Summary of project: Cricket is a very popular sport in South Asian countries (similar to baseball). This will be a directory for cricket players. It is an app for ground managers to manage players playing in his ground (common/fixed stadium). It will help the user (manager) to add players and view the players list with specific attributes and keep track of the players.

In this directory, every player will be either a batsman, bowler or wicket keeper. For informational purposes, a wicket keeper is a special fielder with extra qualities. Player class will be the parent class along with other classes like batsman, bowler and wicket keeper. Club class is the driver class used for maintaining all the players. Batsman and bowler class inherit from player class and wicket keeper inherits from batsman class. Batsman, bowler and wicket keeper will have different variables/data types to differentiate between them.

This will let the user (manager) to enter the players and see their profiles and attributes.

1.To run my application in the student cluster, you must first write the following line in quotes in the terminal-
"g++ -Wall -o directory Player.cpp Batsman.cpp Bowler.cpp Wicketkeeper.cpp Club.cpp main.cpp -std=c++11 ".

2.Next, type in "./directory" in the terminal. If the previous steps are followed. The program should run.

3. You will see a welcome message and it will ask you to choose a batsman. Please provide a **number** and then you will see the program will ask you for the batsman name, age,country,etc.

4. Then it will ask you how many bowlers. Please provide a **number.** Like the batsman follow the same procedure and fill out the information according to your records.

5. Then the program will want you to add wicketkeeper. Please provide a **number**. You put in how many you want to add and then follow the same procedure(like steps 3 and 4)

Note: you can also put 0. It won't add that particular player.

6. Congratulations! You are all set now. You will see the output. Use steps 1 and 2 to run the program and get the desired players list.

7. Then you will see a text file with the name "Players.txt" where all your information is being saved.