



```

{
    int i, j, goals1, goals2, dominates;
    int tmpGoals = groupGoals;

95. // play matches
    for (i = 0; i < numTeams; ++i)
    {
        for (j = numTeams - 1; j > i; --j)
        {
100.     playGroupMatch(groupNo, teams
                teams[i].goals += goal
                teams[i].goals -= goals2;
                teams[j].goals += goals2;
                teams[j].goals -= goals1;
105.     if (goals1 > goals2) {
            teams[i].points += 3;
        }
        else if (goals1 < goals2)
            teams[j].points += 3;
110.     else
        {
            teams[i].points += 1;
            teams[j].points += 1;
        }
115.     tmpGoals += goals2 + goals1;
        }
    }

    groupGoals = tmpGoals;
120. // return first, second, and third team
    for (i = 0; i < numTeams; ++i) {
        dominates = 0;
    }
}

```