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//Answer on Question#38862 - Programming - C++
#include <iostream>
#include <conio.h>
#include <fstream>
#include <vector>

using namespace std;

class Bowler
{
public:
    char name[100];
    char surname[100];
    int fResult;
    int sResult;
    int tResult;
};

int main()
{
    char InputFilePath[256];
    cout<<"Enter the path to the file : "<<endl;
    scanf("%s", InputFilePath);
    ifstream fileRead(InputFilePath);

    if(fileRead.fail())
    {
        cout<<"File doesn't exist. Check your file name again";
    }

    vector <Bowler> Bowlers;

    while (!fileRead.eof())
    {
        Bowlers.clear();
        char koma;

        Bowler tmp;
        fileRead>>tmp.name;
        fileRead>>tmp.fResult;
        fileRead>>koma;
        fileRead>>tmp.sResult;
        fileRead>>koma;
        fileRead>>tmp.tResult;
        Bowlers.push_back(tmp);

        Bowler b;
        fileRead>>b.name;
        fileRead>>b.surname;
        fileRead>>b.fResult;
        fileRead>>koma;
        fileRead>>b.sResult;
        fileRead>>koma;
        fileRead>>b.tResult;
        Bowlers.push_back(b);

        Bowler c;
        fileRead>>c.name;
    }
}

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        fileRead>>c.fResult;
        fileRead>>koma;
        fileRead>>c.sResult;
        fileRead>>koma;
        fileRead>>c.tResult;
        Bowlers.push_back(c);
    }

for(int i=0; i<Bowlers.size(); i++)
{
    int avarage;
    avarage = (Bowlers[i].fResult + Bowlers[i].sResult + Bowlers[i].tResult)/3;
    cout<<"The avarage of three games for the "<<i+1<<" is : "<<avarage;
    if(avarage <= 100) cout<<" Bad bowler"<<endl;
    if(avarage > 100 && avarage <= 200) cout<<" Good bowler"<<endl;
    if(avarage > 200) cout<<" Great bowler"<<endl;
}

    _getch();
    return 0;
}
```