Coding Part

Import random

def function():

lst1 = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]

chances\_1 = 20

no\_of\_chances\_1 = 0

your\_runs = 0

print("-----------------------------------------------\nYour Batting\n")

while no\_of\_chances\_1 < chances\_1:

runs = int(input("Enter Runs for Your Batting Turn: "))

comp\_bowl = random.choice(lst1)

if runs == comp\_bowl:

print("Your Guess: ", runs, ",Computer Guess: ", comp\_bowl)

print("You are Out. Your Total Runs= ", your\_runs, "\n")

break

elif runs > 10:

print("ALERT!! Support No only till 10\n")

continue

else:

your\_runs = your\_runs + runs

print("Your Guess: ", runs, ",Computer Guess: ", comp\_bowl)

print("Your runs Now are: ", your\_runs, "\n")

no\_of\_chances\_1 = no\_of\_chances\_1 + 1

lst2 = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]

chances\_2 = 20

no\_of\_chances\_2 = 0

comp\_runs = 0

print("-----------------------------------------------")

print("Computer Batting-\n")

while no\_of\_chances\_2 < chances\_2:

bowl = int(input("Enter Runs for Your Bowling Turn: "))

comp\_bat = random.choice(lst2)

if comp\_bat == bowl:

print("Computer Guess: ", comp\_bat, "Your Guess: ", bowl)

print("The Computer is Out. Computer Runs= ", comp\_runs, "\n")

break

else:

comp\_runs = comp\_runs + comp\_bat

print("Computer Guess: ", comp\_bat, "Your Guess: ", bowl)

print("Computer Runs: ", comp\_runs, "\n")

if comp\_runs > your\_runs:

break

no\_of\_chances\_2 = no\_of\_chances\_2 + 1

print("\n-----------------------------------------------\nRESULTS: ")

if comp\_runs < your\_runs:

print("\nYou won the Game.\n\nYour Total Runs= ", your\_runs, " [Bowls taken(Out of 20): ", no\_of\_chances\_1 + 1,

"]", "\nComputer Total Runs= ", comp\_runs, " [Bowls Taken(Out of 20): ", no\_of\_chances\_2 + 1, "]\n")

elif comp\_runs == your\_runs:

print("The Game is a Tie")

else:

print("\nComputer won the Game.\n\nComputer Total Runs= ", comp\_runs, " [Bowls Taken(Out of 20): ",

no\_of\_chances\_2 + 1, "]", "\nYour Total Runs= ", your\_runs, " [Bowls taken(Out of 20): ",

no\_of\_chances\_1 + 1, "]\n")

#----------------------------------------------------------------------------------------------------------

def function1():

lst2 = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]

chances\_2 = 20

no\_of\_chances\_2 = 0

comp\_runs = 0

print("-----------------------------------------------")

print("Computer Batting-\n")

while no\_of\_chances\_2 < chances\_2:

bowl = int(input("\nEnter Runs for Your Bowling Turn:"))

comp\_bat = random.choice(lst2)

if comp\_bat == bowl:

print("Computer Guess: ", comp\_bat, "Your Guess: ", bowl)

print("The Computer is Out. Computer Runs= ", comp\_runs, "\n")

break

else:

comp\_runs = comp\_runs + comp\_bat

print("Computer Guess: ", comp\_bat, "Your Guess: ", bowl)

print("Computer Runs: ", comp\_runs, "\n")

no\_of\_chances\_2 = no\_of\_chances\_2 + 1

lst1 = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]

chances\_1 = 20

no\_of\_chances\_1 = 0

your\_runs = 0

print("-----------------------------------------------\nYour Batting\n")

while no\_of\_chances\_1 < chances\_1:

runs = int(input("Enter Runs for Your Batting Turn: "))

comp\_bowl = random.choice(lst1)

if runs == comp\_bowl:

print("Your Guess: ", runs, ",Computer Guess: ", comp\_bowl)

print("You are Out. Your Total Runs= ", your\_runs, "\n")

break

elif runs > 10:

print("ALERT!! Support No only till 10\n")

continue

else:

your\_runs = your\_runs + runs

print("Your Guess: ", runs, ",Computer Guess: ", comp\_bowl)

print("Your runs Now are: ", your\_runs, "\n")

if comp\_runs < your\_runs:

break

no\_of\_chances\_1 = no\_of\_chances\_1 + 1

print("\n-----------------------------------------------\nRESULTS: ")

if comp\_runs < your\_runs:

print("\nYou won the Game.\n\nYour Total Runs= ", your\_runs, " [Bowls taken(Out of 20): ",

no\_of\_chances\_1 + 1,

"]", "\nComputer Total Runs= ", comp\_runs, " [Bowls Taken(Out of 20): ", no\_of\_chances\_2 + 1, "]\n")

elif comp\_runs == your\_runs:

print("The Game is a Tie")

else:

print("\nComputer won the Game.\n\nComputer Total Runs= ", comp\_runs, " [Bowls Taken(Out of 20): ",

no\_of\_chances\_2 + 1, "]", "\nYour Total Runs= ", your\_runs, " [Bowls taken(Out of 20): ",

no\_of\_chances\_1 + 1, "]\n")

#------------------------------------------------------------------------------------------------------

def cointoss():

return random.choice(["head", "tail"])

user = input("enter your choice head or tail\n")

def users():

if (user == cointoss()):

print("you won the toss")

p = int(input("enter your choice ----batting or bowling----\n enter 1 for bating-->\n enter 2 for bowling-->\n"))

if(p == 1):

return function()

elif(p==2):

return function1()

else:

return None

else:

#return None

print("you lost the toss")

r = random.choice(['function1()', 'function()'])

if (r == 'function()'):

return function()

elif (r == 'function1()'):

return function1()

t2 = users()

print(t2)

Framework Part

from tkinter import \*  
root = Tk()  
from PIL import ImageTk,Image  
root.geometry("1200x800")  
  
  
def functionplay():  
 root1 = Tk()  
 root1.geometry("1200x800")  
 bg1 = ImageTk.PhotoImage(Image.open("E:/projeact pic/newbg.png"))  
 myLable2 = Label(root, image=bg)  
 myLable2.pack(padx=0, pady=0)  
  
 Label10 = Label(root1, text="Hand cricket", font="Rockwell 24 bold", bg='#104E8B', fg='white')  
 Label10.place(x=600, y=25, anchor="center")  
  
 options = [  
 "Batting",  
 "Bowling"  
 ]  
 clicked = StringVar()  
 clicked.set(" SELECT ")  
 def show():  
 Label.config(text=clicked.get())  
  
 drop = OptionMenu(root1, clicked, \*options, )  
 drop.pack(padx=500, pady=100)  
  
 button1 = Button(root1, text="SUBMIT", font=("Algerian", 30), command=show).pack()  
 label20 = Label(root1,text='play',image=bg1)  
 label20.pack()  
 root1.mainloop()  
  
  
bg = ImageTk.PhotoImage(Image.open("E:/projeact pic/newbg.png"))  
myLable = Label(root, image=bg)  
myLable.pack(padx=0,pady=0)  
  
Label1= Label(root, text="Hand cricket",font="Rockwell 24 bold",bg='#104E8B',fg='white')  
Label1.place(x=600, y=20, anchor="center")  
  
play = Button(root,text=" PLAY NOW ",font=("Impact", 30),anchor="center",bg='black',fg='white',command=functionplay)  
play.place(x=500,y=500)  
myLable.place()  
  
  
root.mainloop()