Post Mortem Review Question	Response
What was the purpose of your program?	Let the user using the program know a players information based off of their player's name. Or to get a list of all players in the system
How could your program be useful in the real world?	It could be used for data-basing solutions. or big gaming companies so users can get player info without having to log into that game or system
What is a problem you ran into, and how did you fix it?	I didn't really run into any issues writing or running my program
Describe one thing you would do differently the next time you write a program.	Make the system have a login so you can add users to the list. Only if you have proper credentials.
How could your program be generalized and useful in other areas?	Could be used in stores for a location of all items on what isle and shelf. Or for companies to provide user data/ stats online

Psudocode

START

- Import required libraries
- Initialize debug and teh file_path
- If debug
  - Set file_path to a custom file path
- Define input
  - Set input to the resut of builtins.input strip lower
  - If input == quit
    - Print `"Thank you for your time! Goodbye :)"`
    - Quit
  - If input is blank
    - Return defautl
  - Return input
- Define load_csv
  - Initialize global variables
  - Set player_list to an empty array
  - With open file_path set as file
    - Set reader to csv read file
    - Foreach row in reader
      - Player_list append row
  - Return player_list
- Define get_menu_options
  - Return all menu options `"quit. To quit the program at anytime\n1. Search for a pre-registered player\n"+"2. Find the number of a specific player\n"+"3. Print a list of players and their information"`
- Define search_player
  - Foreach player in player_list
    - If player name == player_name
      - Print `"\nPlayer found:\n"`
      - Print `"-------------------------"`
      - Print `f"Avatar Name: {player['Avatar Name']}"`
      - Print `f"Player Name: {player['Player Name']}"`
      - Print `(f"Player Number: {player['Player Number']}"`
      - print `f"Hometown: {player['Hometown']}"`
      - Print `"-------------------------"`

- Return

- If none print `"Player not found"`

- Define find_player_count
  - Set count to 0
  - Foreach player in player_list
    - If player name = player_name
      - Increate count by 1
  - Print `f"Number of occurrences of {player_name}: {count}"`
- Define print_players
  - Print `"List of all players:"`
  - Foreach player in player_list
    - Print `f"Avatar Name: {player['Avatar Name']}"`
    - Print `f"Player Name: {player['Player Name']}"`
    - Print `f"Player Number: {player['Player Number']}"`
    - Print `f"Hometown: {player['Hometown']}”`
    - print `"----------------------"`
- Define main
  - Set player_list to load_csv()
  - While True
    - Set choice qual to the input of get_menu_options + `"\nEnter your choice: "`
    - If choice = 1
      - Player_name = input `"Enter the player name to search: "`
      - Search_player
    - If choice 2
      - Player_name = input `"Enter the player name to search: "`
      - Find_player_count
    - If choice 3
      - Print_players
    - Else
      - Print `"Invalid choice. Please select again."`
- Call main()

END

Code

```
import csv
import builtins
# import libraries
# if you want to run teh program in teh FLVS IDLE set to False
debug= False
file_path = "battle_royale.csv"
if debug:
    file_path = "C:/Users/1300286/Desktop/FLVS/Procedural
Programming/battle_royale.csv"
# override the default function input
def input(prompt:str="",default=""):
    input = builtins.input(prompt).strip().lower()
    # if the input equals quit quit the program
    if (input == "quit"):
        print("Thank you for your time! Goodbye :)")
        quit()
    # if input is blank return the default value
    if (input==""):
        return default
    return input



# function to load the contents of the csv file
def load_csv():
    global file_path
    players_list = []
    # open the csv and read teh data
    with open(file_path,mode='r') as file:
        reader = csv.DictReader(file)
        for row in reader:
            players_list.append(row)
    return players_list
# return the avilable menu options
def get_menu_options():
    return "quit. To quit the program at anytime\n1. Search for a pre-registered
player\n"+"2. Find the number of a specific player\n"+"3. Print a list of players
and their information"
# search for an available player
def search_player(players_list, player_name):
    for player in players_list:
        if player['Player Name'] == player_name:
            print("\nPlayer found:\n")
```

```
            print("-------------------------")
            print(f"Avatar Name: {player['Avatar Name']}")
            print(f"Player Name: {player['Player Name']}")
            print(f"Player Number: {player['Player Number']}")
            print(f"Hometown: {player['Hometown']}")
            print("-------------------------")
            return
    print("Player not found")

def find_player_count(players_list, player_name):
    count = 0
    for player in players_list:
        if player['Player Name'] == player_name:
            count += 1
    print(f"Number of occurrences of {player_name}: {count}")
# print the player list
def print_players(players_list):
    print("List of all players:")
    for player in players_list:
        # print out all player details
        print(f"Avatar Name: {player['Avatar Name']}")
        print(f"Player Name: {player['Player Name']}")
        print(f"Player Number: {player['Player Number']}")
        print(f"Hometown: {player['Hometown']}")
        print("----------------------")

def main():
    # load the csv
    players_list = load_csv()
    while True:
        # choices
        choice = input( get_menu_options() + "\nEnter your choice: " )
        if choice == '1':
            player_name = input("Enter the player name to search: ")
            search_player(players_list, player_name)
        elif choice == '2':
            player_name = input("Enter the player name to count: ")
            find_player_count(players_list, player_name)
        elif choice == '3':
            print_players(players_list)
        else:
            print("Invalid choice. Please select again.")
```

```
main()
```