Lab 6 issues

Notes from talking to students about Lab 6 problems

The RobotTeamRanking array that your program has to create should contain the final results of running Lab 6 which should be all the team numbers with their associated qualifying points and ranking points. The contents of this array are what should be output to the final file. In order to correctly put the data into the array, the array first needed to have the team numbers stored in it from the FTC\_team\_data file. [If you re-read Lab 6, you’ll see this is what it requires.]

Using the FTC\_team\_data file, fill in all the team numbers into RobotTeamRanking [The team numbers here are not all real, just some fake data for examples.]

Team# QualPt RankPt

Row [0] [1] [2]

[0] 127

[1] 900

[2] 2445

[3] 5534

[4] 6169

[5] 7172

[6] 8811

[7] 10134

[8] 10143

After this data is in your array, then your program should use the match data to calculate the RP and QP for each team. Basically, your program needed to go through the match data file match by match, i.e. one line at a time, and use the data from one match to update ALL FOUR teams that played in that ONE match. When that match is done, use the next line to update the four teams that played in that match. The teams will show up multiple times in the match data file because they play in multiple matches. This is why your array needs to get the team data from the team file first before trying to update the QP and RP using the match data.

The process to calculate / update the qualifying points and ranking points would work through the match data file and change the RobotTeamRanking array as shown in the example lines below. [The data here is fake data not actual data from the match file.]

This is the format of data from FTC\_match\_data file:

7172 5534 2445 900 120 65

2445 6169 10134 10143 100 149

127 7172 8811 6169 129 129

So the first line represents :

Match 1: Red Alliance (7172, 5534) Blue Alliance (2445 ,900) Red 120 Blue 65 R

Your program should then record the data from the match into the array as shown below, adding the match score to the qualifying points (QP) for of the teams in the match and adding 2 points to the ranking points (RP) for the Red Alliance teams.

After Match 1 data is recorded in array the array values would be:

Team# QualPt RankPt

Row [0] [1] [2]

[0] 127

[1] 900 65

[2] 2445 65

[3] 5534 65 2

[4] 6169

[5] 7172 65 2

[6] 8811

[7] 10134

[8] 10143

Match 2: Red Alliance (2445, 6169) Blue Alliance (10134, 10143) 100 149 B

Do the same process for the Match 2 data making sure that you ADD match scores to QP and winning or tie points to RP. After Match 2 data is recorded in array:

Team# QualPt RankPt

Row [0] [1] [2]

[0] 127

[1] 900 65

[2] 2445 165 (QP 65+100)

[3] 5534 65 2

[4] 6169 100

[5] 7172 65 2

[6] 8811

[7] 10134 100 2

[8] 10143 100 2

Match 3: Red Alliance (127, 7172) Blue Alliance (8811, 6169) 129 129 T

After Match 3 data is recorded in array

Team# QualPt RankPt

Row [0] [1] [2]

[0] 127 129 1

[1] 900 65

[2] 2445 165

[3] 5534 65 2

[4] 6169 229 1 (QP 100+129)

[5] 7172 194 3 (QP 65+129)

[6] 8811 129 1

[7] 10134 100 2

[8] 10143 100 2