Second program:

You have been tasked with writing an application to help track the scores of players in a gaming league. To accomplish this, you are to write a program called **TeamCalculator**

Your program will ask the user for the name of a team captain which will be stored in a .txt file using their name. It will then open that file and print out the average score for each team member, and the average score of the entire team.

The text files used are designed so that a team member’s name is listed on one line, and then the score for each game they have played is listed on the following lines until the next team member has been reached. Team members may play any number of games, and they do not have to play the same amount.

An example of the .txt file might look as follows:

| Burns  43  2  Skuja  94  126  88  101  Dinkleberg  298  300  255  276  300  288  Carlson  236  248  213  252  287 |
| --- |

# Sample Output:

Please enter the name of the team captain: **Burns**

Opening Burns.txt

Burns average score: 22.50

Skuja average score: 102.25

Dinkleberg average score: 286.17

Carlson average score: 247.2

Team average: 200.41