Football Database Management System

Design and implement a **Football Database Management System** in C to manage information about football teams and players. The system should support functionalities like
1. adding players to teams
2. displaying player and team information
3. persisting the data to a file for future use.

Requirements:

1. Team Management:

    a. Create a structure representing a football player (**struct Player**) with attributes: player_name, player_number, player_position, goals_scored, goals_conceded, number_of_minutes_played.
Similarly, you need to create a structure for a football team **struct Team.** You need to identify the attributes of this structure.

    b. Implement a function **addPlayerToTeam(parameters)** to add a player to a team. The function should validate if the team has reached the maximum number of players (each team can have 20).

    c. Implement the function **updateTeam(parameters)** to update stats such as goals scored(if player position == MID or FWD) or goals conceded(if player position ==DEF).

    d. Implement functions to display information about a player (**displayPlayer(parameter)**) and a team (**displayTeam(parameter)**).

2. File Handling:

a. Implement functions to save team information to a file (**saveTeamsToFile(parameters)**) and load team information from a file (**loadTeamsFromFile(parameters)**). The file should contain information about each team, including its players. The file name should be "football_database.txt"

3. User Interaction:

a. Create a simple menu-driven interface that allows users to interact with the Football Database Management System.

b. Provide options for adding players to teams, displaying player and team information, saving the data to a file, and loading the data from a file.

c. Users can also see statistics such as most goals scored and least goals conceded along with the team name. **You need to store these statistics in a separate file called "stats.txt".**

4. Constraints:

a. Each team can have a maximum of **20** players.
b. The system should support a maximum of **10** teams.

Note: The project skeleton has been provided along with the sample input and output file. You can find it here: https://drive.google.com/drive/folders/1XvzWiyFcari2e1-8gVy gUAEkR7eua3rV?usp=sharing

Submission Guidelines:

- You can use multiple .c files in your project but make sure to create only one main.c file.
- You need to upload the zipped version of your project files. Rename it with your student ID.
- Deadline: 20 December 2023 Wednesday 11:55 pm.
- There will be a viva (probably online) on the project. So, make sure you understand your code and can explain it fully.