

CENG 707 Data Structures and Algorithms
Assignment # 1
Deadline: 15.11.2020 23:59
Instructor: Assoc. Prof. Yusuf Sahillioğlu

- [12 pts] Write a class for a **Player** that stores the footballer's name, age, and birth date where the latter is also a class of **Date**.
- [12 pts] Write a function **CreatePlayer** that takes name, age, and date from keyboard and returns a pointer to the **Player**.
- [12 pts] Write a class for a **Team** that stores the team name and the number of players in the team (max 22) and an array of its **Players**.
- [12 pts] Write a function **CreateEmptyTeam** that takes the team name from keyboard as input and return a pointer to the **Team** it has created with that name.
- [12 pts] Write a function **AddPlayer** that takes a pointer to **Team** and a pointer to **Player** and adds the player to the team's player array.
- [12 pts] Write a function **StoreTeam** that takes a pointer to the **Team** class and a pointer to a text file and then writes the team info to the file. Use ";" to separate player details, and "," to separete players.
- [12 pts] Write a function **ReadTeam** that takes a pointer to a file and then reads the content into a new **Team**.
- [16 pts] Overload at least 3 operators in **Player** class, e.g., one can be "<" to compare players by age, and 3 in **Team** class.

Submission: Email to ys@ceng.metu.edu.tr your source code files, executables, and screenshots.