Quidditch Statistics

http://digitalcitizen.ca/2010/11/15/harry-potter-movies-wallpapers-1024x768-pixels/harry-potter-hp1-quidditch-1024x768/

Objectives:

- To practice reading values from the keyboard
- To practice simple mathematical calculations
- To practice formatting output

Assignment:

As most of you know, Quidditch is popular sport in the *Harry Potter* universe. From Wikipedia (or the books), we find that the game is played by two teams where points are obtained by scoring goals (10 points per goal) or catching the golden snitch (150 points). Catching the snitch ends the game. Whichever team has the most points wins the game. If you wish, you may look up further information about Quidditch on your own time.

Your job is to compile some statistics about a game based on information gathered from the user.

From the user:

- Name of the team who caught the golden snitch
- That team's score
- Name of the other team
- The other team's score

Calculate:

- Number of goals scored by each team
- The average number of goals per minute for each team
- Total number of goals for the game
- Average number of goals per minute for the entire game

Once the stats have been calculated, print them in a table format as shown in the following sample execution.

Requirements:

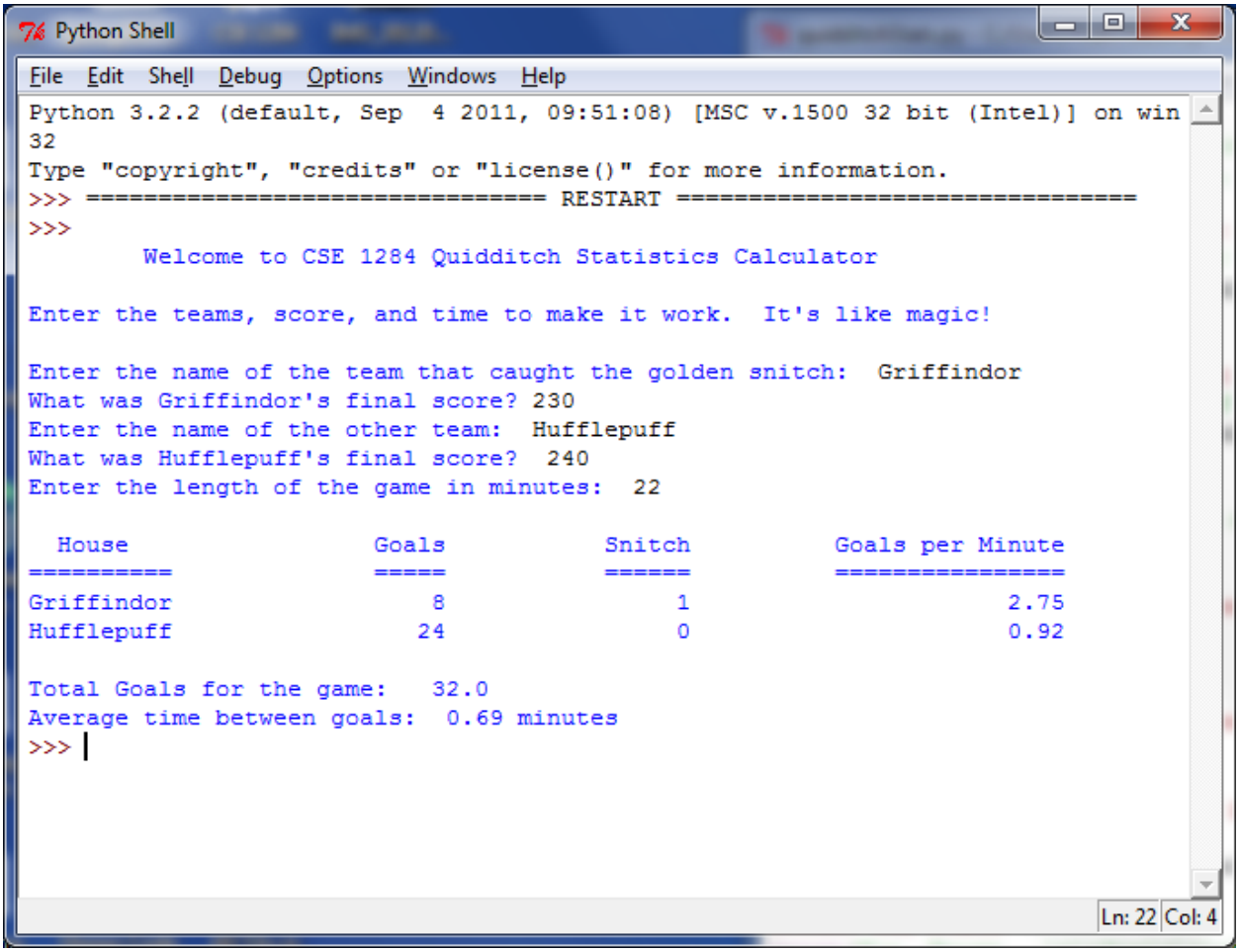
- Use an updated comment block
- Your program should use the following comment block at the very beginning of your program.

```
# Name:  Lisa Henderson          Date Assigned: Fill in
#
# Course:  CSE 1284 Sec ?        Date Due:  Fill in
#
# File name:  Fill in
#
# Program Description:  Brief description of what the  program does.
```

- Use appropriate comments throughout the program
- Make good use of whitespace
- Your output should look exactly like the sample output if using the same data.

Sample Execution:

The following sample execution uses the numbers from Ron's game against Hufflepuff where he gave the worst goalkeeping performance ever!



Deliverables:

- Source code uploaded in myCourses
- Flowchart with program design should be turned in during lecture class. It may be handwritten or completed in a word processor. In either case, it should be neat and have your name and lecture section on it.

Grading:

Task	**Points**
Flow chart	40 points
Reading input from the keyboard correctly	15 points
Performing the calculations correctly	15 points
Printing output to the screen correctly	15 points
Proper use of comments and white space in program	15 points