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using System;

class CodeFile1
{
    static void Main(string[] args)
    {
        int goals;

        Console.Write("Enter a number of all goals ");
        goals = int.Parse(Console.ReadLine());

        for (int j = 1; j <= 3; j++)
        {
            int player;
            Console.WriteLine("Three Last Games  {0}!", j);

            Console.Write("Enter a Player number ");
            player = int.Parse(Console.ReadLine());

            int myGoal;
            double avg;

            switch (player)
            {
                case 1:
                    Console.Write("Enter the goal of player {0} ", player);
                    myGoal = int.Parse(Console.ReadLine());
                    avg = myGoal / goals;
                    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
                    break;
                case 2:
                    Console.Write("Enter the goal of player {0} ", player);
                    myGoal = int.Parse(Console.ReadLine());
                    avg = myGoal / goals;
                    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
                    break;
                case 3:
                    Console.Write("Enter the goal of player {0} ", player);
                    myGoal = int.Parse(Console.ReadLine());
                    avg = myGoal / goals;
                    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
                    break;
                case 4:
                    Console.Write("Enter the goal of player {0} ", player);
                    myGoal = int.Parse(Console.ReadLine());
                    avg = myGoal / goals;
                    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
                    break;
                case 5:
                    Console.Write("Enter the goal of player {0} ", player);
                    myGoal = int.Parse(Console.ReadLine());
                    avg = myGoal / goals;
                    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
                    break;
                case 6:
                    Console.Write("Enter the goal of player {0} ", player);
                    myGoal = int.Parse(Console.ReadLine());
                    avg = myGoal / goals;
                    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
                    break;
                case 7:
                    Console.Write("Enter the goal of player {0} ", player);
                    myGoal = int.Parse(Console.ReadLine());
                    avg = myGoal / goals;
                    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
                    break;
                case 8:
                    Console.Write("Enter the goal of player {0} ", player);
                    myGoal = int.Parse(Console.ReadLine());
                    avg = myGoal / goals;
                    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
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    break;
case 9:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 10:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 11:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 12:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 13:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 14:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 15:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 16:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 17:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 18:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 19:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
    break;
case 20:
    Console.Write("Enter the goal of player {0} ", player);
    myGoal = int.Parse(Console.ReadLine());
    avg = myGoal / goals;
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                    Console.WriteLine("Player {0}, Average is: {1}", player, avg);
                    break;
                }
            }

            Console.ReadKey();
        }
    }
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