="#">jogador</a>	6
<a href="#">resultado</a>	7

## Chapter 2

# File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

<a href="#">afm.c</a>	9
<a href="#">menu_1.c</a>	16
<a href="#">menu_2.c</a>	38
<a href="#">menu_3.c</a>	43

## 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 Field Documentation

3.1.1.1 int [ativo](#)

3.1.1.2 int [derrotas](#)

3.1.1.3 int [empates](#)

3.1.1.4 int [id](#)

3.1.1.5 int [lista](#)[26]

3.1.1.6 char [nome](#)[80]

3.1.1.7 int [vitorias](#)

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 [goles](#)
- int [eq](#)

### 3.2.1 Field Documentation

3.2.1.1 int ano\_entrada

3.2.1.2 int ativo

3.2.1.3 int eq

3.2.1.4 int goles

3.2.1.5 int idade

3.2.1.6 char morada[80]

3.2.1.7 char nome[80]

3.2.1.8 int num\_cc

3.2.1.9 char pos[50]

3.2.1.10 int pos\_list

3.2.1.11 char telefone[10]

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 [goles\\_a](#)
- int [goles\\_b](#)
- int [marcadores](#) [21]
- int [marcados](#) [21]
- char [data](#) [15]
- char [local](#) [50]
- int [ativo](#)

### 3.3.1 Field Documentation

3.3.1.1 int [ativo](#)

3.3.1.2 char [data](#)[15]

3.3.1.3 int [equipa\\_a](#)

3.3.1.4 int [equipa\\_b](#)

3.3.1.5 int [goles\\_a](#)

3.3.1.6 int [goles\\_b](#)

3.3.1.7 int [id](#)

3.3.1.8 char [local](#)[50]

3.3.1.9 int [marcadores](#)[21]

3.3.1.10 int [marcados](#)[21]

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

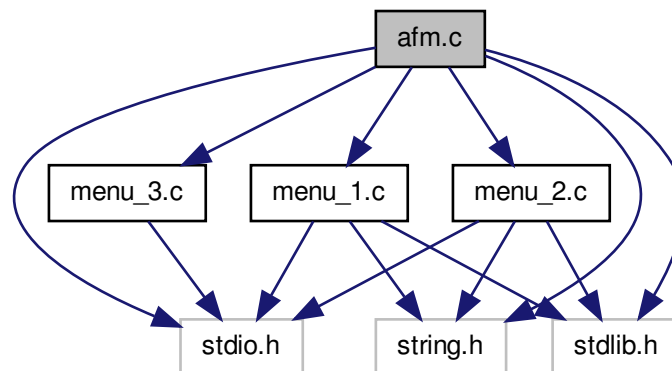
- [afm.c](#)

## 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`

4.1.1.2 `#define J 101`

4.1.1.3 `#define R 101`

### 4.1.2 Typedef Documentation

4.1.2.1 `typedef equipa listaequip[E]`

4.1.2.2 `typedef jogador listajog[J]`

4.1.2.3 `typedef resultado listareult[R]`

### 4.1.3 Function Documentation

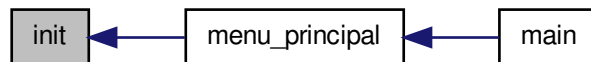
#### 4.1.3.1 int carrega\_dados ( listajog \* *lj*, listaequip \* *le*, listarResult \* *lr* )

Here is the caller graph for this function:



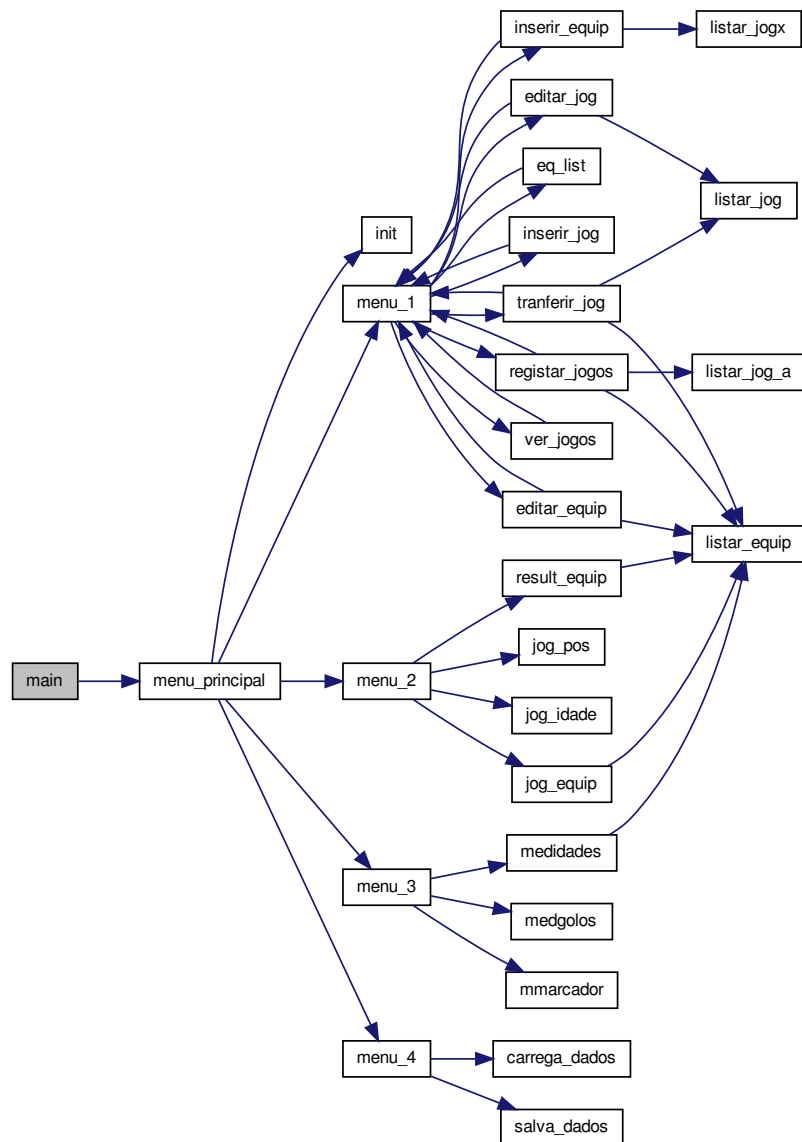
#### 4.1.3.2 int init ( void )

Here is the caller graph for this function:



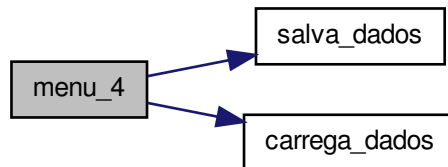
## 4.1.3.3 int main ( )

Here is the call graph for this function:

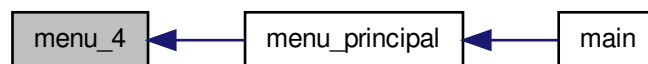


## 4.1.3.4 int menu\_4 ( void )

Here is the call graph for this function:

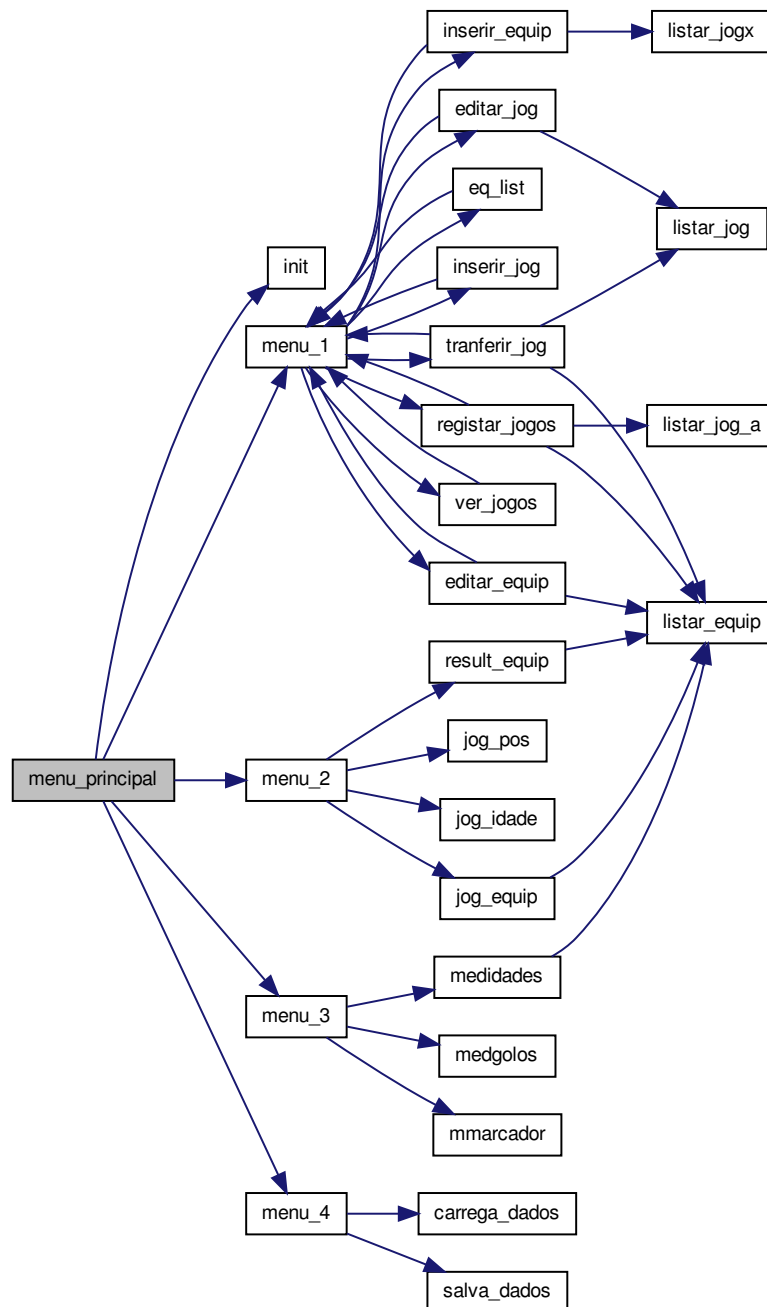


Here is the caller graph for this function:



## 4.1.3.5 int menu\_principal ( )

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` )

Here is the caller graph for this function:



### 4.1.4 Variable Documentation

#### 4.1.4.1 `listaequip` `equip`

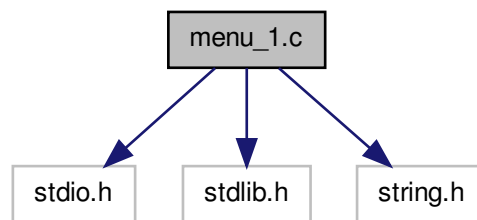
#### 4.1.4.2 `listajog` `jog`

#### 4.1.4.3 `listareult` `result`

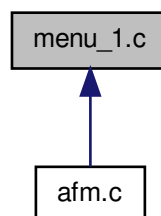


## 4.2 menu\_1.c File Reference

```
#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

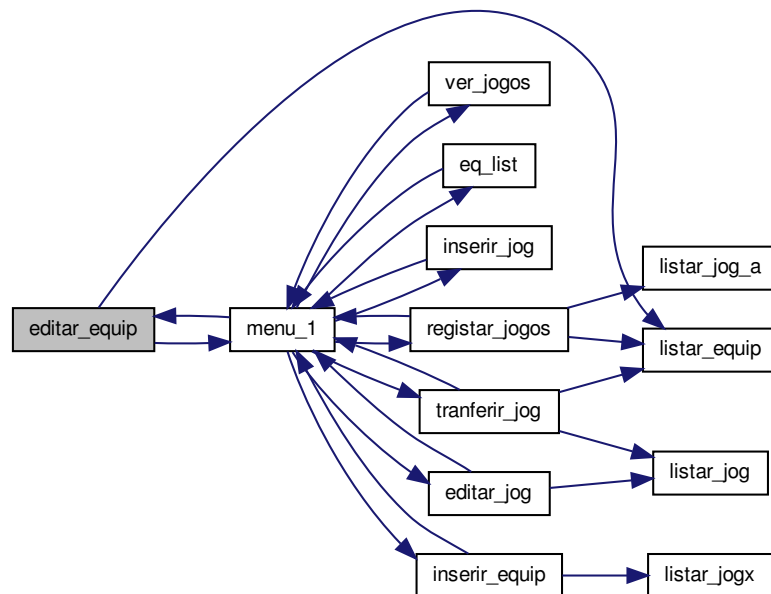
- int [ver\\_jogos](#) (void)
- int [listar\\_jog](#) (void)
- int [listar\\_jogx](#) (void)
- int [listar\\_jog\\_a](#) (int x)
- int [inserir\\_jog](#) (void)
- int [listar\\_equip](#) (void)
- int [inserir\\_equip](#) (void)
- int [editar\\_jog](#) (void)

- int [editar\\_equip](#) (void)
