Big Assignment - Extra Descriptions

Let the League Commence

Here is the details of the input and output descriptions:

Input

Input from file "input.txt" is as followed

- First line is 2 integer N M where:
 - o N the number of seasons in the league
 - o M is the mode of store player files
 - M = 0, player files store as best-fit mode
 - M = 1, player files store as first-fit mode
- N sets of lines is detail of the transfers in that season
 - o First line is the P Q, number of transfers in the season.
 - The next P lines describe the club participant changes in that season.
 Each line is a group of U V, where
 - U = 0 means the particular club will not join the season. U = 1 means the club will join the season.
 - V is the 3 letters, the name of the club.
 - The next Q lines describe the player transfers in that season. Each line consists a group of three information as U V W, where
 - U = 0 means the player will leave the club in that season. U = 1 means the player will join the club in that season.
 - V is the 3 letters, the name of the club.
 - W is the name of the player.

For example:

. . . .

0 ARS Aaron Ramsey // Aaron Ramsey will leave ARS in season 2

0 ARS Alexis Sánchez

0 ARS Nacho Monreal

0 ARS Santi Cazorla

.....

OUTPUT

- The clubs file will be named as "CLUBS.TXT"
- The players files will be named followed by the name of the club, such as "ARS.TXT", "MUN.TXT"
- After the transfer season finished, you must defragment the players files. Then using function "clone" in class MyFile.h to make clones for current DB files. (Note: by using this method, you will not increase your number of read and write actions). The extension is the number of the sessions.

Note:

- You do not need to clone the CLUBS.TXT file as it will be defragmented only once.
- You do not need to clone the clubs which not participate that season

For example:

- We will have the CLUBS.TXT to store the clubs name, which contains "ARS" and "MUN"
- The ARS.TXT and MUN.TXT will store the players of each club after League end
- The ARS.1 ARS.2 ARS store the players of ARS club in season 1, 2, 3.
- As in the season 2, MUN not join the League. Thus the file MUN.2 can be omitted.