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PROJECT :HAND CRICKET GAME

CODE :

#include<stdio.h>

#include<string.h>

#include<time.h>

#include<stdlib.h>

int GetPlayerToss(char player1[],char player2[],int oversToplay);

int batting(char battingplayer[],char bowlingplayer[],int oversToplay);

int main()

{

int i,j,overs,noovers,player1Toss,player2Toss;

char player1[50],player2[50];

srand(time(NULL));

printf("-----------------------------------WELCOME TO HAND CRICKET GAME-------------------------------------\n");

printf("Enter Player 1 Name:");

fflush(stdin);

gets(player1);

printf("Enter Player 2 Name:");

fflush(stdin);

gets(player2);

printf("Enter\n1 - Fixed Overs\n2 - Play Until Out\n3 - How to Play?\n4 - Exit: ");

scanf("%d",&noovers);

do{

if(noovers==1)

{

printf("Enter No Of Overs: ");

scanf("%d",&overs);

player1Toss=GetPlayerToss(player1,player2,overs);

}

else if(noovers==2)

{

player1Toss=GetPlayerToss(player1,player2,0);

}

else if(noovers==3)

{

printf("How To Play?\n");

printf("Until a player Won the toss Follow the Output and give whatever it asks you to give\n");

printf("Then the Player who won the toss chooses either to Bat or to Bowl\n");

printf("The Player who chose batting and bowling has to proceed by pressing enter Key one by one\n");

printf("Where System will generate Random number as runs for both players.Player 1 runs keeps on adding until his runs equals to player 2 runs\n");

printf("Finally When Player 1 is Out.Till then his runs are his final Score.The Same process will be Conducted for player 2.\n");

printf("Finally whoever is having Highest Score is the Winner.\n\n");

printf("For Example: Player 1 Won the Toss And Chose Batting.Then When Player 1 Press Enter Key,A score will be generated for Player 1\n");

printf("Suppose runs are 5 So Player 1 Score=5.Then Player 2 Also Presses Enter key.Then if he got a Score of 4.So Player 2 Score =4\n");

printf("As Player 1 Score is not equal to player 2 Score Then Player 1 is not out and hi score will be 5 after 1st ball \n");

printf("In 2nd ball Player 1 got 3 runs and Player 2 got 4.Since again both are not equal.Player 1 Score=5+3=8\n");

printf("If in the 3rd Ball Player 1 got 4 runs and Player 2 also got 4 runs Then Player 1 Score is equal to Player 2's Score Then Player 1 is Out\n");

printf("Then Final Score of player 1 is 8 runs.\n");

printf("The Same Process is done for Player 2.So Finaly who ever got more score is Winner\n");

}

else

{

printf("--------------------------------------------Invalid Choice--------------------------------------------\n");

}

printf("Enter 1 - Fixed Overs\n2 - Play Until Out\n3 - How to Play?\n4 - Exit: ");

scanf("%d",&noovers);

}while(noovers>=1 && noovers<=3);

return(0);

}

int GetPlayerToss(char player1[],char player2[],int oversToplay)

{

int player1Choice,player2Choice,toss,player1Toss,batorbowlChoice,player2Score,player1Score;

printf("%s Choose your choice either 1 for head or 2 for tail: ",player1);

scanf("%d",&player1Choice);

if(player1Choice==1)

{

player2Choice=2;

printf("%s Choice is Tail\n",player2);

}

else if(player1Choice==2)

{

player2Choice=1;

printf("%s Choice is Head\n",player2);

}

else

{

printf("--------------------------------------------Invalid Choice--------------------------------------------\n");

return(0);

}

toss=rand()%2;

toss=toss+1;

if(toss==1)

printf("Toss is Head\n");

else

printf("Toss is Tail\n");

if(toss==player1Choice)

{

player1Toss=1;

printf("Player 1 %s Won the Toss\n",player1);

printf("Choose\n1 - Batting\n2 - Bowl: ");

scanf("%d",&batorbowlChoice);

if(batorbowlChoice==1)

{

printf("----------------%s is Going to bat Now-----------------------\n",player1);

player1Score=batting(player1,player2,oversToplay);

printf("----------------%s is Going to bat Now-----------------------\n",player2);

player2Score=batting(player2,player1,oversToplay);

printf("----------------Its Time for Results-----------------------\n");