- int [transferir\\_jog](#) (void)
- int [registar\\_jogos](#) (void)
- void [eq\\_list](#) (void)
- int [menu\\_1](#) (void)

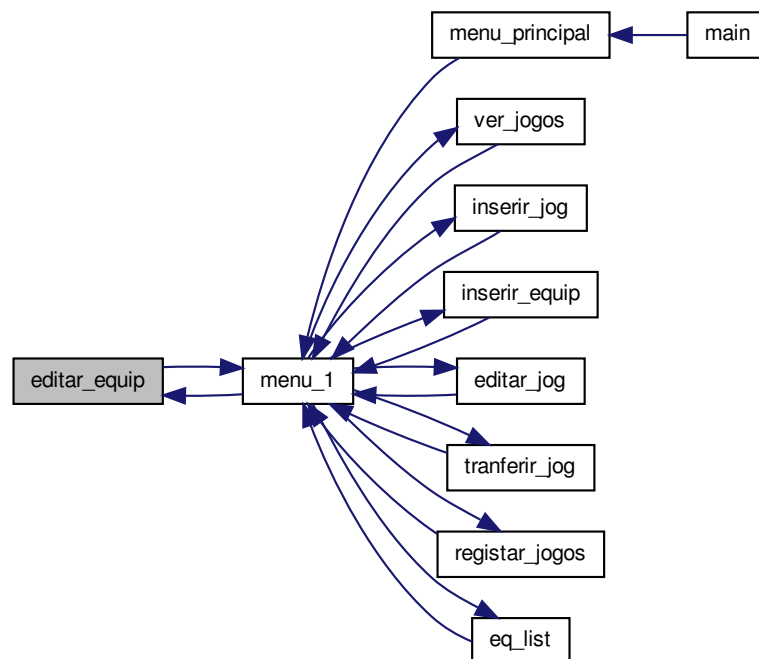
### 4.2.1 Function Documentation

#### 4.2.1.1 int editar\_equip ( void )

Here is the call graph for this function:

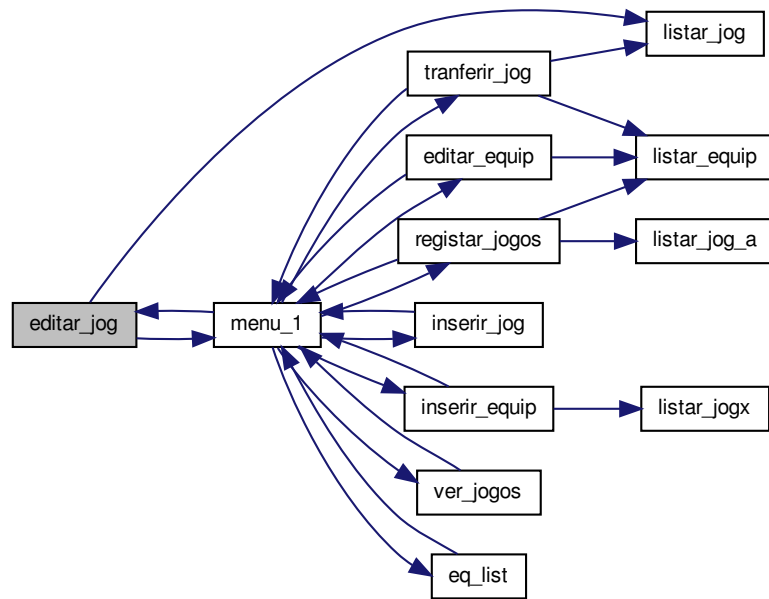


Here is the caller graph for this function:

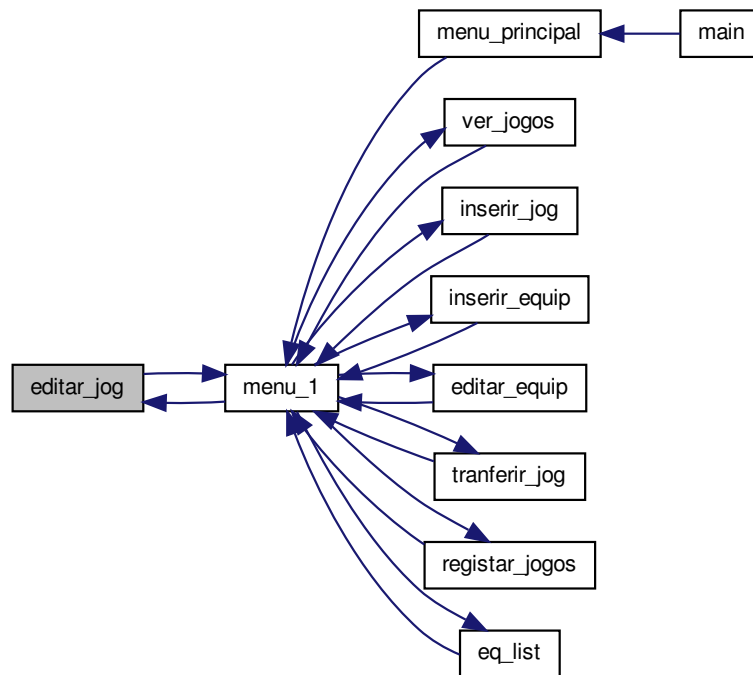


## 4.2.1.2 int editar\_jog ( void )

Here is the call graph for this function:

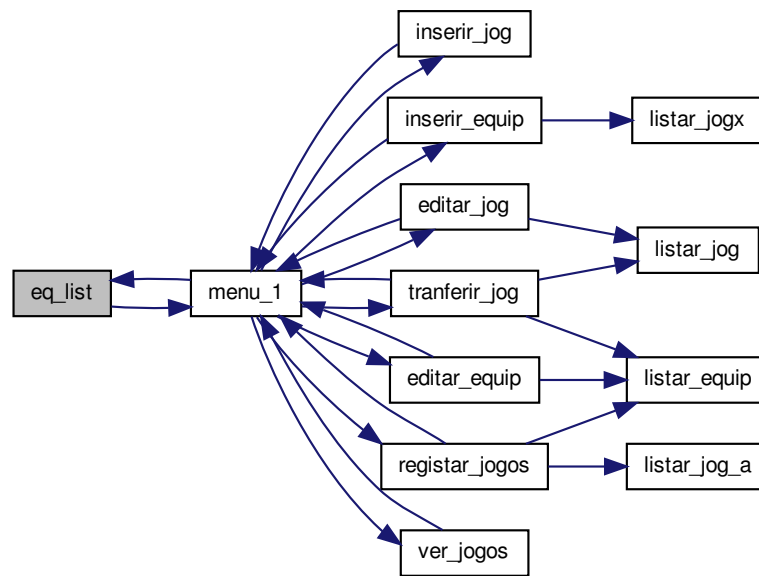


Here is the caller graph for this function:

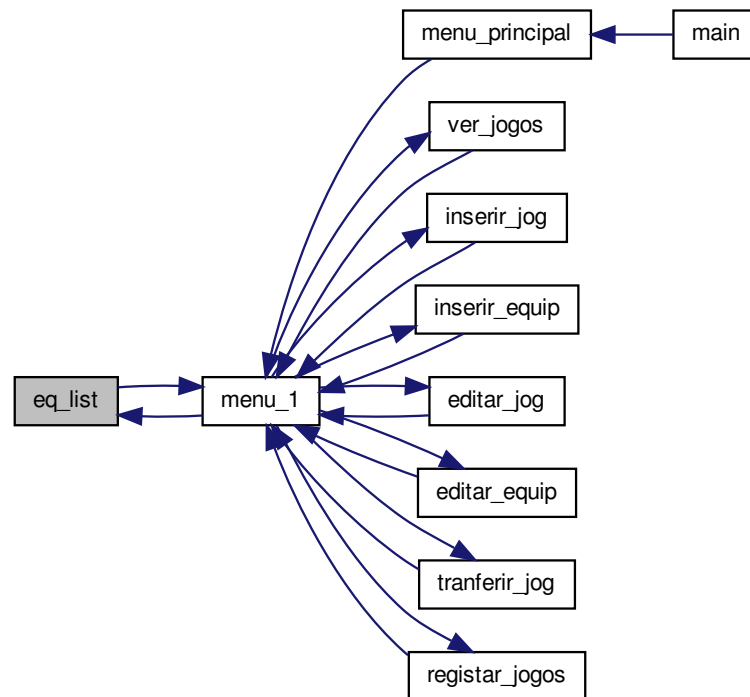


## 4.2.1.3 void eq\_list ( void )

Here is the call graph for this function:

