

# Team

## Programmer Manual

### Team

#### 1. Problem Description

The team struct represents an NFL team and as such contains everything needed to hold the data for the team's records, including a name, Record structs which hold the teams total, home, away, conference, and division records, as well as the team's win percentage and division number

#### 2. Struct Record

##### Data Members:

wins	number of wins in this record
losses	number of losses in this record
ties	number of ties in this record

##### Struct Team

##### Data Members:

char name	the name of the team
Record total	record of total wins, losses, and ties
Record home	record of home wins, losses, and ties
Record away	record of away wins, losses, and ties
Record division	record of division wins, losses, and ties
Record conference	record of conference wins, losses, and ties
int divNum	number which determines which division a team is in
double winPercent	a team's win percentage, wins divided by total games
char confName	the name of the conference the team is in
char divName	the name of the division the team is in

##### Member functions:

operator <	overloads the < operator so the team can be sorted correctly, first by divNum, then by winPercent, then finally by name
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