# AS91372 and AS91373 Plan

Program description:  
Program which is to accept, in one input line, the first names of netball players and their last 5 (integer) scores, representing the number of goals they have each shot in their last 5 games.   
Such line should be entered repeatedly until the name entered is a single Q, without the 5 scores.

## Plan – Global Scope Variables

NumScores - Integer: NumScores will be a constant value defined before program operation to allow the program to be flexible. This constant determines how many Goal Scores the user must enter for each individual player.

MinScores - Integer: MinScores will be a constant value used to define the minimum value that should be entered for a score to be considered valid. This allows configuration of the program.

MaxScores - Integer: MaxScores will be a constant value used to define the maximum value that should be entered for a score to be considered valid. This allows configuration of the program.

Players – List: Players will be a list that will in itself contain multiple lists, where each list is an individual valid player that has been entered.

## Plan – Functions

hasNumbers – Function: hasNumbers is a function that requires one parameter which is a string. This function will return true if the string contains any numbers and false if it does not. This will allow for easy validation logic in other functions.

GetPlayer – Function: GetPlayer is a function that requires no paremeters.  
This function will take request the user to enter a player and the correct number of scores or enter Q to finish. This function will validate the input checking if the user has entered nothing, wrong number of scores, characters in scores, scores outside the allowed range, or numbers in names.  
*Note: Exceptions will be used in validation as a way of keeping track of what the user did incorrectly. This allows a while loop to repeat from the start when an exception is raised.*

AveragePlayer – Function: Average player is a function that requires one parameter which is a string.  
This function will average the scores of this player and return their name and average.  
No checking needs to be done in this function as this function will only be called if a valid player has been entered.