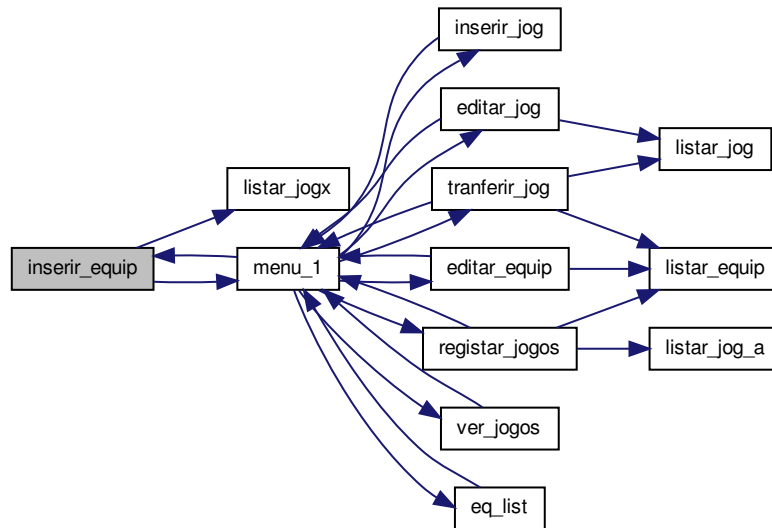


Here is the caller graph for this function:



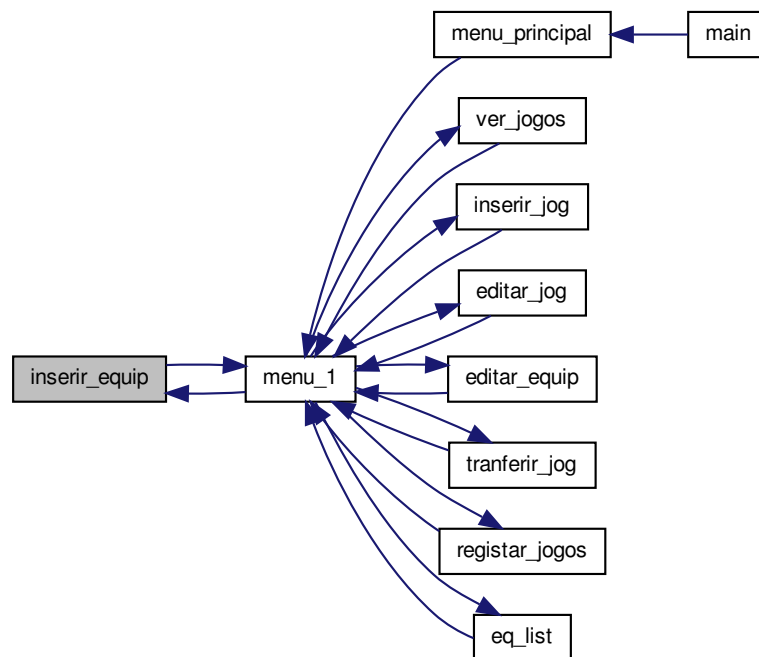
## 4.2.1.4 int inserir Equip ( void )

Here is the call graph for this function:



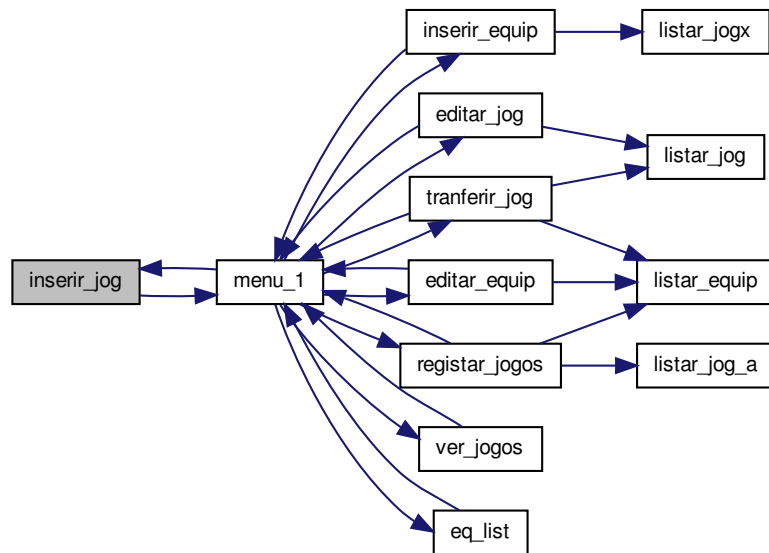


Here is the caller graph for this function:

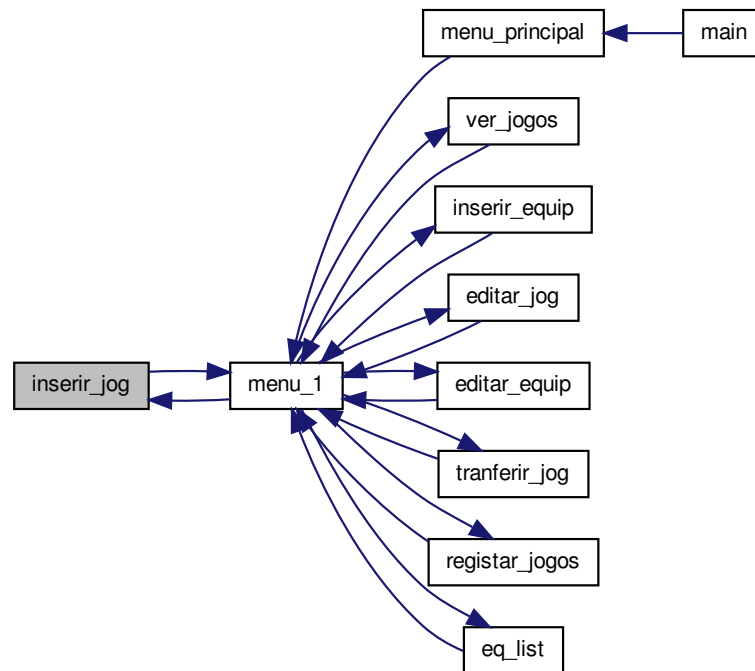


## 4.2.1.5 int inserir\_jog ( void )

Here is the call graph for this function:

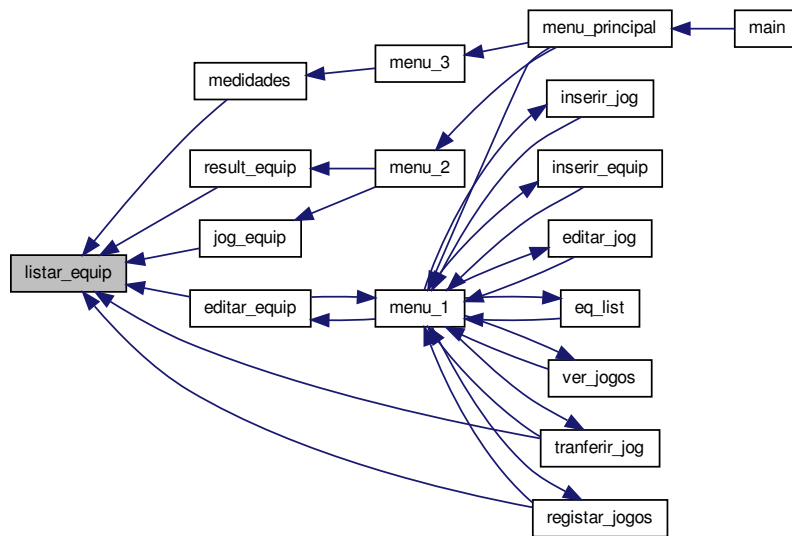


Here is the caller graph for this function:



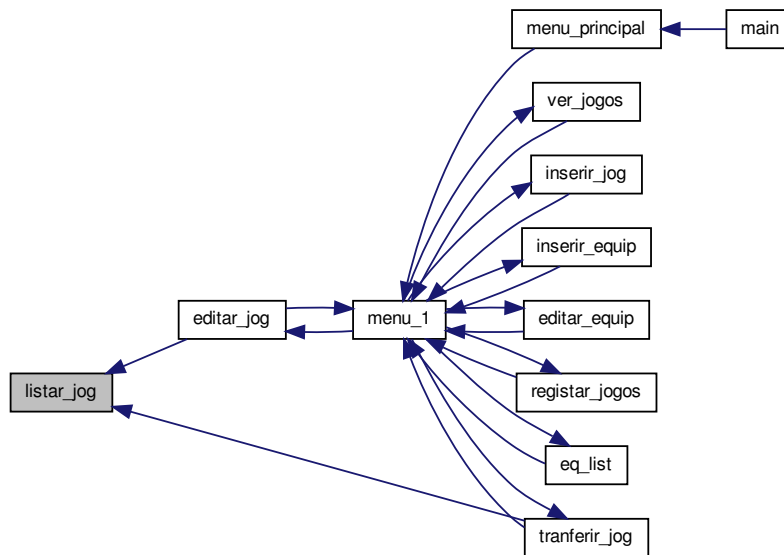
## 4.2.1.6 int listar Equip ( void )

Here is the caller graph for this function:



