CrickTalk

**Submitted in partial fulfilment of the requirements
for the award of the degree of
Bachelor of Computer Application
(2021-2024)**

Guided By: **Submitted by:**

Dr. Shalini Bhartiya   Aakash Saxena
Assistant Professor   35329802021
VSIT

Vivekananda School of Information Technology
Vivekananda Institute of Professional Studies – Technical Campus
Approved by AICTE, Accredited Grade "A++" Institution by NAAC, NBA
Accredited, Recognized under Section 2(f) by UGC, Affiliated to GGSIP
University, Recognized by Bar Council of India, ISO 9001:2015 Certified

Vivekananda Institute of Professional Studies
– Technical Campus
(Affiliated to Guru Gobind Singh Indraprastha University)

CERTIFICATE

This is to certify that I Aakash Saxena of BCA 6th Semester from Vivekananda Institute of Professional Studies-Technical Campus, Delhi has presented this project work entitled "CrickTalk", a Cricket Information website in partial fulfilment of the requirements for the award of the degree of Bachelor of Computer Applications under our supervision and guidance.

Date:

Signature of the Guide

Dr. Shalini Bhartiya
Assistant Professor

ACKNOWLEDGEMENT

TABLE OF CONTENTS

SYNOPSIS

Project Synopsis: CrickTalk

Overview:
CrickTalk is a comprehensive website designed to cater to cricket enthusiasts by providing a centralized platform for in-depth information and statistics of cricket team. The website aims to be a one-stop destination for cricket fans, offering a user friendly interface and engaging content.

Key Features:

1. Home Page: Welcoming users with a visually appealing layout and introductory content about the platform.
2. About Indian Cricket Team & World Cup: Detailed profiles of Indian cricket teams. In-depth statistics and achievements of cricket team.
3. Ensuring a seamless user experience across various devices and screen sizes. Utilizing HTML and CSS to create an adaptive and visually appealing layout.

Conclusion:
CrickTalk aspires to be the go-to platform for cricket enthusiasts, offering a blend of informative content and interactive features. The combination of HTML and CSS ensures a dynamic and visually appealing website that keeps users informed and engaged in the exciting world of cricket.

REPORT

i.   **Objective & Scope of the Project:**

Objective of the Project: The primary objective of the CrickTalk project is to create a comprehensive and user-friendly website dedicated to cricket enthusiasts, providing a centralized hub for accessing detailed information and statistics related to cricket teams, players, and matches.

The key goals include:
1. Information Centralization: Aggregate and organize cricket-related data to provide users with a single platform for accessing comprehensive information.
2. User Engagement: Enhance the user experience through interactive features, engaging content, and a visually appealing design to keep cricket enthusiasts informed and entertained.
3. Responsive Design: Ensure the website is accessible and user-friendly across various devices and screen sizes, promoting inclusivity and ease of use.

Scope of the Project: The scope of the CrickTalk project is to encompasses various aspects to create a feature-rich and dynamic website.

The key components within the scope include:
1. Content Development: Curate and present high-quality content, including team and player profiles and news articles related to cricket.
2. Responsive Design Implementation: Utilize HTML and CSS to create a responsive and visually appealing design that adapts to various devices.
3. Scalability: Design the website architecture with scalability in mind, allowing for future expansion and addition of new features.

By achieving these objectives and within the defined scope, CrickTalk aims to become a go-to platform for cricket enthusiasts, providing a rich and engaging experience for users passionate about the sport.

ii. Theoretical Background:

The theoretical background of the project problem establishes the foundational concepts and context within which the CrickTalk project addresses a specific need or challenge. In this case, the project problem centers around the absence of a centralized and comprehensive platform for cricket enthusiasts to access detailed information and real-time updates related to cricket teams, players, and matches.

The theoretical background includes the following key elements:

1. Information Dispersal: Cricket-related information, including team and player statistics and upcoming schedules, is currently dispersed across various sources. This scattered nature of information hinders the ability of cricket enthusiasts to access a consolidated and easily navigable resource.
2. Technological Advancements: The theoretical background recognizes the advancements in web technologies, particularly HTML and CSS which empower the development of dynamic, responsive, and user-friendly websites. Leveraging these technologies becomes crucial for addressing the identified problem and creating a modern and effective solution.
3. User-Centric Approach: The theoretical background emphasizes a user-centric approach, focusing on the preferences, needs, and engagement patterns of cricket enthusiasts. This approach is crucial for the successful development of CrickTalk as a platform that resonates with its target audience.

In summary, the theoretical background of the project problem provides a contextually rich understanding of the challenges and opportunities associated with the existing state of cricket-related information dissemination. By acknowledging technological advancements and user expectations the CrickTalk project aims to bridge the identified gap and offer a holistic solution for cricket enthusiasts.

iii. System Analysis & Design vis-a-vis User Requirements:

System Analysis: System analysis is a process of studying and understanding a system, its components, and how they interact to achieve specific goals.

1. Requirements Gathering: Requirement gathering is a crucial phase in the software development process, where the goal is to collect and document all the necessary information, specifications, and expectations from stakeholders for a particular project.
   a. Objective: Identify the needs of cricket enthusiasts and stakeholders for a comprehensive cricket information platform.
   b. Activities: Analyze existing cricket-related platforms and user feedback. Define requirements for team, player and match information.

2. Feasibility Study: A feasibility study is a comprehensive analysis and evaluation of the practicality, viability, and potential success of a proposed project or business venture. The primary purpose of a feasibility study is to assess whether the project is technically, financially, operationally, and legally feasible.
   a. Objective: Assess the practicality of creating CrickTalk and its alignment with user needs.
   b. Activities: Evaluate technical feasibility of implementing features. Assess operational aspects, including content update mechanisms.

3. System Modeling: System modeling is a process of creating abstract representations of a system in order to understand its behaviour, structure, and interactions.
   a. Objective: Visualize the structure and flow of CrickTalk system.
   b. Activities: Develop use case diagrams for user interactions. Create data flow diagrams to illustrate information flow. Construct entity-relationship diagrams for data modeling (e.g., relationships between teams and players).

System Design: System design is the process of defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements. The goal of system design is to create a blueprint for the construction of the system that will be developed.

1. Architectural Design: It involves making decisions about the organization of software components, the relationships between them, and the principles guiding their design. Software architecture addresses concerns like scalability, maintainability, and performance.
   a. Objective: Define the overall structure of CrickTalk.
   b. Activities: Allocate functionalities to specific modules.

