

# THE RECORD OF FOOTBALL PLAYERS

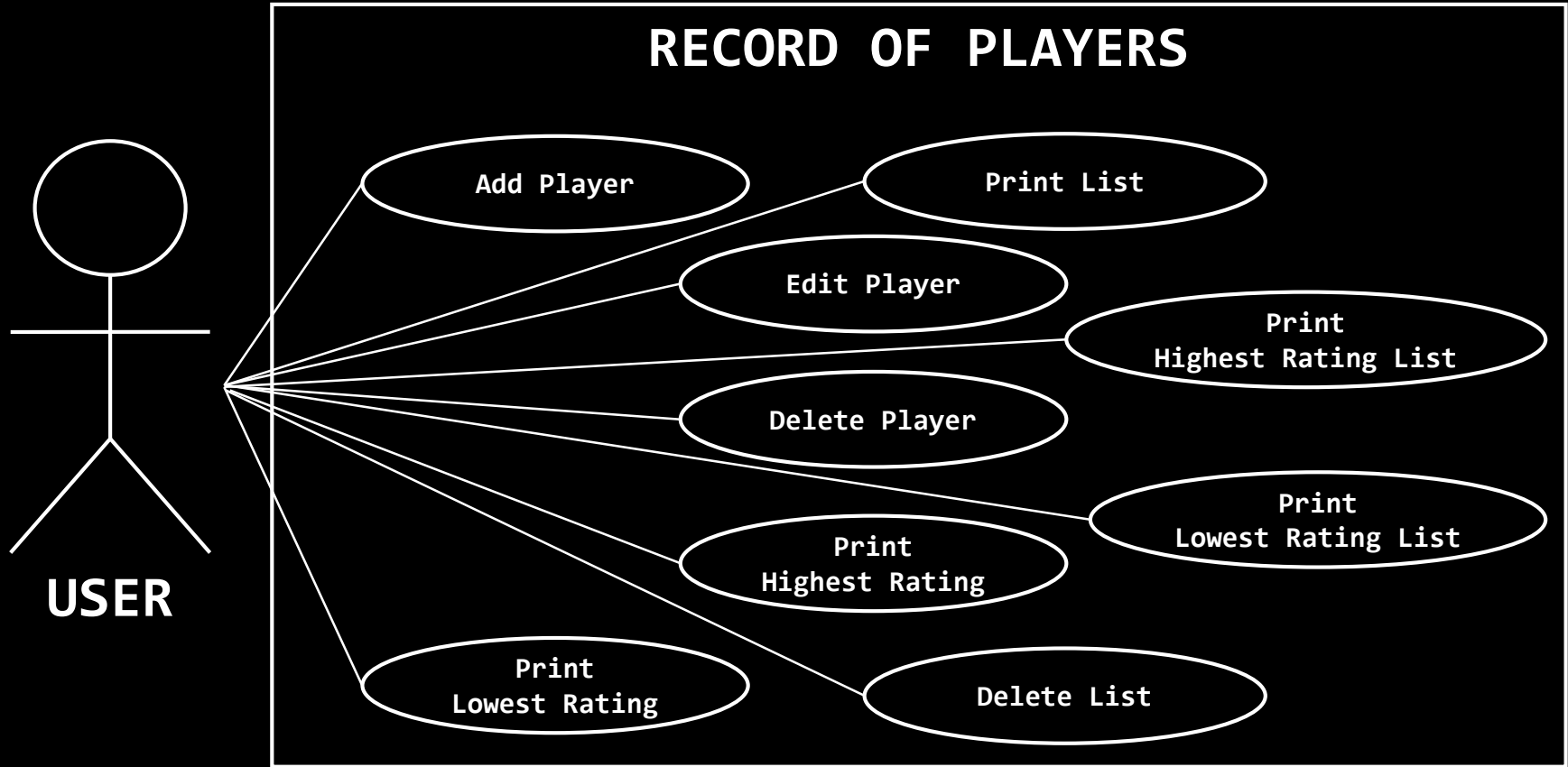
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## C Project

```
THE RECORD OF FOOTBALL PLAYERS PROGRAM
1. Add player
2. Edit player
3. Delete player
4. Highest rating
5. Lowest rating
6. List of all players
7. List of players have highest rating
8. List of players have lowest rating
9. Delete all
0. Exit
```



