

(Question 12 continued)

A game consists of four rounds. In each round a player can score up to 100 points.

The data about the game is sorted in alphabetical order of names and stored in the memory as follows

PLAYERS		ROUNDS				TOTALS	
		[0]	[1]	[2]	[3]		
[0]	Annie	[0]	70	10	23	3	[0] 106
[1]	Boris	[1]	40	0	50	90	[1] 180
[2]	Hugh	[2]	60	38	42	90	[2] 230
[3]	Paul	[3]	45	0	0	60	[3] 105
[4]	Robby	[4]	55	0	15	10	[4] 80
[5]	Tammy	[5]	51	60	20	90	[5] 221

Where

`PLAYERS` is a one-dimensional array holding names of players (currently sorted in alphabetical order).

`ROUNDS` is a two-dimensional array holding players' scores.

`TOTALS` is a one-dimensional array holding total scores.

For example,

`PLAYER[1]` is Boris. The total number of points he scored is 180 and this can be found in `TOTALS[1]`.

Boris scored 40 points in the first round which can be found in `ROUNDS[1][0]`.

The value stored in `ROUNDS[1][2]` is 50 which means that Boris scored 50 points in the third round.

(c) (i) State Paul's total score. [1]

(ii) State where Hugh's score in the fourth round can be found. [1]

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