

```
1  #include <cs50.h>
2  #include <stdio.h>
3
4  // function prototype
5  int final_score(int goal_num, bool snitch_caught);
6
7  int main(void)
8  {
9      int goal_num = get_int("Number of times your chasers got the quaffle through a hoop: ");
10     bool snitch_caught = get_int("Did your team's seeker catch the snitch? Enter 1 if true, 0 otherwise: ");
11     int score = final_score(goal_num, snitch_caught);
12     printf("Your team's final score is: %d\n", score);
13 }
14
15 // function definition
16 int final_score(int goal_num, bool snitch_caught)
17 {
18     int score = 0;
19
20     // Each goal is worth 10 points
21     score += goal_num * 10;
22
23     // The snitch is worth 150 points
24     if (snitch_caught)
25     {
26         score += 150;
27     }
28
29     return score;
30 }
```