General Points

- Use the course material located at:
  - [Python @ ACC](#) - Welcome! through Seq., Sel., & Repetition
- Recommend to use PyCharm Pro to create this program and all subsequent python programs.
- Name the source file program03.py.

Requirements

Requirements (these are the requirements to identify by *number*):

1. Output a header in the console: "This is Program03 - <yournamehere>"

Part I

2. Print "This program records goals for soccer players and points for basketball players."
3. Ask user to enter three names of **soccer** players.
4. Ask user to enter the number of career goals for each of the **soccer** players.
5. Use selection (decision) logic programming structures to determine the order of goals.
6. Output a message with the name of the **soccer** player and the number of goals in sorted order. For example:
   - Soccer Players in sorted order:
     i. Joe – 12
     ii. Mary Ann – 7
     iii. Bob – 3

Part II

7. Ask user to enter three names of **basketball** players.
8. Ask user to enter career points for each of the **basketball** players.

9. Use selection (decision) logic programming structures to determine the winner by the highest number of career points.
10. Output a message with the name of the **basketball** players and the number of career points in sorted order. For example:
    - Basketball Players in sorted order:
        i. Sue – 1109
        ii. Bart – 770
        iii. Kristine – 333
11. Print a statement explaining your experiences with Program03. Make this authentic (minimum of 2-3 sentences).

Note: Use selection (decision) logic to determine winners. Do NOT use sort() or other techniques that have not yet been covered in the course content.

TEST – TEST – TEST your application to ensure the requirements are met.

- Use the list above and the common requirements as a checklist.
- Not meeting all requirements = 0 points for the assignment.