Recipe Game Sorting Critical Thinking

Ingredients:

Dictionary where keys are game bar code numbers, the data will be the index to use for the arrays that store the player info.

One array to store the game name.

One array to store the game release date

One array to store the game ESRB rating

One array for sorting by alphabet

One array for sorting by year

One array for tallying ESRB ratings

Instructions:

First we must set up our arrays and dictionaries, I’ll make mine empty to start.

Next I’ll append the info for all my games to the arrays, and set the indices into the dictionary.

Then, for sorting alphabetically I’ll populate the sorting arrays with the keys in the dictionary and perform a bubble sort on them to sort by alphabet.

After printing that out I’ll do a similar bubble sort for sorting them by the release year.

Lastly, for the ESRB ratings I’ll tally them up into the tallying array, go back through to find the index with the most, and lastly print out the ESRB rating and how many games there were of it.