2. User Interface Design: User Interface (UI) design refers to the process of creating the visual and interactive elements of a software application, website, or any other digital product that users interact with.
   a. Objective: Design a user-friendly and visually appealing interface for CrickTalk.
   b. Activities: Choose color schemes and typography in line with cricket aesthetics. Ensure responsive design for optimal user experience across devices.
3. System Implementation: System implementation refers to the process of putting a new or upgraded information system into operation. It involves the actual construction, testing, and deployment of the system into the organization's environment.
   a. Objective: Translate design specifications into actual code for CrickTalk.
   b. Activities: Write HTML and CSS code for the website.
4. Testing: In software development, testing involves the assessment of a software application to identify bugs, errors, or any deviations from the specified requirements. It ensures that the software functions correctly and meets the expectations of its users.
   a. Objective: Ensure CrickTalk meets specified requirements and is free of defects.
   b. Activities: Conduct unit testing for individual components. Perform integration testing to verify interactions between modules. Execute system testing to validate overall functionality.
5. Deployment: Deployment refers to the process of making a software application or system available for use. It involves the installation, configuration, testing, and release of a software product or system to a specific environment, such as a server or a cloud platform, where end-users can access and use it.
   a. Objective: Release CrickTalk for actual use by cricket enthusiasts.
   b. Activities: Set up hosting infrastructure for the website. Deploy the application code and database to the production environment.
6. Maintenance and Evolution: Maintenance refers to the set of activities performed to keep a software system operational, reliable, and up-to-date after its initial development and deployment.
   Evolution, in the context of software systems, refers to the process of systematically transforming a software system to meet new requirements, adapt to new technologies, or improve its overall design.
   a. Objective: Sustain CrickTalk's functionality and adapt to changing user requirements.

9

b. Activities: Provide ongoing support and maintenance. Incorporate user feedback for continuous improvement. Implement updates and new features to keep the system relevant.

By aligning the system analysis and design processes with user requirements, CrickTalk aims to create a platform that not only meets the informational needs of cricket enthusiasts but also provides an engaging and user-friendly experience.

iv. System Planning (PERT Chart):
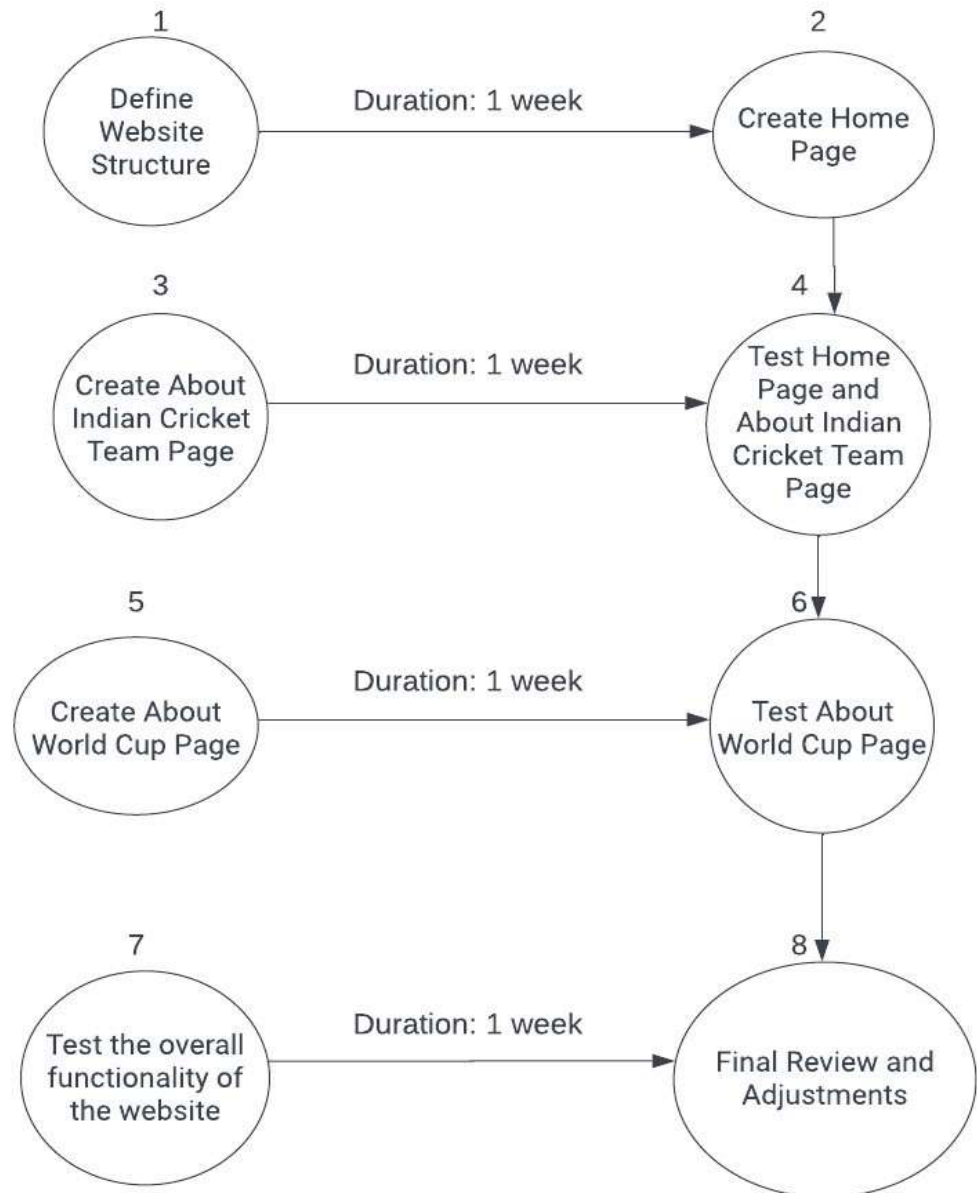
v. Methodology adopted, System Implementation & Details of Hardware & Software used, System Maintenance & Evaluation.

Methodology Adopted:
Methodology:
- **Front-end Development:** This approach involves creating the user interface and user experience, focusing on what users interact with directly.

Methodology Used: Waterfall Model The Waterfall Model is a traditional and linear approach to software development that follows a sequential and non-iterative process. It is one of the earliest and simplest models in the Software Development Life Cycle (SDLC). The development process in the Waterfall Model progresses through distinct phases, and each phase must be completed before moving on to the next one.

System Implementation:
The system implementation details will cover how you built and deployed your website.
Implementation Steps:
1. **Define Structure:** Determine the layout and structure of our website.
2. **HTML & CSS Coding:** Code the HTML and CSS for each page (Home, About ICT, About WC).
3. **Testing:** Ensure proper functionality and design consistency.
4. **Deployment:** Host the website on a server or a hosting platform.

Details of Hardware & Software Used:
For a basic HTML and CSS website, the hardware requirements are minimal, and the software used is primarily for development and hosting.
Hardware:
- Personal computer or laptop
Software:
- **VS Code & Notepad:** Used for coding HTML and CSS.

12

System Maintenance:

Maintenance involves updating content, fixing bugs, and ensuring ongoing functionality.