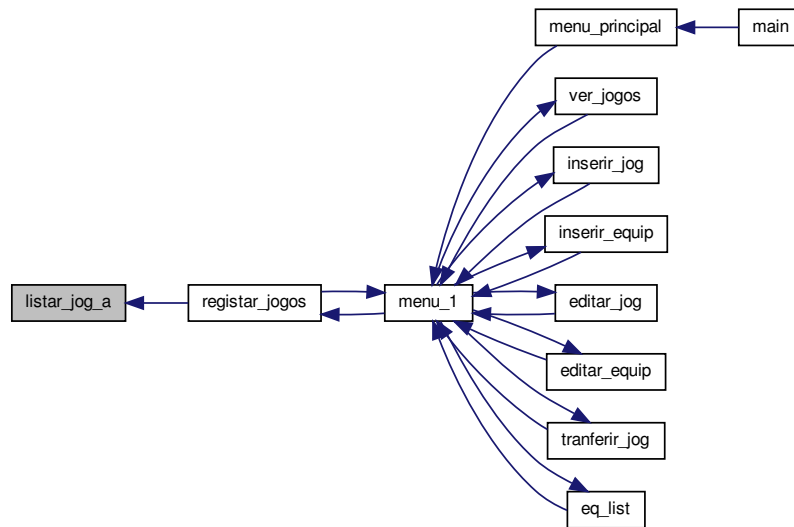
## 4.2.1.7 int listar\_jog ( void )

Here is the caller graph for this function:



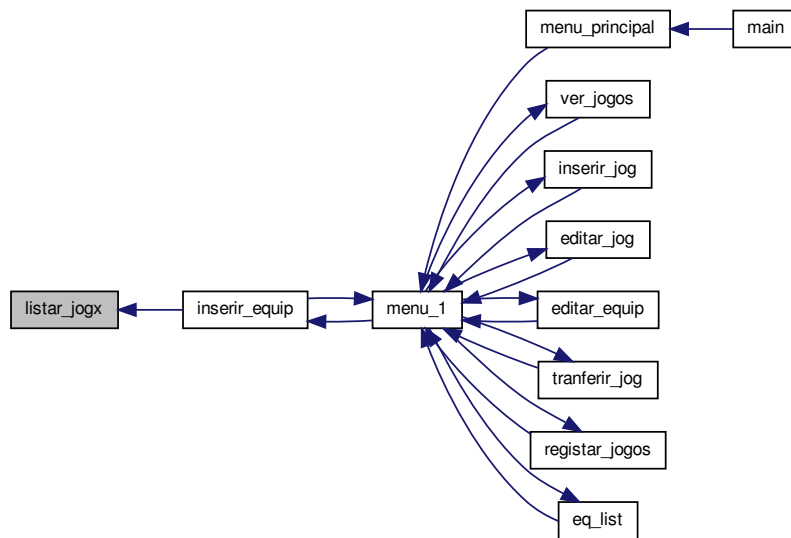
## 4.2.1.8 int listar\_jog\_a ( int x )

Here is the caller graph for this function:



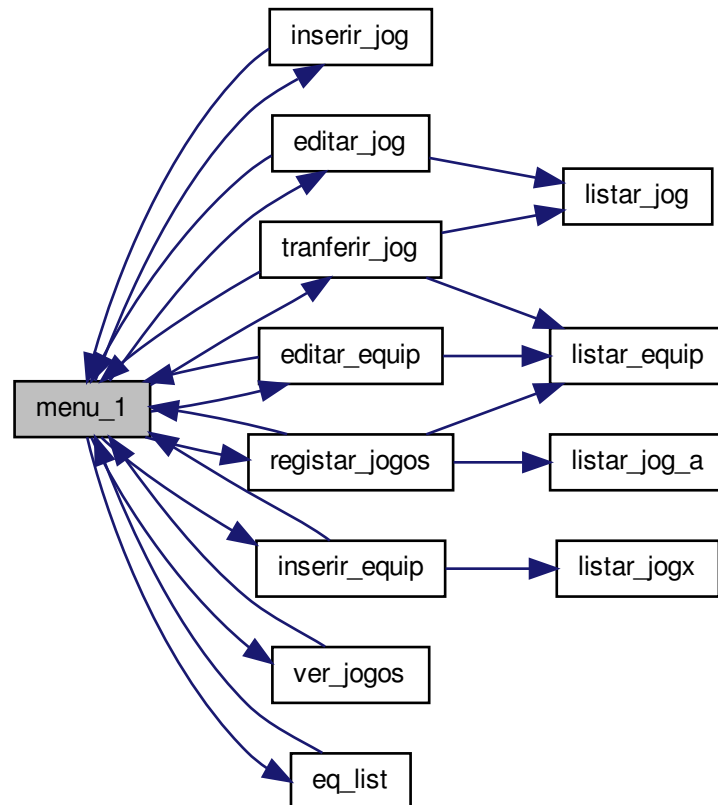
## 4.2.1.9 int listar\_jogx ( void )

Here is the caller graph for this function:



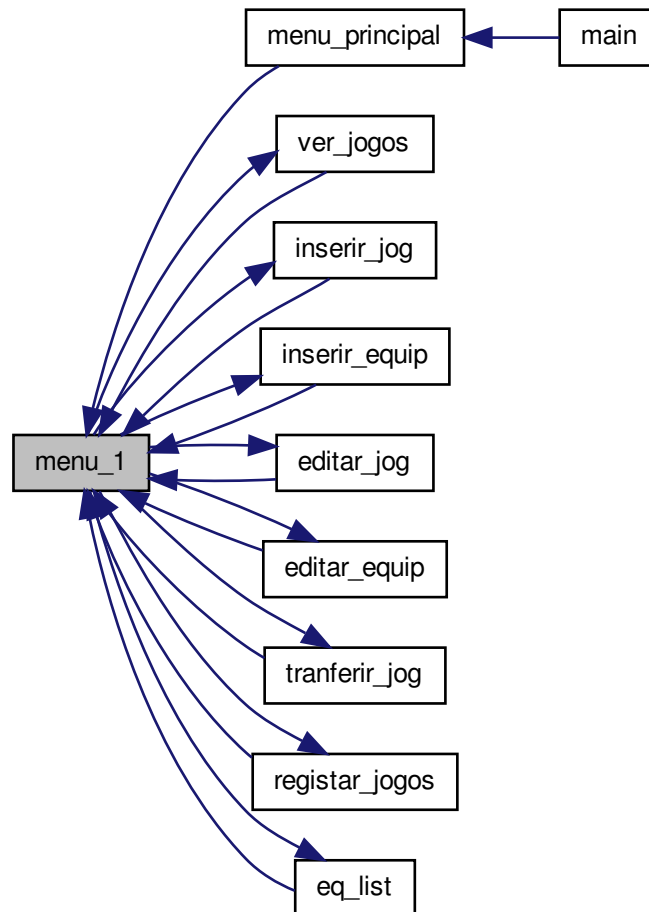
## 4.2.1.10 int menu\_1 ( void )

Here is the call graph for this function:



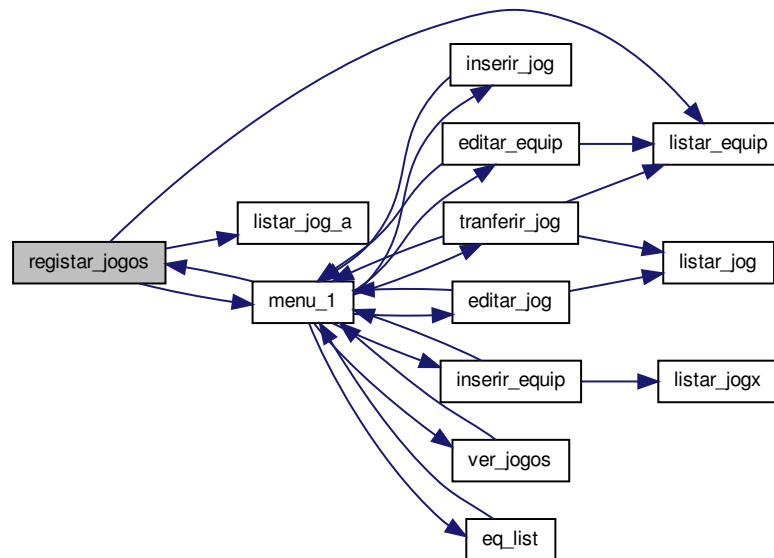


Here is the caller graph for this function:

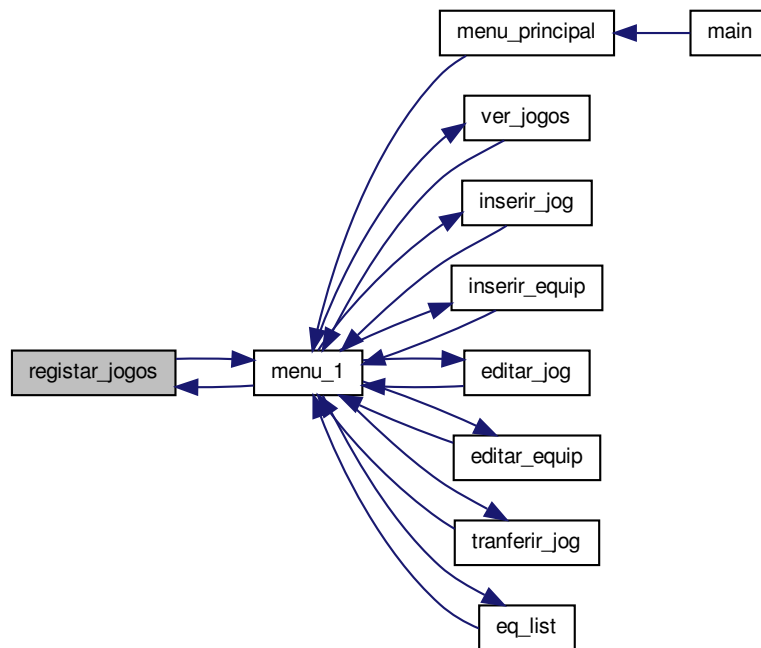


