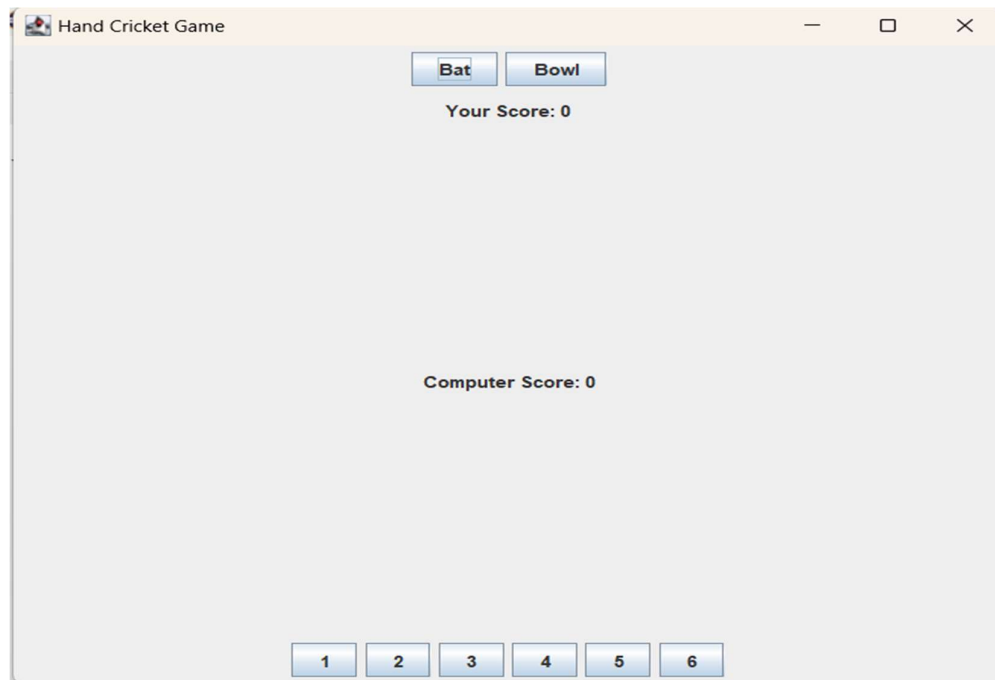# OUTPUT

Game Initialization:

When you run the program, a Swing window titled "Hand Cricket Game" will appear with a size of 400x300 pixels
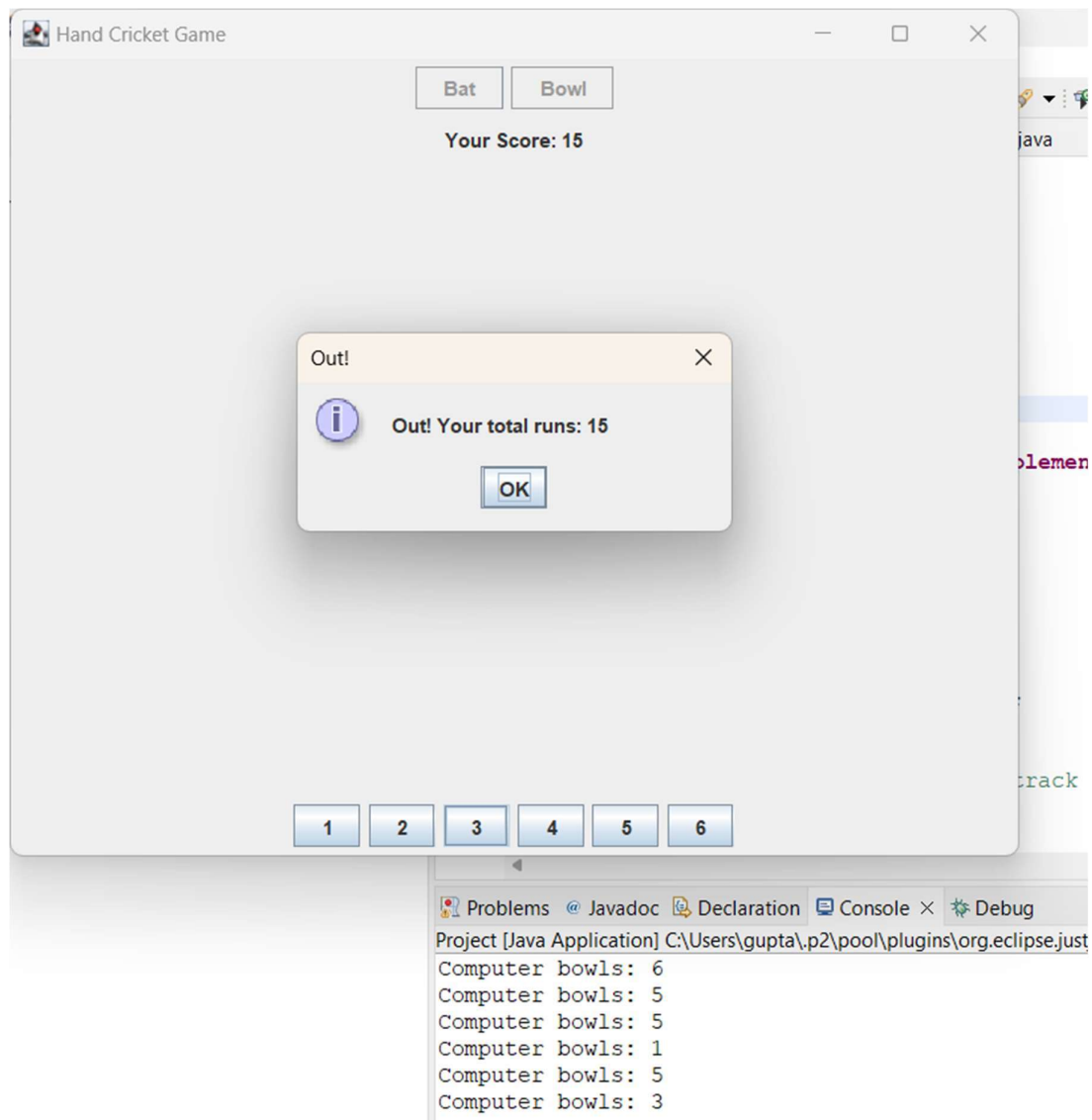
User Interface:

- There are two buttons at the top: "Bat" and "Bowl". These buttons allow the player to choose whether to bat or bowl.
- In the center, there are two panels showing the scores. One panel displays the player's score, and the other displays the computer's score.
- At the bottom, there are six buttons labeled from 1 to 6 representing the runs the player can score in cricket.
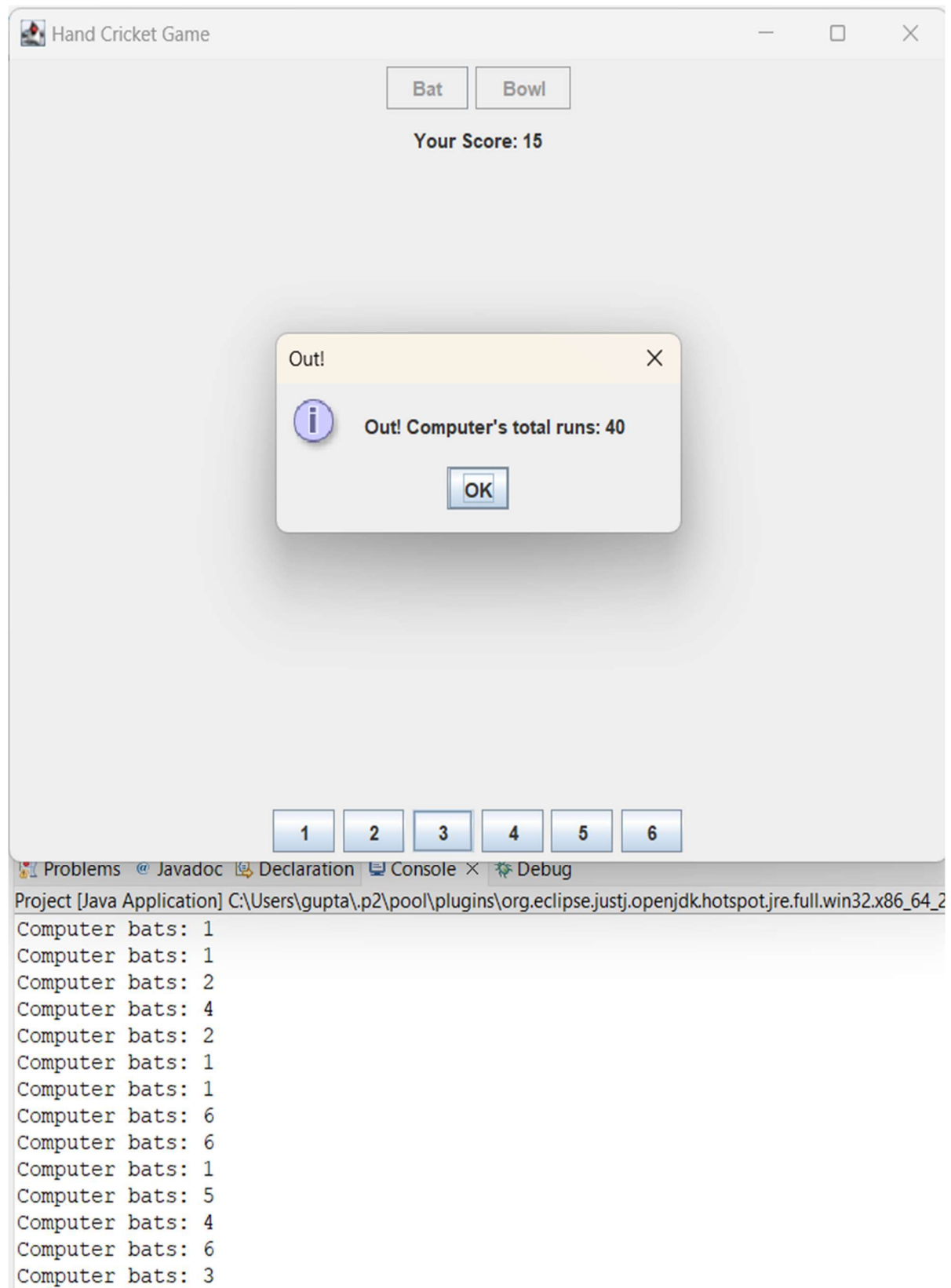
Gameplay:

- The player can choose to bat or bowl by clicking on the "Bat" or "Bowl" buttons respectively.
- If the player chooses to bat, they will click on the number buttons to score runs. If they choose to bowl, the computer will randomly generate runs.

- The game progresses until the player is out or until the player decides to stop batting or bowling.
- The computer's turn to bat or bowl is automatically determined based on the player's choice. If the player chooses to bat, the computer will bowl, and if the player chooses to bowl, the computer will bat.
- The game continues until both the player and the computer have completed their innings

PLAYER BATS, COMPUTER BOWLS

PLAYER BOWLS, COMPUTER BATS

Hand Cricket Game — □ ✕

Bat   Bowl

Your Score: 15

Out!   ✕

ⓘ   Out! Computer's total runs: 40

OK

| 1 | 2 | 3 | 4 | 5 | 6 |

Problems @ Javadoc Declaration Console ✕ Debug

Project [Java Application] C:\Users\gupta\.p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_2

```
Computer bats: 1
Computer bats: 1
Computer bats: 2
Computer bats: 4
Computer bats: 2
Computer bats: 1
Computer bats: 1
Computer bats: 6
Computer bats: 6
Computer bats: 1
Computer bats: 5
Computer bats: 4
Computer bats: 6
Computer bats: 3
```

Outcome:

- Once both the player and the computer have finished their innings, the program checks the scores and displays the outcome of the game.
- If the player's score is higher than the computer's score, a message dialog will display "You Win!" along with the scores.
- If the player's score is lower than the computer's score, a message dialog will display "You Lose!" along with the scores.
- If the scores are tied, a message dialog will display "It's a Tie!" along with the scores.
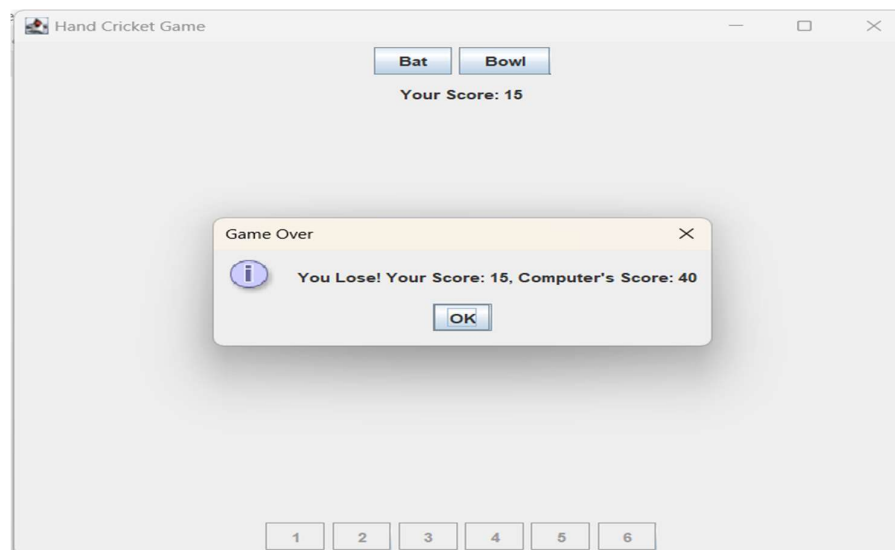
Numbers entered by the computer for both the innings appears on the console