COMPUTER SCIENCE BOARD PROJECT (2023-24)

TOPIC: *Game of Cricket*

NAME: *Arya Mandal*

CLASS: *11*

SECTION: *K*

ROLL NUMBER: *18*

CERTIFICATION:

This is to certify that the project bearing the title: **GAME OF CRICKET"** *stands as an attested testament to the genuine efforts contributed by:*

● Swastik Mondal

 ● Adrija Sen

● Sayan Sarkar

This undertaking serves as an authentic representation of the fulfilment of academic requisites within the domain of **COMPUTER SCIENCE, as stipulated by the Central Board of Secondary Education (CBSE), for the esteemed CBSE ALL INDIA SENIOR SCHOOL CERTIFICATE EXAMINATION (AISSCE) during the academic year 2023-24.**

The completion of this project signifies a notable stride in the intellectual journey of the aforementioned students. It was pursued at the distinguished institution: **DELHI PUBLIC SCHOOL, RUBY PARK, KOLKATA.**

DATE:

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INTERNAL EXAMINER

ACKNOWLEDGEMENT:

*I extend my heartfelt appreciation to my esteemed Computer Science teacher, **Mr. Sushil Singh**, for his invaluable guidance, unwavering support, meticulous supervision, insightful constructive feedback, and thoughtful recommendations throughout the development of this project. His expertise and dedication have been pivotal in shaping this endeavour.*

*I am equally indebted to my dedicated team members, whose collective efforts, encouragement, collaborative suggestions, iterative refinements, and innovative solutions have been instrumental in the successful realisation of this undertaking. I am profoundly grateful and extend my sincere acknowledgments to the Principal, **Mrs. Joyoti Chaudhuri**, of **Delhi Public School, Ruby Park, Kolkata**, for her visionary leadership and unyielding encouragement, and for providing a conducive environment that facilitated the execution of this project.*

SYNOPSIS:

OBJECTIVE:

*To create a **Game of cricket, using Python**. In this game the user is player 1 and the computer is player 2.*

AIM:

To introduce the game of cricket featured as "hand cricket" to the technically minded youth clearing their viewpoints in the field of cricket and programming.

FEATURES:

- *This program may be a basic usage of a hand cricket diversion where a player can select to either bat or bowl against the computer. Let's break down the highlights of the program:*

- *Player Input: The player is provoked to input whether they need to bat or bowl.*

- *Innings and Overs: The diversion is organized with 12 balls per innings. There's an opportunity for a moment innings if the player loses two wickets within the to begin with innings.*

Batting Rationale:

- *The player bats and inputs their figure between 1 and 6.*
- *A irregular number is produced for the computer's bowling.*
- *In case the player's figure matches the computer's bowling, the player is considered out.*
- *The player's runs are increased based on their redress surmises.*

Bowling Rationale:

- *In the event that the player chooses to bowl, they input their figure for each ball.*
- *A irregular number is produced for the computer's batting.*
- *On the off chance that the player's figure matches the computer's batting, the computer's batsman is considered out.*
- *The computer's runs are increased based on its adjust surmises.*
- *Wicket Tally: The program keeps track of the number of wickets misplaced by both the player and the computer.*

● Winning Rationale:

- *After both innings are completed, the program decides the victor based on the whole runs scored by the player and the computer.*
- *In the event that the player's add up to runs are higher, they win; something else, they lose.*
- *Blunder Dealing with:*

- *The program incorporates blunder dealing with for invalid inputs, such as when the player inputs a number exterior the run of to 6.*
- *Yield Messages: The program gives instructive yield messages to advise the player approximately the current status of the amusement, whether it's the player's turn to bat, bowl, or the diversion has finished.*

- *In general, the program reenacts a straightforward hand cricket diversion where the player interatomic with the computer to create surmises and score runs or reject the computer's batsman. While the program capacities as a fundamental hand cricket amusement, there are a few repetitive code areas and issues with the structure that may be optimized and organized more productively for way better coherence and viability.*

Limitations:

- *Restricted Physical Action: Our Program is for the most part a mental amusement that doesn't include much physical movement. Not at all like conventional cricket, there's no running or handling included, which can restrain its potential for physical work out.*

- *Need of Reasonable Recreation: Our Program may be a rearranged adaptation of cricket, and it doesn't*

precisely reenact the complexities and subtleties of the real diversion. It's more of a casual interest than a competitive wear.

- *Subordinate on Creative energy:* The amusement intensely relies on the creative ability of the players to imagine the cricketing situation, which might not be engaging to everybody. A few players may incline toward recreations with more unmistakable components.