}

else

{

printf("----------------%s is Going to bat Now-----------------------\n",player2);

player2Score=batting(player2,player1,oversToplay);

printf("----------------%s is Going to bat Now-----------------------\n",player1);

player1Score=batting(player1,player2,oversToplay);

printf("----------------Its Time for Results-----------------------\n");

}

}

else if(toss==player2Choice)

{

player1Toss=2;

printf("Player 2 %s Won the Toss\n",player2);

printf("Choose\n1 - Batting\n2 - Bowl: ");

scanf("%d",&batorbowlChoice);

if(batorbowlChoice==1)

{

printf("----------------%s is Going to bat Now-----------------------\n",player2);

player2Score=batting(player2,player1,oversToplay);

printf("----------------%s is Going to bat Now-----------------------\n",player1);

player1Score=batting(player1,player2,oversToplay);

printf("----------------Its Time for Results-----------------------\n");

}

else

{

printf("----------------%s is Going to bat Now-----------------------\n",player1);

player1Score=batting(player1,player2,oversToplay);

printf("----------------%s is Going to bat Now-----------------------\n",player2);

player2Score=batting(player2,player1,oversToplay);

printf("----------------Its Time for Results-----------------------\n");

}

}

else

{

printf("------------------------------------------------Error-------------------------------------------------\n");

return(0);

}

if(player1Score==player2Score)

{

printf("Draw Match\nThanks For Playing the Game\n");

}

if(player1Score>player2Score)

printf("%s Won the Match\nThanks for Playing the Game\n",player1);

if(player1Score<player2Score)

printf("%s Won the Match\nThanks for Playing the Game\n",player2);

return(player1Toss);

}

int batting(char battingplayer[],char bowlingplayer[],int oversToplay)

{

int i,j,battingScore,sum=0,bowlerSocre,flag=1;

char c;

if(oversToplay>0)

{

for(i=1;i<=oversToplay;i++)

{

for(j=1;j<=6;j++)

{

printf("%d.%d ball\n",i,j);

printf("%s Press Enter key to bowl :",bowlingplayer);

fflush(stdin);

scanf("%c",&c);

fflush(stdin);

bowlerSocre=(int)rand()%7;//Generate from 0-6 where 0 means no ball

printf("%s Press Enter key to bat :",battingplayer);

fflush(stdin);

scanf("%c",&c);

fflush(stdin);

battingScore=rand()%7;//Generate 0-6 runs

if(battingScore==bowlerSocre)

{

flag=0;

printf("-----------------%s is Out----------------\n",battingplayer);

printf("%s Total Score=%d\n",battingplayer,sum);

if(sum==0)

printf("-----------Hehehe Duck Out-----------------\n");

break;

}

else

{

printf("Got %d runs\n",battingScore);

if(battingScore==6)

printf("Sixerrrrrr Keep it Up\n");

if(battingScore==4)

printf("Its a Four Great Man\n");

sum=sum+battingScore;

printf("%s Score=%d\n",battingplayer,sum);

}

}

if(flag==0)

break;

}

return(sum);

}

if(oversToplay==0)

{

while(flag)

{

printf("%s Press Enter key to bowl :",bowlingplayer);

fflush(stdin);

scanf("%c",&c);

fflush(stdin);

bowlerSocre=(int)rand()%7;//Generate from 0-6 where 0 means no ball

printf("%s Press Enter key to bat :",battingplayer);

fflush(stdin);

scanf("%c",&c);

fflush(stdin);

battingScore=rand()%7;//Generate 0-6 runs

if(battingScore==bowlerSocre)

{

flag=0;

printf("-----------------%s is Out----------------\n",battingplayer);

printf("%s Total Score=%d\n",battingplayer,sum);

if(sum==0)

printf("-----------Hehehe Duck Out-----------------\n");

break;

}

else

{

printf("Got %d runs\n",battingScore);

if(battingScore==6)

printf("Sixerrrrrr Keep it Up\n");

if(battingScore==4)

printf("Its a Four Great Man\n");

sum+=battingScore;

printf("%s Score=%d\n",battingplayer,sum);

}

}

return(sum);

}

}