## 4.2.1.11 int registrar\_jogos ( void )

Here is the call graph for this function:

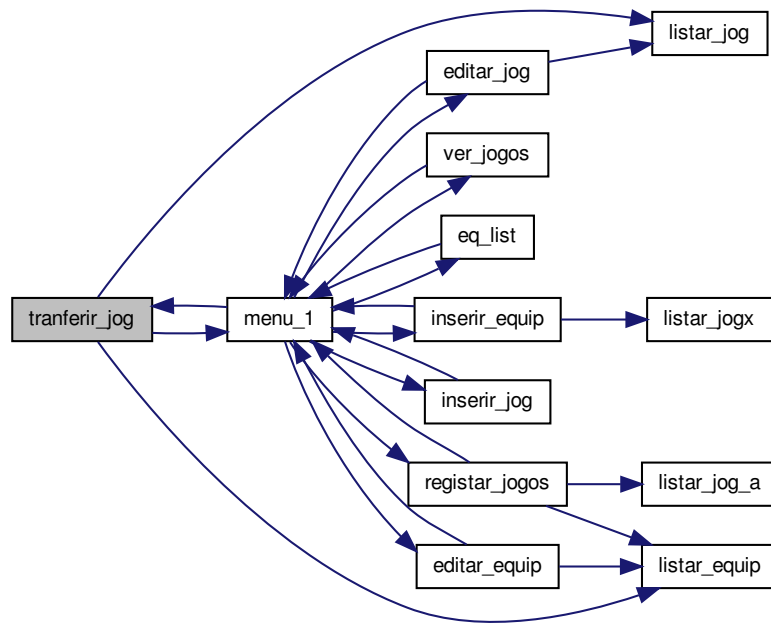


Here is the caller graph for this function:

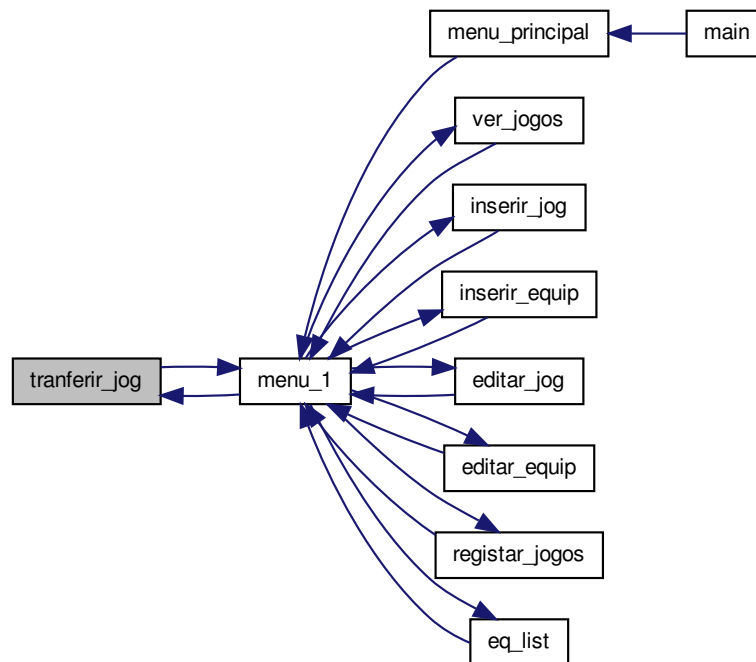


## 4.2.1.12 int tranferir\_jog ( void )

Here is the call graph for this function:

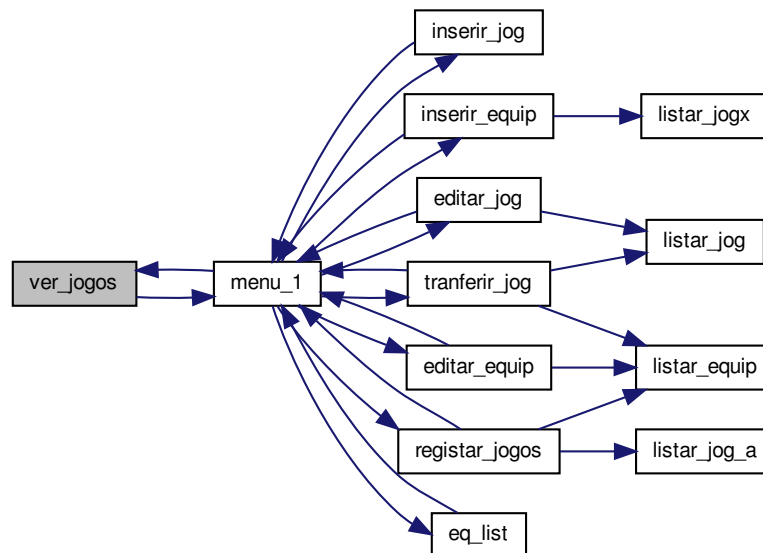


Here is the caller graph for this function:

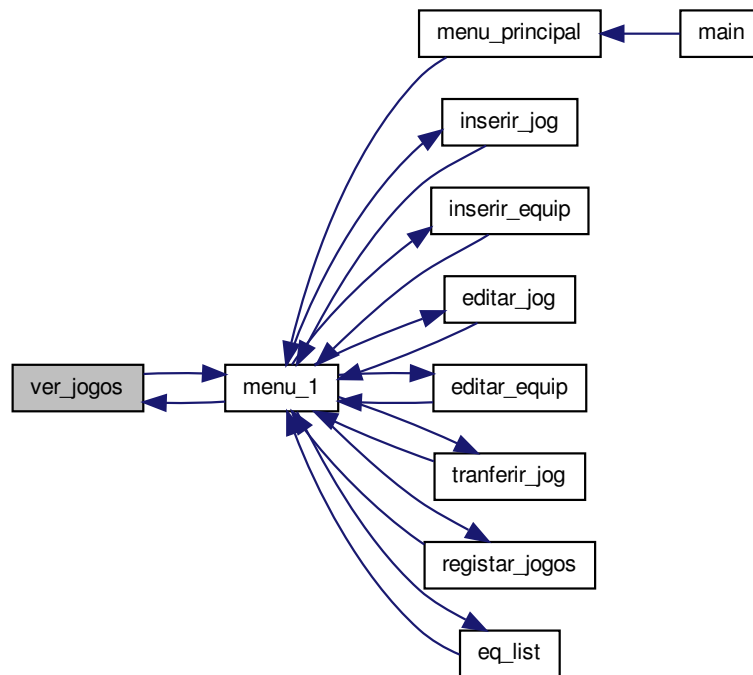


## 4.2.1.13 int ver\_jogos ( void )

Here is the call graph for this function:



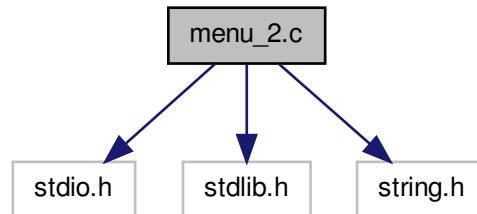
Here is the caller graph for this function:



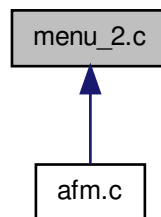
### 4.3 menu\_2.c File Reference

