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## HW 5: structs

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Write a program that declares a **struct** to store the data of a football player (name, position, scores, catches, passing yards, receiving yards, rushing yards). Declare an array of 10 components to store the data of 10 football players. Your program must contain a function to input data and a function to output data. Add functions to search the array to find the index of a specific player, and update the data of a player. Input data is stored in a file, and can be collected from keyboard input. Before the program terminates, give the user the option to save data in a file. Your program should be menu driven giving the user various choices.

**Do not use STL container variables (vector, deque, etc).** Use value returning and/or non-returning functions which are passed value and/or reference parameters. Furthermore, its structure must comply with the following guidelines:

1. Use a header file (**hw05.h**) for assignment and your personal information as usual
2. Use a separate header file, **hw05f.h**, for declarations of functions (listed below) and include it in the file that contains your **main()** (**hw05.cpp**)

Use the following names for functions.

```

_____ menu (_____, _____, _____); // hw05f1.cpp
_____ popList (_____, _____, _____); // hw05f2.cpp
_____ inputInfo (_____, _____, _____); // hw05f3.cpp
_____ outputInfo (_____, _____, _____); // hw05f4.cpp
_____ searchList (_____, _____, _____); // hw05f5.cpp
_____ updateList (_____, _____, _____); // hw05f6.cpp
_____ saveList (_____, _____, _____); // hw05f7.cpp

```

Run **script** and compile/interact with the program as usual (which implies you now also have **hw05.scr**). Package a **tar** file that includes **Makefile**, **hw05.h**, **hw05f.h**, **hw05.cpp**, **hw05f1.cpp**, **hw05f2.cpp**, **hw05f3.cpp**, **hw05f4.cpp**, **hw05f5.cpp**, **hw05f6.cpp**, **hw05f7.cpp**, **hw05db.txt**, and **hw05.scr**. Submit it to canvas by the due date on top of this page.