Maintenance Tasks:

1. **Content Updates:** Periodically update content on your pages.
2. **Bug Fixes:** Address any issues or bugs identified through testing.
3. **Browser Compatibility:** Ensure the website works well across various web browsers.

System Evaluation:

Evaluating the success of our website involves assessing performance, and meeting objectives.

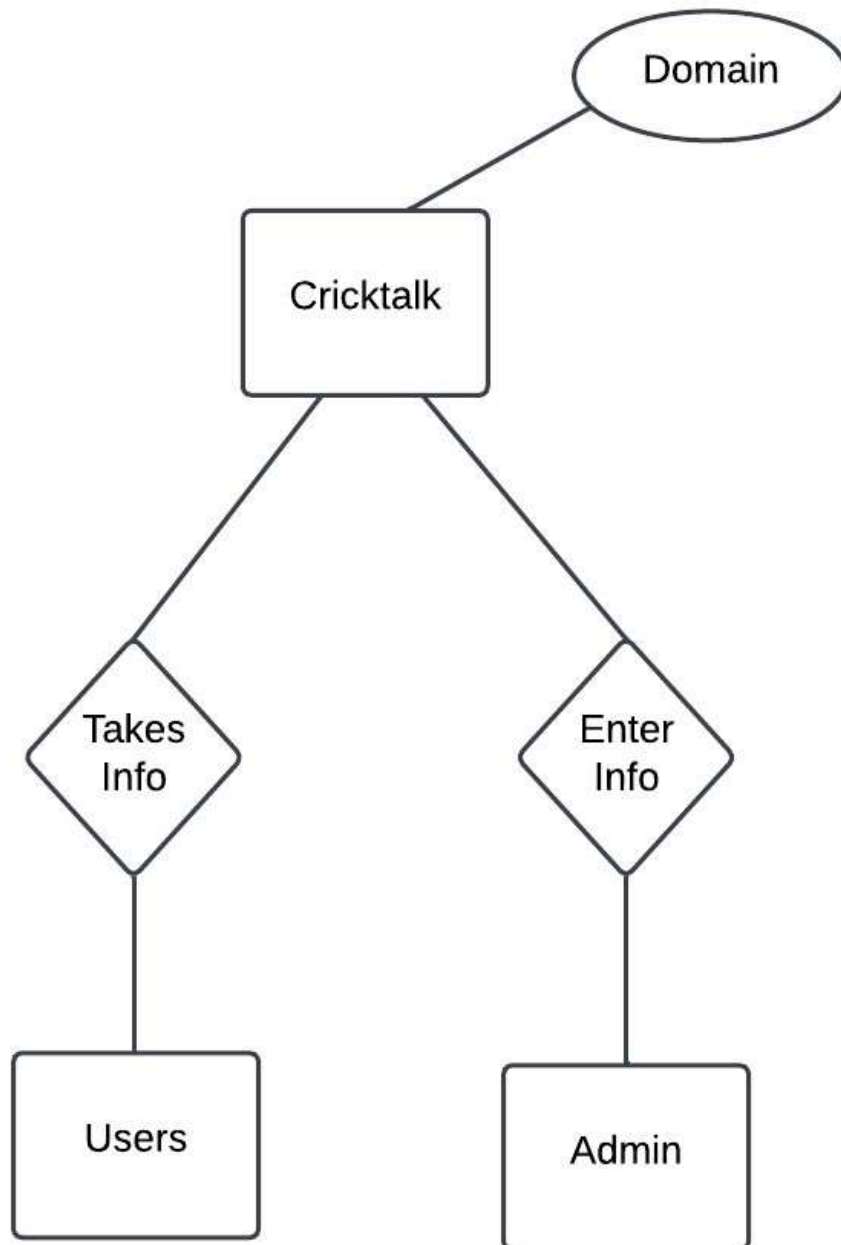**Evaluation Criteria:**

1. **Performance Metrics:** Monitor website performance (loading speed, responsiveness).
2. **Objective Achievement:** Assess whether the website meets its intended goals.

vi. Detailed Life Cycle of the Project

a. ERD, DFD

ERD:

Domain

Cricktalk

Takes Info

Enter Info

Users

Admin

Flowchart Diagram:
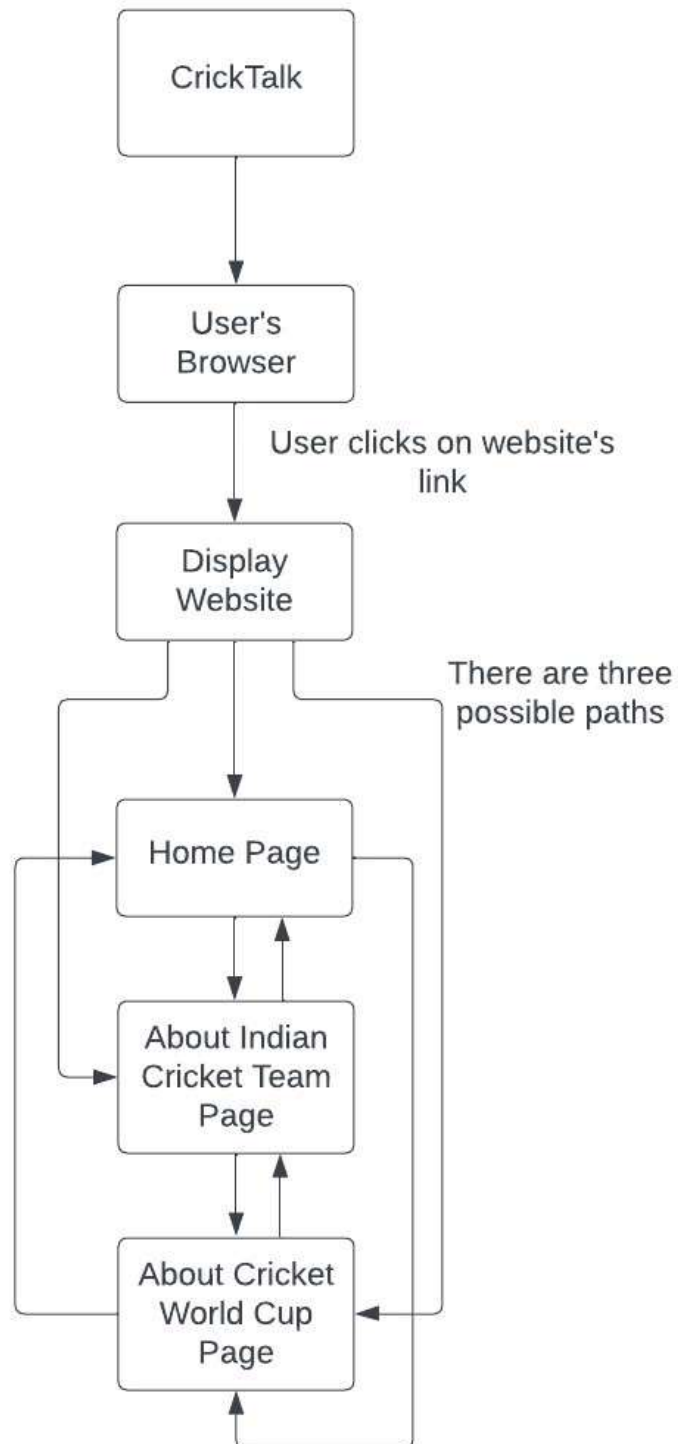
DFD level 0:
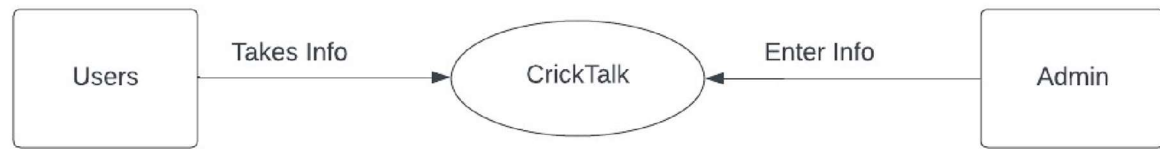
DFD level 1:
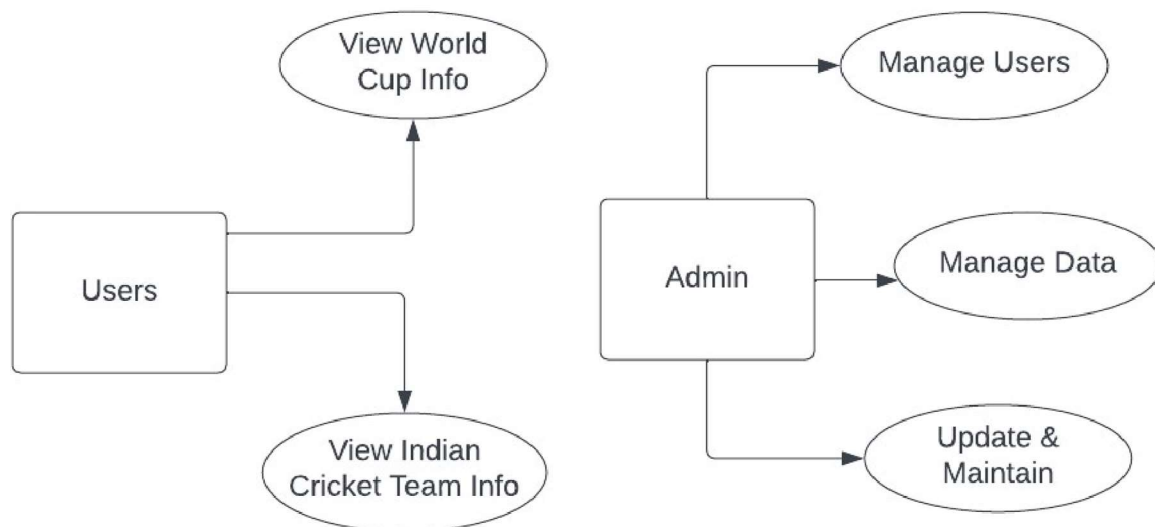
Use Case Diagram:
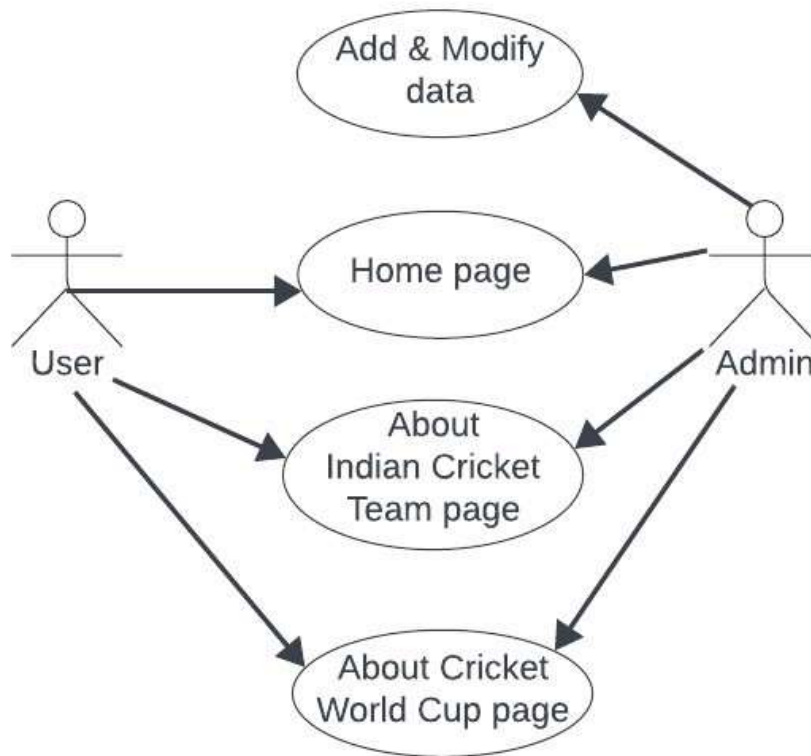
b. Input and Output Screen Design

Home Page:
Input:
- Navigation (clicking links to other pages).
Output:
- Displayed content, such as a welcome message, introductory text, and any relevant images.

About Indian Cricket Team Page:
Input:
- Navigation (clicking links to other pages).
Output:
- Detailed information about the Indian Cricket Team, including text, images, and potentially links to other related pages.

About Cricket World Cup Page:
Input:
- Navigation (clicking links to other pages).
Output:
- Information about the Cricket World Cup, including details about players, teams, and any other relevant content.

General Design Considerations:
1. **Navigation Bar:**
   - Consistent navigation bar across all pages.
   - Links to 'Home,' 'About Indian Cricket Team,' and 'About Cricket World Cup.'

2. **Page Structure:**
   - Header: Consistent branding and website title ('CrickTalk').
   - Main Content: Specific content for each page.
   - Footer: Optional, containing additional information or links.

3. **Styling**:
   - Consistent styling across pages for a unified look.
   - Use of appropriate fonts, colors, and spacing for readability.

c. Process involved

1. Conceptualization and Planning:
Centralized Information Hub:
- **Goal:** To serve as a centralized hub for cricket-related information.
- **Objective:** Aggregate and organize data on cricket teams, players, and matches, providing users with a one-stop destination for comprehensive cricket content.

The target audience for CrickTalk primarily includes cricket enthusiasts, fans, and individuals with a keen interest in the sport. Identifying the specific needs of this audience is crucial for tailoring the features and content of the website to meet their expectations. Here are some key aspects of the target audience and their needs:

Cricket Enthusiasts:
- **Need:** In-depth and up-to-date information about cricket teams, players, and matches.
- **Solution:** Provide comprehensive player profiles, team statistics, and match details. Include real-time updates and news to keep enthusiasts informed.

2. Requirements Gathering:
Cricket Teams and Players Database:

Requirement: A comprehensive database of cricket teams, players, and related statistics.

Details:

• Team profiles with historical performance, current squad details, and team statistics.

• Integration of real-time data for live updates.

3. Development:
In the creation of the "CrickTalk" project, HTML, CSS, and JavaScript play crucial roles in shaping the structure, style, and interactivity of the website. Here's a brief description of each language and its role in the project:

HTML (HyperText Markup Language):

Description: HTML is the foundational language for creating the structure and content of web pages.

Role in CrickTalk:

Defines the overall structure of the website, including header, navigation, main content, and footer.

Creates semantic markup for cricket-related content, such as teams, players, matches, and statistics.

19

CSS (Cascading Style Sheets):

    Description: CSS is a styling language used to control the presentation and layout of HTML documents.

    Role in CrickTalk:

        Styles the HTML elements to create an appealing and cohesive design.

        Implements a responsive design to ensure the website is visually appealing on various devices.

In summary, HTML provides the structural foundation, CSS enhances the visual presentation to the CrickTalk website. Together, these languages contribute to creating a seamless and engaging user experience for cricket enthusiasts visiting the platform.

4. Content: Content creation on the "CrickTalk" website involves curating, managing, and presenting comprehensive information related to cricket teams, players, matches, and other relevant topics. The goal is to offer users a rich and up-to-date resource for all things cricket. Here's a description of the content creation process on the CrickTalk website:

Player Profiles:

    Description: Detailed profiles for each cricket player, featuring personal information, career statistics, notable achievements, and current form.

    Process:

        Curate information from reputable sources, including official cricket boards, player interviews, and press releases.

Indian Team World Cup Page:

    Description: Comprehensive pages for cricket teams, encompassing historical performance, current squad details, team statistics, and key highlights.

    Process:

        Aggregate data from official cricket databases, team websites, and credible sports news outlets.

Content Strategy and Maintenance:

    Description: Develop a content strategy to ensure regular updates, fresh insights, and a well-maintained website.

    Process:

        Stay abreast of cricket events, trends, and developments to maintain relevance.

Content creation on the CrickTalk website is an ongoing process that requires collaboration with reliable sources, adherence to editorial standards, and a commitment to delivering high-quality, engaging content for cricket enthusiasts.

5. Maintenance and Update: Maintenance and updates are critical aspects of keeping the "CrickTalk" website relevant, secure, and functional. Here's a description of the maintenance and update processes for the CrickTalk website:

Content Updates:
Regularly update cricket-related content, including player profiles, team statistics, match schedules, and news.
Ensure that information is accurate, timely, and reflects the latest in the cricket world.

Performance Optimization:
Regularly review and optimize the website's performance.
Optimize images, scripts, and other elements to improve page loading times.

Security Updates:
Stay informed about the latest security threats and vulnerabilities. Implement security patches and updates promptly to protect against potential risks.

Feature Enhancements:
Introduce new features and functionalities that improve the overall user experience.
Prioritize updates based on user needs and emerging trends in the cricket community.

Technology Updates:
Stay abreast of advancements in web technologies, frameworks, and libraries.
Consider updates to the underlying technology stack to leverage new features and improvements.

d. Methodology used testing

Functional Testing

We will do the Boundary Value Analysis, Robustness testing and Worstcase testing.

Here we have input variables players, match and date which takes values in ranges like:
Players: 1 - 5
Match: Test, World Cup(WC), One-Day(OD), T20, IPL
Date: 07-06-2023 to 11-06-2023

1. <u>Boundary Value Analysis</u>

No of Test cases = 4n + 1 = 4(3) + 1 = 13

Test case	Match	Player	Date	Expected Outcome
1.	OD	3	09-06-2023	Invalid Output
2.	Test	3	09-06-2023	Invalid Output
3.	WC	3	09-06-2023	Invalid Output
4.	T20	3	09-06-2023	On 09-06-2023, Player 3 play T20
5.	IPL	3	09-06-2023	Invalid Output
6.	OD	1	09-06-2023	On 09-06-2023, Player 1 play OD
7.	OD	2	09-06-2023	On 09-06-2023, Player 2 play OD
8.	OD	4	09-06-2023	On 09-06-2023, Player 4 play OD
9.	OD	5	09-06-2023	On 09-06-2023, Player 5 play OD
10.	OD	3	07-06-2023	On 07-06-2023, Player 3 play OD
11.	OD	3	08-06-2023	On 08-06-2023, Player 3 play OD
12.	OD	3	10-06-2023	On 10-06-2023, Player 3 play OD
13.	OD	3	11-06-2023	On 11-06-2023, Player 3 play OD

2. <u>Robustness Testing</u>

Here no of test cases = 6n + 1 = 6(3) + 1 = 19

Test case	Match	Player	Date	Expected Outcome
1.	T10	3	09-06-2023	Invalid Output
2.	Test	3	09-06-2023	Invalid Output
3.	WC	3	09-06-2023	Invalid Output
4.	OD	3	09-06-2023	Invalid Output
5.	T20	3	09-06-2023	On 09-06-2023, Player 3 play T20
6.	IPL	3	09-06-2023	Invalid Output
7.	BBL	3	09-06-2023	Invalid Output
8.	OD	0	09-06-2023	Invalid Output
9.	OD	1	09-06-2023	On 09-06-2023, Player 1 play OD
10.	OD	2	09-06-2023	On 09-06-2023, Player 2 play OD
11.	OD	4	09-06-2023	On 09-06-2023, Player 4 play OD
12.	OD	5	09-06-2023	On 09-06-2023, Player 5 play OD
13.	OD	6	09-06-2023	Invalid Output
14.	OD	3	06-06-2023	Invalid Output
15.	OD	3	07-06-2023	On 07-06-2023, Player 3 play OD
16.	OD	3	08-06-2023	On 08-06-2023, Player 3 play OD
17.	OD	3	10-06-2023	On 10-06-2023, Player 3 play OD
18.	OD	3	11-06-2023	On 11-06-2023, Player 3 play OD
19.	OD	3	12-06-2023	Invalid Output

3. <u>Worst - case Testing</u>

Here no of test cases = $5^n = 5^3 = 125$

Test case	Match	Player	Date	Expected Outcome
1.	Test	1	07-06-2023	On 07-06-2023, Player 1 play Test match
2.	Test	1	08-06-2023	On 08-06-2023, Player 1 play Test match
3.	Test	1	09-06-2023	On 09-06-2023, Player 1 play Test match
4.	Test	1	10-06-2023	On 10-06-2023, Player 1 play Test match
5.	Test	1	11-06-2023	On 11-06-2023, Player 1 play Test match
6.	Test	2	07-06-2023	On 07-06-2023, Player 2 play Test match
7.	Test	2	08-06-2023	On 08-06-2023, Player 2 play Test match
8.	Test	2	09-06-2023	Invalid Output
9.	Test	2	10-06-2023	Invalid Output
10.	Test	2	11-06-2023	Invalid Output
11.	Test	3	07-06-2023	Invalid Output
12.	Test	3	08-06-2023	Invalid Output
13.	Test	3	09-06-2023	Invalid Output
14.	Test	3	10-06-2023	Invalid Output
15.	Test	3	11-06-2023	Invalid Output
16.	Test	4	07-06-2023	Invalid Output
17.	Test	4	08-06-2023	Invalid Output
18.	Test	4	09-06-2023	Invalid Output
19.	Test	4	10-06-2023	Invalid Output

20.	Test	4	11-06-2023	Invalid Output
21.	Test	5	07-06-2023	On 07-06-2023, Player 5 play Test match
22.	Test	5	08-06-2023	On 08-06-2023, Player 5 play Test match
23.	Test	5	09-06-2023	On 09-06-2023, Player 5 play Test match

24.	Test	5	10-06-2023	Invalid Output
25.	Test	5	11-06-2023	Invalid Output
26.	WC	1	07-06-2023	Invalid Output
27.	WC	1	08-06-2023	Invalid Output
28.	WC	1	09-06-2023	Invalid Output
29.	WC	1	10-06-2023	Invalid Output
30.	WC	1	11-06-2023	Invalid Output
31.	WC	2	07-06-2023	Invalid Output
32.	WC	2	08-06-2023	Invalid Output
33.	WC	2	09-06-2023	On 09-06-2023, Player 2 play WC
34.	WC	2	10-06-2023	On 10-06-2023, Player 2 play WC
35.	WC	2	11-06-2023	On 11-06-2023, Player 2 play WC
36.	WC	3	07-06-2023	On 07-06-2023, Player 3 play WC
37.	WC	3	08-06-2023	On 08-06-2023, Player 3 play WC
38.	WC	3	09-06-2023	Invalid Output
39.	WC	3	10-06-2023	Invalid Output
40.	WC	3	11-06-2023	Invalid Output
41.	WC	4	07-06-2023	On 07-06-2023, Player 4 play WC

25

42.	WC	4	08-06-2023	Invalid Output
43.	WC	4	09-06-2023	Invalid Output
44.	WC	4	10-06-2023	Invalid Output
45.	WC	4	11-06-2023	On 11-06-2023, Player 4 play WC
46.	WC	5	07-06-2023	Invalid Output
47.	WC	5	08-06-2023	Invalid Output
48.	WC	5	09-06-2023	Invalid Output
49.	WC	5	10-06-2023	On 10-06-2023, Player 5 play WC
50.	WC	5	11-06-2023	On 11-06-2023, Player 5 play WC

CODING & SCREENSHOT OF THE PROJECT

Coding:

Html file 1:

```html
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>CrickTalk</title>
<link
href="https://fonts.googleapis.com/css2?family=Roboto:wght@400;700&display=swap" rel="stylesheet">
<style>
/* CSS styling */
body {
font-family: 'Roboto', sans-serif;
margin: 0;
padding: 0;
background-color: #ffffff;
color: #333;
}
header {
background-color: #003366;
color: #ffffff;
padding: 20px;
text-align: center;
}
nav ul {
list-style-type: none;
margin: 0;
padding: 0;
}
nav ul li {
display: inline;
margin-right: 20px;
```

```
}
nav ul li a {
text-decoration: none;
color: #ffffff;
font-weight: bold;
}
footer {
background-color: #003366;
color: #ffffff;
text-align: center;
padding: 20px;
bottom: 0;
width: 100%;
}
section {
padding: 20px;
}
</style>
</head>
<body>
<header>
<h1>CrickTalk</h1>
<nav>
<ul>
<li><a href="C:\Users\aakas\Desktop\VIPS-TC BCA\SEMESTER-6\Major
Project\D1.html">Home</a></li>
<li><a href="C:\Users\aakas\Desktop\VIPS-TC BCA\SEMESTER-6\Major
Project\D2.html">About Indian Cricket Team</a></li>
<li><a href="C:\Users\aakas\Desktop\VIPS-TC BCA\SEMESTER-6\Major
Project\D3.html">About Cricket World Cup</a></li>
</ul>
</nav>
</header>
<center>
<img src="C:\Users\aakas\OneDrive\Pictures\Screenshots\photo.jpg.png" alt="Cricket
Image" style="width: 400px; height: auto;">
<img src="C:\Users\aakas\Pictures\Screenshots\Screenshot 2024-04-28 000031.png"
alt="Cricket Image" style="width: 550px; height: auto;">
```

```html
<img src="C:\Users\aakas\Pictures\Screenshots\Screenshot 2024-04-28 000118.png"
alt="Cricket Image" style="width: 500px; height: auto;">
</center>
<section>
<h2>Welcome to CrickTalk</h2>
<p>Explore the world of Cricket with CrickTalk, your go-to destination
for comprehensive cricket analysis and
up-to-date information.</p>
<p>Whether you're a passionate cricket fan or
just curious about the latest happenings in the
cricket world, we've got you covered.</p>
<p>We at CrickTalk aim to help Cricket Enthusiasts by providing in
depth analysis of the data of
Indian Cricket Players.</p>
<h3>Key Features:</h3>
<p>1. About Indian Cricket Team: Dive deep into the profiles of your
favorite cricket teams.
Get to know their statistics, achievements, and the latest news
surrounding them.</p>
<p>2. About Cricket World Cup: Stay informed about players and teams who have set
benchmarks in the cricket world cup tournaments.
</p>
</section>
<center><iframe src="https://widget.crictimes.org/" style="width:80%;min-height: 450px;"
frameborder="0" scrolling="yes"></iframe></center>
&nbsp
<center><iframe src="https://cricketdata.org/games/" style="width:100%;min-height:
700px;" frameborder="0" scrolling="yes"></iframe></center>
<footer>
<p>&copy; 2024 CrickTalk. All rights reserved.</p>
</footer>
</body>
</html>
```

Html file 2:

```html
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>CrickTalk</title>
<link
href="https://fonts.googleapis.com/css2?family=Roboto:wght@400;700&display=swa
p" rel="stylesheet">
<style>
/* CSS styling */
body {
font-family: 'Roboto', sans-serif;
margin: 0;
padding: 0;
background-color: #ffffff;
color: #333;
}
header {
background-color: #003366;
color: #ffffff;
padding: 20px;
text-align: center;
}
nav ul {
list-style-type: none;
margin: 0;
padding: 0;
}
nav ul li {
display: inline;
margin-right: 20px;
}
nav ul li a {
text-decoration: none;
color: #ffffff;
font-weight: bold;
```

```
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footer {
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color: #ffffff;
text-align: center;
padding: 20px;
bottom: 0;
width: 100%;
}
section {
padding: 40px;
}
</style>
</head>
<body>
<header>
<h1>CrickTalk</h1>
<nav>
<ul>
<li><a href="C:\Users\aakas\Desktop\VIPS-TC BCA\SEMESTER-6\Major
Project\D1.html">Home</a></li>
<li><a href="C:\Users\aakas\Desktop\VIPS-TC BCA\SEMESTER-6\Major
Project\D2.html">About Indian Cricket Team</a></li>
<li><a href="C:\Users\aakas\Desktop\VIPS-TC BCA\SEMESTER-6\Major
Project\D3.html">About Cricket World Cup</a></li>
</ul>
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governed by the Board of Control for Cricket in India (BCCI), and is a Full Member of the
International Cricket Council (ICC) with Test, One Day International (ODI) and Twenty20
International (T20I) status.
</p>
<p>Cricket was introduced to the Indian subcontinent by the British in the 18th century, and
the first cricket club was established in 1792. India's men's national cricket team played its
first international match on 25 June 1932 in a Lord's Test against England becoming the
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sixth team to be granted Test cricket status. India had to wait until 1952, approximately twenty years to its first Test victory. In its first fifty years of international cricket, success was limited, with only 35 wins in 196 Tests. The team, however, gained strength in the 1970s with the emergence of the Indian spin quartet, and players like Sunil Gavaskar, Gundappa Viswanath, and Kapil Dev. In men's limited-overs cricket, India made its ODI debut against England in 1974 and T20I debut against South Africa in 2006.</p>
<p>The team has won five major ICC tournaments, winning the Cricket World Cup twice (1983 and 2011), the ICC T20 World Cup once (2007) and the ICC Champions Trophy twice (2002 and 2013). They have also finished as runners-up in the World Cup twice (2003 and 2023), the T20 World Cup once (2014), the Champions Trophy twice (2000 and 2017) and the ICC World Test Championship finals in the first two editions (2021, 2023). It was the second team after the West Indies to win the World Cup and the first team to win the World Cup on home soil after winning the 2011 Cricket World Cup.</p>
<p>They have also won the Asia Cup eight times, in 1984, 1988, 1990–91, 1995, 2010, 2016, 2018, 2023, while finishing runners-up thrice (1997, 2004, 2008).</p>
<p>India also won a gold medal in 2022 Asian Games.</p>
<p>Other achievements include winning the ICC Test Championship Mace five times and the ICC ODI Championship Shield once.</p>
<p>As of now, the team is ranked first (Tests, ODIs and T20Is) in the ICC rankings. With such success, it is one of the most successful teams in international cricket.</p><center>
<image src="C:\Users\aakas\Pictures\Screenshots\Screenshot 2024-04-27 193526.png"/>
<image src="C:\Users\aakas\Pictures\Screenshots\Screenshot 2024-04-27 193601.png"/>
<image src="C:\Users\aakas\Pictures\Screenshots\Screenshot 2024-04-27 193700.png"/></center>
<p> </p>

<h2>International Grounds</h2>
<center>

</center>
<p>There are numerous world-renowned cricket stadiums located in India. Most grounds are under the administration of various state cricket boards as opposed to being under the control of the BCCI. The Bombay Gymkhana was the first ground in India to host a full-scale cricket match featuring an Indian cricket team. This was between the Parsis and the Europeans in 1877. The first stadium to host a Test match in India was also the Gymkhana Ground in Bombay in 1933, the only Test it ever hosted. The second and third Tests in the 1933 series were hosted at Eden Gardens and Chepauk. The Feroz Shah Kotla Ground in Delhi was the first stadium to host a Test match after independence, a draw against the West

Indies in 1948, the first of a 5-Test series. 21 stadiums in India have hosted at least one official Test match. In recent years, there has been an increase in the number of world-class cricket stadiums in India.</p>
<p>India currently has the world's largest cricket stadium. The Narendra Modi Stadium, is a cricket stadium in Ahmedabad, Gujarat, India. Eden Gardens in Kolkata has hosted the most Tests, and also has the third-largest seating capacity of any cricket stadium in the world. Founded in 1864, it is one of the most historical stadiums in India, having hosted numerous historical and controversial matches. Other major stadiums in India include the Arun Jaitley Cricket Stadium, which was established in 1883 and hosted memorable matches including Anil Kumble's ten wickets in an innings haul against Pakistan.</p>
<p>The Bombay Gymkhana hosted the first Test match in India which is the only Test it has hosted to date. Wankhede Stadium, established in 1974, has a capacity to hold 33,000 spectators and is currently the most popular venue in the city. It has hosted 24 Test matches. It was the unofficial successor of the Brabourne Stadium, which is also located in Mumbai. Mumbai is often considered the cricketing capital of India because of its fans and the talent it produces (see Mumbai cricket team). Thus the stadium regularly hosts major Test matches. The M. A. Chidambaram Stadium in Chepauk is also considered to be an important historical Indian cricket ground, established in the early 1900s, and it was the site of India's first Test victory.</p>
</section>
<footer>
<p>© 2024 CrickTalk. All rights reserved.</p>
</footer>
</body>
</html>

Html file 3:

```html
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<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>CrickTalk</title>
<link
href="https://fonts.googleapis.com/css2?family=Roboto:wght@400;700&display=swa
p" rel="stylesheet">
<style>
/* CSS styling */
body {
font-family: 'Roboto', sans-serif;
margin: 0;
padding: 0;
background-color: #ffffff;
color: #333;
}
header {
background-color: #003366;
color: #ffffff;
padding: 20px;
text-align: center;
}
nav ul {
list-style-type: none;
margin: 0;
padding: 0;
}
nav ul li {
display: inline;
margin-right: 20px;
}
nav ul li a {
text-decoration: none;
color: #ffffff;
font-weight: bold;
```

```
}
footer {
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<p>The Cricket World Cup, officially known as ICC Men's Cricket World Cup, is the
international championship of One Day International (ODI) cricket. The event is organised
by the sport's governing body, the International Cricket Council (ICC), every four years,
with preliminary qualification rounds leading up to a finals tournament. The tournament is
one of the world's most viewed sporting events and considered as the "flagship event of the
international cricket calendar" by the ICC. It is widely considered the pinnacle
championship of the sport of cricket.</p>
```

35

<p>The first World Cup was organised in England in June 1975, with the first ODI cricket match having been played only four years earlier. However, a separate Women's Cricket World Cup had been held two years before the first men's tournament, and a tournament involving multiple international teams had been held as early as 1912, when a triangular tournament of Test matches was played between Australia, England and South Africa. The first three World Cups were held in England. From the 1987 tournament onwards, hosting has been shared between countries under an unofficial rotation system, with fourteen ICC members having hosted at least one match in the tournament.</p>
<p>The current format involves a qualification phase, which takes place over the preceding three years, to determine which teams qualify for the tournament phase. In the tournament phase, 10 teams, including the automatically qualifying host nation, compete for the title at venues within the host nation over about a month. In the 2027 edition, the format will be changed to accommodate an expanded 14-team final competition.</p>
<p>A total of twenty teams have competed in the 13 editions of the tournament, with ten teams competing in the recent 2023 tournament. Australia has won the tournament six times, India and West Indies twice each, while Pakistan, Sri Lanka and England have won it once each. The best performance by a non-full-member team came when Kenya made the semi-finals of the 2003 tournament.</p>
<p>Australia is the current champion after winning the 2023 World Cup in India. The subsequent 2027 World Cup will be held jointly in South Africa, Zimbabwe, and Namibia.</p>
<center>

</center>
</section>
<footer>
<p>© 2024 CrickTalk. All rights reserved.</p>
</footer>
</body>
</html>

Screenshot of the project:

Cricket Data
Version 1.0

Play the Batsman!

The batsman rules the game! Hit or miss - it's completely within your control. Play the role of the Batsman from - India, Pakistan, USA, South Africa, Sri Lanka, or England - and guide your game to completion!

Play the Fielder!

The world is in your hands - save or drop, you control the flow of the game! Step into the shoes of a fielder from India, Pakistan, USA, South Africa, Sri Lanka, or England - and enjoy the wonderful nature of web sports!

Play cricket games online with CricketData.org and enjoy yourself! Take a break from the score-oriented nature of the game and simply have some fun.

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Home   About Indian Cricket Team   About Cricket World Cup

About Indian Cricket Team

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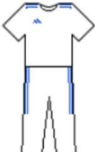
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Tests	
First Test	v ➕ England at Lord's, London; 25–28 June 1932
Last Test	v ➕ England at Himachal [...]

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India

Nickname(s)	Men in Blue
Association	Board of Control for Cricket in India
Personnel	
Captain	Rohit Sharma
Coach	Rahul Dravid
Batting coach	Vikram Rathour
Bowling coach	Paras Mhambrey
Fielding coach	T. Dilip
History	
Test status acquired	1931
International Cricket Council	
ICC status	Full Member (1926)
ICC region	ACC

ICC Rankings	Current[3]	Best-ever
Test	1st	1st (1 April 1973)
ODI	1st	1st (January 2013)

Tests

First Test	v ⊞ England at Lord's, London; 25–28 June 1932
Last Test	v ⊞ England at Himachal Pradesh Cricket Association Stadium, Dharamshala; 7–9 March 2024

Tests	Played	Won/Lost
Total[4]	579	178/178 (222 draws, 1 tie)
This year[5]	6	5/1 (0 draws)

World Test Championship appearances: 2 (first in *2019–2021*)

Best result: 🏆 Runners-up (2019–21, 2021–23)

One Day Internationals

First ODI	v ⊞ England at Headingley, Leeds; 13 July 1974
Last ODI	v ▶ South Africa at Boland Park, Paarl; 21 December 2023

ODIs	Played	Won/Lost
Total[6]	1,055	559/443 (9 ties, 44 no results)
This year[7]	0	0/0 (0 ties, 0 no results)

World Cup appearances: 13 (first in *1975*)

Twenty20 Internationals

First T20I	v ▶ South Africa at Wanderers Stadium, Johannesburg; 1 December 2006
Last T20I	v 🏴 Afghanistan at M. Chinnaswamy Stadium, Bangalor; 17 January 2024

T20Is	Played	Won/Lost
Total[8]	219	140/68 (5 ties, 6 no results)
This year[9]	3	2/0 (1 tie, 0 no results)

T20 World Cup appearances: 8 (first in *2007*)

Best result: 🏆 Champions (2007)

International Grounds

Locations of active international stadiums in India

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39

CrickTalk

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ICC Men's Cricket World Cup

The Cricket World Cup Trophy

Administrator	International Cricket Council (ICC)
Format	One Day International
First edition	1975 🏴 England
Latest edition	2023 🇮🇳 India
Next edition	2027 🇿🇦 South Africa 🇿🇼 Zimbabwe 🇳🇦 Namibia
Number of teams	10[1] (14 from 2027)
Current champion	🇦🇺 Australia (6th title)
Most successful	🇦🇺 Australia (6 titles)
Most runs	🇮🇳 Sachin Tendulkar (2,278)[2]
Most wickets	🇦🇺 Glenn McGrath (71)[3]
Website	cricketworldcup.com 🔗

Cricket World Cups

Year	Champions
1975	🏴 West Indies
1979	🏴 West Indies (2)
1983	🇮🇳 India
1987	🇦🇺 Australia
1992	🇵🇰 Pakistan
1996	🇱🇰 Sri Lanka
1999	🇦🇺 Australia (2)
2003	🇦🇺 Australia (3)
2007	🇦🇺 Australia (4)
2011	🇮🇳 India (2)
2015	🇦🇺 Australia (5)
2019	🏴 England
2023	🇦🇺 Australia (6)

40

CONCLUSION & FUTURE SCOPE

Conclusion:

In conclusion, CrickTalk emerges as a platform tailored for cricket aficionados, offering a seamless and enriching experience in the world of cricket. Through its user-friendly website, the project successfully achieves its primary objective of serving as a comprehensive hub for cricket information.

 The user-centric design fosters an immersive journey, allowing visitors to delve into the intricacies of the sport effortlessly.

 The project stands as a testament to the fusion of technology and sports passion, offering a one-stop destination for cricket enthusiasts to stay informed, engaged, and connected. With its commitment to accuracy, accessibility, and user satisfaction, CrickTalk solidifies its place as an indispensable resource in the ever-evolving landscape of cricket information. As the project evolves, it has the potential to further amplify the joy and engagement of cricket enthusiasts, becoming an integral part of their cricketing journey.

Future Scope of CrickTalk:

1. **Expansion of Cricket Coverage:** CrickTalk can broaden its scope by including comprehensive coverage of various cricket formats, leagues, and tournaments worldwide. This expansion could encompass women's cricket, and other emerging cricketing events.

2. **Mobile Application Development:** Developing a mobile application for CrickTalk can extend its accessibility, allowing users to enjoy cricketrelated content on the go. A mobile app can provide personalized notifications, live updates, and a seamless user experience, enhancing the overall reach and convenience for users.

REFERENCES

Following mentioned websites have served as valuable sources in supporting the content of this work:

- ☐ https://www.wikipedia.org/
- ☐ https://www.icc-cricket.com/
- ☐ https://www.cricketworldcup.com/
- ☐ https://crictimes.org/
- ☐ https://cricketdata.org/