```
#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](#) ()

### 4.3.1 Function Documentation



## 4.3.1.1 int jog\_equip ( void )

Here is the call graph for this function:



Here is the caller graph for this function:



## 4.3.1.2 int jog\_idade ( void )

Here is the caller graph for this function:



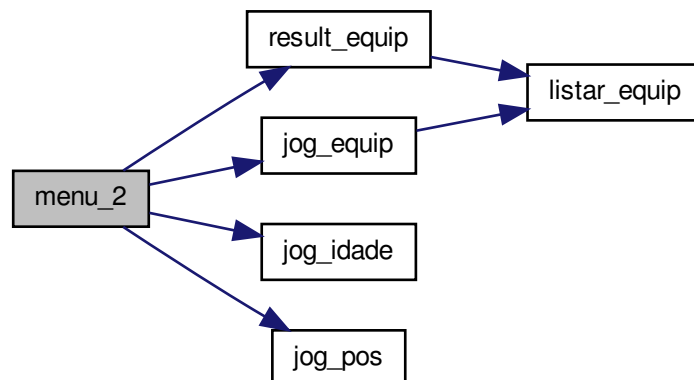
## 4.3.1.3 int jog\_pos ( void )

Here is the caller graph for this function:

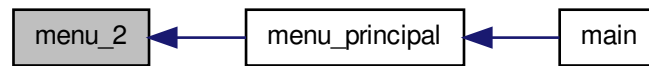


## 4.3.1.4 int menu\_2 ( )

Here is the call graph for this function:



Here is the caller graph for this function:



#### 4.3.1.5 int result\_equip ( void )

Here is the call graph for this function:

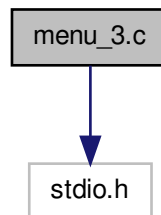


Here is the caller graph for this function:

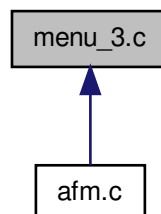


## 4.4 menu\_3.c File Reference

#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](#) ()

#### 4.4.1 Function Documentation

## 4.4.1.1 int medgoles ( void )

Here is the caller graph for this function:



## 4.4.1.2 int medidas ( void )

Here is the call graph for this function:

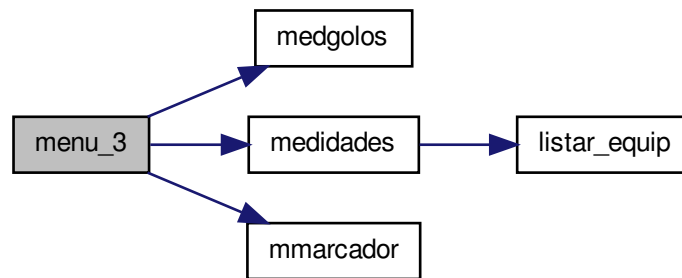


Here is the caller graph for this function:

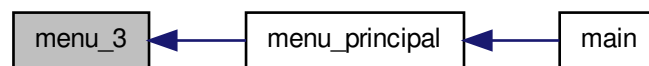


## 4.4.1.3 int menu\_3( )

Here is the call graph for this function:



Here is the caller graph for this function:



## 4.4.1.4 int mmarcador ( void )

Here is the caller graph for this function:

