

 C:\Users\laure_ou\Documents\Projects\algorithms\CSC500\dist\soccer_team_roster\soccer_team_roster.exe

Enter weight 1: eighty
Not a number.

Enter weight 1: 89
Enter weight 2: 78.2
Enter weight 3: 81.4
Enter weight 4: 82

Weights: [89.0, 78.2, 81.4, 82.0]

Average weight: 82.65

Max weight: 89.00

Enter player 1's jersey number: ten
Enter numbers only.

Enter player 1's jersey number: 1000
Jersey numbers are from 0 to 99.

Enter player 1's jersey number: 10
Enter player 1's rating: one
Enter numbers only.

Enter player 1's jersey number: 10
Enter player 1's rating: 1000
Player ratings are from 1 to 9.

Enter player 1's jersey number: 10
Enter player 1's rating: 1

Enter player 2's jersey number: 9
Enter player 2's rating: 2

Enter player 3's jersey number: 8
Enter player 3's rating: 3

Enter player 4's jersey number: 7
Enter player 4's rating: 3

Enter player 5's jersey number: 6
Enter player 5's rating: 4

ROSTER

Jersey number: 6, Rating: 4
Jersey number: 7, Rating: 3
Jersey number: 8, Rating: 3
Jersey number: 9, Rating: 2
Jersey number: 10, Rating: 1

MENU

a - Add player
d - Remove player
u - Update player rating
r - Output players above a rating
o - Output roster
q - Quit
Choose an option:

MENU

a - Add player
d - Remove player
u - Update player rating
r - Output players above a rating
o - Output roster
q - Quit

Choose an option:

a

Enter a new player's jersey number: 11

Enter the player's rating: 5

MENU

a - Add player
d - Remove player
u - Update player rating
r - Output players above a rating
o - Output roster
q - Quit

Choose an option:

d

Enter a jersey number: 7

MENU

a - Add player
d - Remove player
u - Update player rating
r - Output players above a rating
o - Output roster
q - Quit

Choose an option:

r

Enter a rating: 1

ABOVE 1

Jersey number: 9, Rating: 2

Jersey number: 8, Rating: 3

Jersey number: 6, Rating: 4

Jersey number: 11, Rating: 5

MENU

a - Add player
d - Remove player
u - Update player rating
r - Output players above a rating
o - Output roster
q - Quit

Choose an option:

q