

Fill in the New Player Struct

```

*new_p =
    &player_list[num_players];
if (0 == player_init (*new_p, n,
                    pswd, p_age)) {
    return 0;
}
num_players++;
return 1;
} // end of function

```

next free player in array

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    &player_list[num_players];
if (0 == player_init (*new_p, n,
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num_players++;
return 1;
} // end of function

```

Try to initialize.

Failed? Give up.

Increment players and return success.