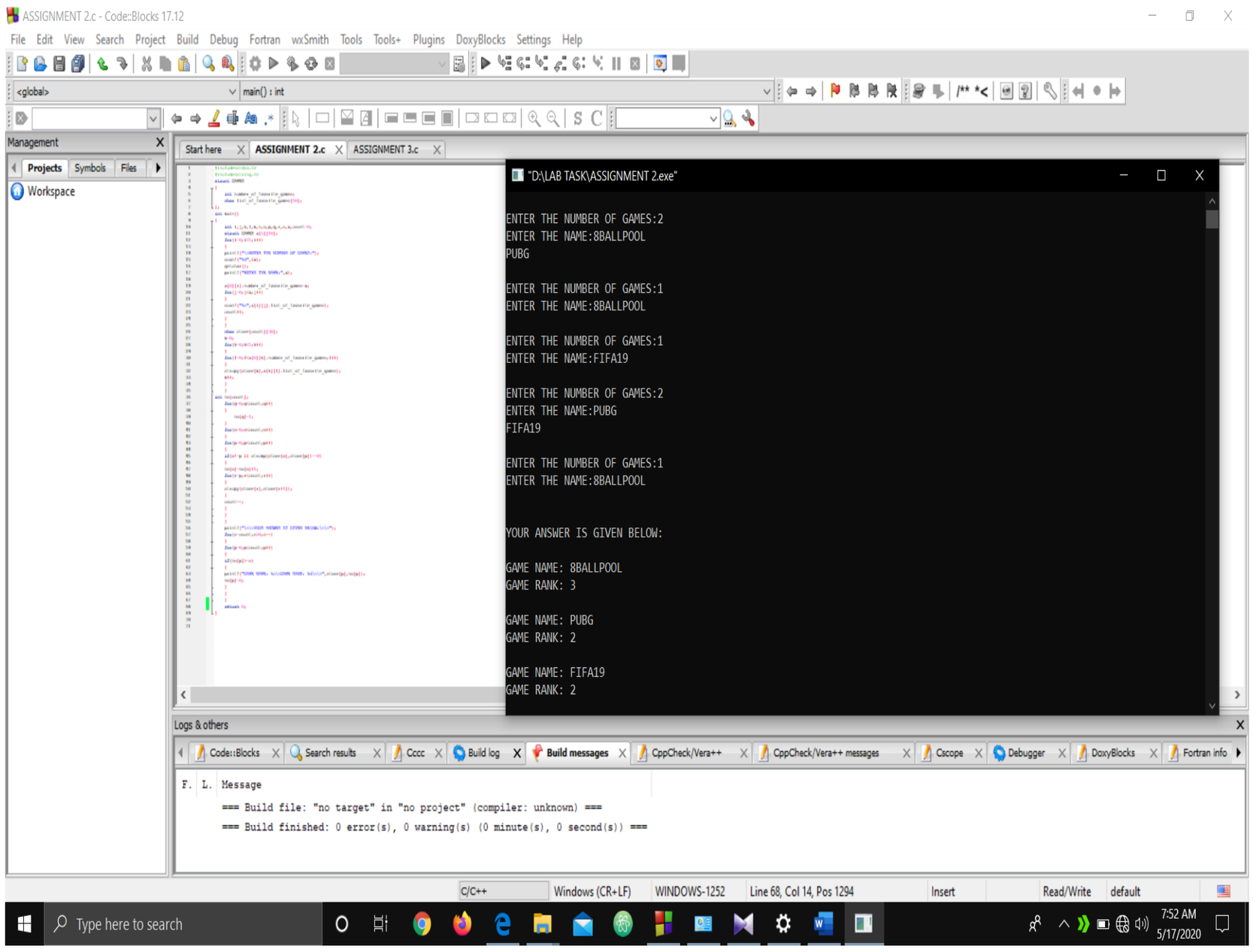
ASSIGNMENT ON STRUCTUE

ASSIGNMENT NUMBER 2: GAMER

```
#include<stdio.h>
#include<string.h>
struct GAMER
{
   int number_of_favorite_games;
   char list_of_favorite_games[50];
};
int main()
{
   int i,j,k,l,m,n,o,p,q,r,s,x,count=0;
   struct GAMER a[5][10];
   for(i=0;i<5;i++)
   {
   printf("\nENTER THE NUMBER OF GAMES:");
   scanf("%d",&x);
   getchar();
   printf("ENTER THE NAME:",x);
   a[0][i].number_of_favorite_games=x;
   for(j=0;j<x;j++)
   {
   scanf("%s",a[i][j].list_of_favorite_games);
   count++;
   }}
   char store[count][30];
   m=0;
   for(k=0;k<5;k++)
   {
   for(l=0;l<a[0][k].number_of_favorite_games;l++)
   {
   strcpy(store[m],a[k][l].list_of_favorite_games);
   m++;
   }}
int no[count];
   for(q=0;q<count;q++)
   {
      no[q]=1;
   }
   for(o=0;o<count;o++)
   {
   for(p=0;p<count;p++)
   {
   if(o!=p && strcmp(store[o],store[p])==0)
   {
   no[o]=no[o]+1;
   for(r=p;r<count;r++)
   {
   strcpy(store[r],store[r+1]);
   }
   count--;
   }}}
   printf("\n\nYOUR ANSWER IS GIVEN BELOW:\n\n");
   for(s=count;s>0;s--)
   {
   for(p=0;p<count;p++)
   {
   if(no[p]>=s)
   {
   printf("GAME NAME: %s\nGAME RANK: %d\n\n",store[p],no[p]);
   no[p]=0;
   }}}
   return 0;
}
```