GetPlayer

1. Get Index
2. Get Player's Offset
3. Get Player's Base Address
4. Get Player Name
5. Get Film #
6. for loop
7. Get Film Offset
8. Get Film Base Address
9. Get Film Name
10. Get Film Year

1. Get index
   - From user input
2. Get player's offset

```
void *offset = 0;
 offset = (void *)((size_t *)actorFile + 1 + idx);
```

3. Get Player's Base Address

```
char * base = (char *)((char *)actorFile + *(size_t *) offset);
```

- Get Player Name
  - Get name length
  - for loop to read/sscanf

```
size_t name_len = strlen(base);
```

  - Use *printf* or *cout* to test

```
printf("%s:", base);
```

```
cout<<base<<endl;
```

- 5. Get film number
  - Handling Padding first

```c
size_t real_name_len = name_len + 1;
char *p = base + real_name_len;
if (real_name_len % 2 == 1){
  //l++;
  p ++;
}
```

```c
unsigned short film_num = *(unsigned short *)p;
```

- 6. Before for loop
  - Handling Padding

```
p += 2;

size_t current_size = p - base ;
size_t zero_padding = current_size % 4;

p += zero_padding;
```

- 7. Get Film Offset

```
void *film_offset = (void *)(size_t *)p;
```

- 8. Get Film Base Address
  – movieFile is a pointer to the moive DB

```
char * film_base = (char *)((char *)movieFile + *(size_t *) film_offset);
```

- 9. Get a Film Name:
  - Get name length
  - for loop to read/sscanf

```
size_t m_name_len = strlen(film_base);
```

  - Use printf() or cout to test

```
printf("%s:", film_base);
```

```
cout<< film_base<<endl;
```

- 10. Get Film Year

```
char y = *(film_base + m_name_len + 1);
int year = 1900 + y;
```