# Use Case Diagram



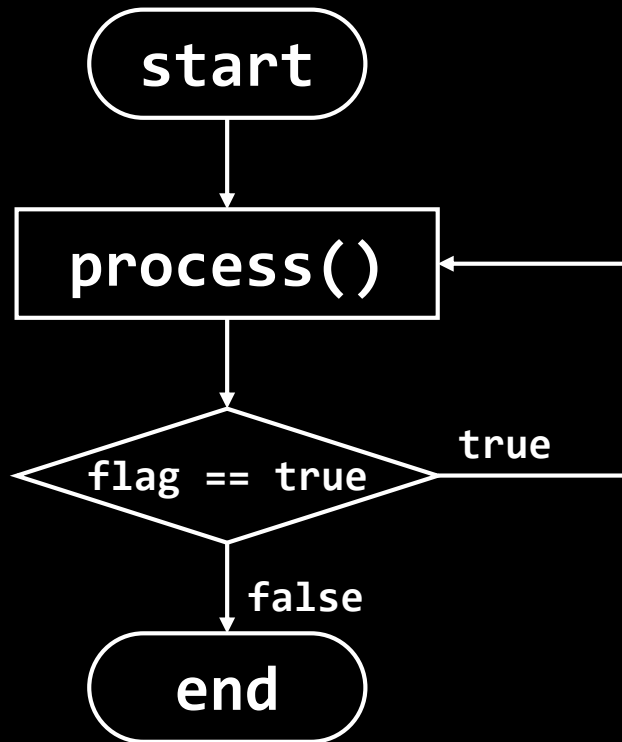
# Class Diagram

Player
<pre>+id: int +name: char[10] +team: char[10] +rating: int +link: struct Player*</pre>

Player List
<pre>+struct Player +head: struct Player*</pre>
<pre>+addPlayer(): void +editPlayer(): void +deletePlayer(): void +printHighestRating(): void +printLowestRating(): void +printList(): void +printHighestRatingList(): void +printLowestRatingList(): void +deleteList(): void</pre>

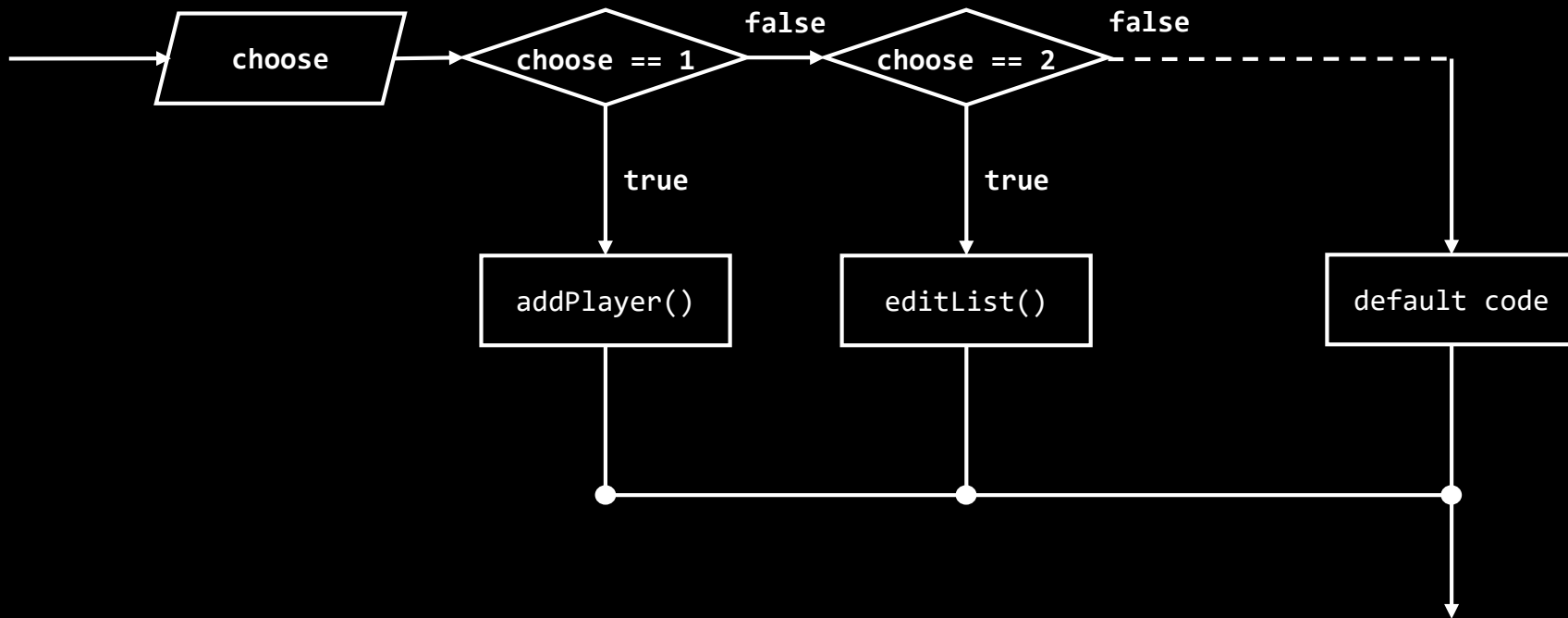
# Flowchart

main() function



# Flowchart

## process() function



**THANKS FOR WATCHING**