**METHOD MAIN( );**

New Array *userNames( );*

New Array *userResults( );*

New Array *allSet( );*

CALL METHOD *welcome( );*

**METHOD Welcome( );**

PROMPT FOR welcome to Springfield GolfClub

Select Options:

1) Enter Score

2) Find Golfer

3) Display Scoreboard

4) Exit

Choose = -1;

WHILE ( choose < 1 OR choose > 4 )

INPUT choose;

SWITCH ( choose );

CASE 1 :

PROMPT FOR 1) Enter player details

2) Edit data

3) Delete data

4) Main menu

5) Exit

How do you want to modify? ;

modify = -1;

WHILE ( modify < 1 OR modify >5 )

INPUT modify

SWITCH ( modify );

CASE 1;

CALL METHOD *enterDetails( );*

CASE 2;

CALL METHOD *editDetails( );*

CASE 3;

CALL METHOD *deleteData( );*

CASE 4;

CALL METHOD *welcome( );*

CASE 5;

END THE PROGRAM

CASE 2 :

INPUT findUserInput

CALL METHOD *findUserMethod( );*

CALL METHOD *welcome( );*

CASE 3 :

CALL METHOD *ViewAll;*

CALL METHOD *welcome( );*

CASE 4 :

OUTPUT Thank you

END THE PROGRAM

**METHOD enterDetails( );**

PROMPT FOR How many golfers do want to add to your group?

numOfPlayers = -1

WHILE ( numOfPlayers < 0 OR numOfPlayers > 5 )

INPUT numOfPlayers

FOR ( i=0 TO numOfPlayers )

PROMPT FOR Enter a players name

INPUT nameInput

CALL METHOD *useLoop( );*

ADD nameInput into *userNames* Array

resultInput = -1

WHILE ( resultInput < 18 OR resultInput > 108 )

INPUT resultInput

IF ( resultInput < 18 OR resultInput > 108 )

PRINT “you entered something wrong”

ADD resultInput into *userResults* Array

**METHOD editDetails( );**

PROMPT FOREnter the name you want to edit

INPUT modifyDetails

CALL METHOD *checkArray( );*

**METHOD findUserMethod( *parameter pass Array and targetValue* );**

FOR ( each String in Array )

IF ( String = targetValue )

PRINT “ Player name : ” AND targetValue

Get the index value of String in the Array

Match the index with *userResults Array* and find the respective *score*

PRINT “ Player score : “ AND matched *score*

END

PRINT “ Sorry, no player exist with that name, check again “

**METHOD viewAll( );**

PRINT “ Name\_\_\_\_Score “

CALL METHOD *sortedData( );*

FOR ( each String in *allSet* *Array* )

PRINT String

**METHOD sortedData( );**

Clear all data in *allSet Array*

FOR ( i = 0 TO size of the *userNames Array* )

ADD element (i) from *userNames Array* and element (i) from *userResults Array to allSet*

CALL MATHOD *sort( );*

**METHOD sort( *parameter pass Array* );**

j = size of the *Array*

temp1 and temp2 variables as Strings

flag = *boolean* true

WHILE ( condition of flag )

flag = *boolean* true

FOR ( i=0 to j )

IF ( integer in substring of element ( i ) ) > ( integer in substring of element ( i+1 ) )

temp1 = element (i) of *Array*

temp2 = element (i+1) of Array

Change index (i) of the Array into temp2

Change index (i+1) of the Array into temp1

flag = boolean true

j = j - 1

**METHOD checkArray( *parameter pass Array, targetValue );***

FOR ( each String in *Array* )

IF String = *target value*

index = index of targetValue in *userNames Array*

PRINT “ Please enter the players new name “

newNameInput = 0

WHILE ( newScoreInput < 18 OR newScoreInput > 108 )

INPUT newNameInput

IF ( resultInput < 18 OR resultInput > 108 )

PRINT “you entered something wrong”

Change *index* of userNames into *newNameInput*

Change *index* of userNames into *newScoreInput*

**METHOD useLoop( *parameter pass Array, targetValue*);**

FOR ( Each String in Array )

IF ( String = targetValue )

PROMPT FOR “Already there’s a player exist with the same name

1) Do want to continue

2) Enter another name Except ”

updateInput = 0

WHILE ( updateInput < 1 OR updateInput > 2 )

INPUT updateInput;

SWITCH ( updateInput )

CASE 1:

CALL METHOD editDetails( );

CASE 2:

CALL METHOD enterDetails( );

**METHOD deleteData( );**

PROMPT FOR “ enter the player name you want to delete ”

INPUT deleteNameInput

*index* = Get *index number* of *deleteNameInput* From *userNames Array*

Remove *deleteNameInput* From *userNames Array*

Remove element matching with the *index* From *userResults Array*