SYSTEM DESCRIPTION AND USE CASES

A button football competition was held in the city. The competition brings together five button football teams: Bahia, Vitória, Fluminense, Feirense and Juazeirense. All teams play against each other and the champion is the team with the most points. For each game played, the winner gets 3 points and the loser does not get point. In case of a tie, the two teams earn 1 point each. The champion team is the one that obtains the highest number of points in the competition. In case of a tie, the champion is the team with the highest number of wins. If the tie persists, the champion is the team with the highest number of goals.

With the score of all the matches that have taken place in your hands it will be possible to compute the statistics of each competition again. For each competition, you must know what was the team champion. Furthermore, it should be known for each team, the number of wins, the number of goals scored in the competition and the average of goals per match.

Below are the use cases that you must implement:

1. The software should be implemented using the C programming language
2. The software should allow entry of the score of all games
3. The champion team must be shown
4. A table containing the following information for each team should be displayed: number of wins, number of goals, and the average of goals per match