# Project Review 2: Question

The design can display runs, wickets, names of batsmen, economy of bowler, strike rate of batsmen, etc. It also displays the date and time of the game.

• First the project should display the welcome screen and the main menu.

• The main menu comprises three options namely:

1. New Score Sheet

2. View Score Sheet

3. Exit

• If ‘1’ is entered, Cricket Score Sheet project asks for the name of new score sheet. When the sheet is created, a message is displayed on the screen. Then, the score sheet appears on screen in which the user has to input the following information:

1. Competition

2. Venue

3. Match between and versus

4. Toss winner team

5. Elected choice of toss winner

6. Wickets

7. Score

• After inputting these data, it asks to continue or end the Program

• If the user inputs ‘2’ in the main menu, the design asks for the name of sheet. If the sheet is found, it is displayed.

Otherwise, error message is printed on the screen.

• The third option in main menu is exit. If ‘3’ is entered in the main menu, the Cricket Score Sheet project terminates. Project 8

**Algorithm for displaying Score Sheet**

**1: Start**

**2: output “welcome to the IPL”**

**3: Declare integer k**

**4: assign k=0**

**5: Insert Do while Loop**

**6: declare integer choice**

**7: output “enter the choice you need 1.new score sheet 2.view score sheet 3.exit”**

**7.1: input choice**

**7.2: if choice==1**

**7.2: call the function new**

**7.3: else if choice==2**

**7.3: call the function view**

**7.4: else if choice==3**

**7.4: call the function exit**

**7.5: else if call the function invalid**

**Algorithm: Module 1: for displaying the new score sheet**

**1: start**

**2: declare string name, player, team, team1, venue**

**3: declare integer I, n, choice, score 1, score2, a, b**

**4: output “enter the name of the score sheet”**

**5: input name**

**6: output “enter the venue of the match”**

**6.1: Input “Venue”**

**7: output “enter the name of the team vs team”**

**8: input team Vs team**

**9: output “enter the toss winner name”**

**10: input team1**

**11: output “choice elected by toss winner team 1.bating 2.bowling”**

**12: input choice**

**13: output “enter the number of cricket players in team1”**

**14: input n**

**15: declare string array arr[n]**

**16: for i=0 to n-1**

**16.1: output “enter the player name at position” &i**

**16.2: input arr2[i]**

**17: end of loop**

**18: output “enter the wickets of team1”**

**19: input a**

**20: output “enter the wickets of team2”**

**21: input b**

**22: output “enter the score of team1”**

**23: input score1**

**24: output “enter the score of team2”**

**25: input score2**

**26: if score1>score2**

**26.1: output “the score of team 1 is:”& score1**

**26.1: output “the score of team 2 is:”& score 2**

**26.1: output “team1 is the winner of the match”**

**26.1: output “the wickets of team1 is:” & a**

**26.1: output “the wickets of team2 is:”& b**

**27: else if score1<score2**

**27.1: output “the score of team1 is:”& score1**

**27.1: output “the score of team2 is:”& score2**

**27.1: output “team2 is the winner of the match”**

**27.1: output “the wickets of team1 is:”& a**

**27.1: output “the wickets of team2 is:”& b**

**28: else if score1==score2**

**28.1: if a>b**

**28.1.1: output “the score of team1 is:”& score1**

**28.1.2: output “the score of team2 i:”& score2**

**28.1.3: output “team2 won by less number of wickets”**

**28.2: else if a<b**

**28.2.1: output “the score of team1 is:”& score1**

**28.2.2: output “the score of team2 is:”& score2**

**28.2.3: output “team1 won by less number of wickets”**

**28.3: else if a==b**

**28.3.1: output “this is a draw match as the scores and the wickets are equal”**

**29: else if**

**29.1: output “error”**

**30: end**

**Algorithm: Module 2: for displaying the previous score sheets and view it**

**1: start**

**2: declare integer score, num**

**3: output “enter which u wanted to view**

**1. Scores of matches**

**2. Winner of the team in matches held**

**3.which team won the cup in which year**

**4: input num**

**5: if num==1**

**5.1: declare integer flag**

**5.2: "Enter the team which you wanted the score**

**1.CSK/RCB**

**2.RCB/MI**

**3.MI/SRH**

**4.KXIP/DC**

**5.RR/KKR"**

**5.3: input flag**

**5.4: if flag==1**

**5.4: output “csk:240-2 and rcb:236-4”**

**5.4.1: else if flag==2**

**5.4.1: output “rcb:250-6 and mi:270-6”**

**5.4.2: else if flag==3**

**5.4.2: output “srh:140-6 and mi:240-8”**

**5.4.3: else if flag==4**

**5.4.3: output “kXIp:210-7 and DC:199-8”**

**5.4.4: else if flag==5**

**5.4.4: output “rr:180-8 and kkr:184-9?**

**5.4.5: else if**

**5.4.5: output “error”**

**5.4.6: end**

**5.5: else if num==2**

**5.5.1: declare input count**

**5.5.2: output “"Enter the choice u wanted to know the winner**

**1.CSK/RCB**

**2.RCB/MI**

**3.MI/SRH**

**4.KXIP/DC**

**5.RR/KKR"**

**5.5.3: input count**

**5.5.4: if count==1**

**5.5.4.1: output “csk won against rcb”**

**5.5.4.2: else if count==2**

**5.5.4.3: output “MI won against rcb”**

**5.5.4.4: else if count==3**

**5.5.4.5: output “mi won against srh”**

**5.5.4.6: else if count==4**

**5.5.4.7: output “kXIp won again DC”**

**5.5.4.8: else if count==5**

**5.5.4.9: output “rr won against kkr”**

**5.5.4.10: else if**

**5.5.4.11: output “error**

**5.6: end**

**5.7: else if num==3**

**5.8: declare integer year**

**5.9: output “"1)2016**

**2)2017**

**3)2018**

**4)2019**

**5)2020"**

**5.10: input year**

**5.11: if year==1**

**5.11.1: output “srh won the cup in 2016”**

**5.11.2: else if year==2**

**5.11.3: output “mi won the cup in 2017”**

**5.11.4: else if year==3**

**5.11.5: output “csk won the cup in 2018”**

**5.11.6: else if year==4**

**5.11.7: output “mi won the cup in 2019”**

**5.11.8: else if year==5**

**5.11.9: output “mi won the cup in 2020”**

**5.11.10: else if**

**5.11.11: output “invalid entry”**

**5.11.12: end**

**5.12: else if**

**5.13: output “error”**

**5.14: end**

**Algorithm: Module 3 for: exit**

**1. If 3 is entered in the main menu it Displays**

**Output “you are exited from the program”**

**2. Output “if you want to continue press 1”**

**3. Input k**

**4. If k=1 The Program Will again Continue**

**5. Else the program Terminates**

**6. End**

**Algorithm: Module 4 for: invalid entry**

**1. If 4 is entered it Displays**

**Output “invalid entry”**

**2. Output “if you want to continue press 1”**

**3. Input k**

**4. If k=1 The Program Will again Continue**

**5. Else the program Terminates**

**6. End**