

~\Desktop\projects power bi\top 10 projects\cricket\cricket.py

```
1 import random
2
3 def play_cricket():
4     user_score = 0
5     user_wickets = 0
6
7     for over in range(1, 6): # 5 overs per inning
8         print(f"Over {over} - User's Turn")
9         for ball in range(1, 7):
10            user_choice = input(f"Ball {ball}: Enter 'h' to hit the ball: ").strip()
11            .lower()
12            ai_bowler_actions = {"out": 0, "dot": 0, "1": 1, "2": 2, "4": 4, "6": 6}
13            ai_bowler_action = random.choice(list(ai_bowler_actions.keys()))
14
15            if user_choice == "h":
16                if ai_bowler_action == "out":
17                    print("You're out!")
18                    user_wickets += 1
19                else:
20                    runs = ai_bowler_actions[ai_bowler_action]
21                    user_score += runs
22                    print(f"You scored {runs} runs!")
23            else:
24                print("You missed the ball.")
25
26            print(f"User's Score after over {over}: {user_score}/{user_wickets}")
27
28            print("AI's Turn")
29            ai_score = 0
30            ai_wickets = 0
31
32            for over in range(1, 6):
33                print(f"Over {over} - User's Turn")
34                for ball in range(1, 7):
35                    user_choice = input(f"Ball {ball}: Enter 'b' to bowl: ").strip().lower()
36                    ai_batter_actions = {"out": 0, "dot": 0, "1": 1, "2": 2, "4": 4, "6": 6}
37                    ai_batter_action = random.choice(list(ai_batter_actions.keys()))
38
39                    if user_choice == "b":
40                        if ai_batter_action == "out":
41                            print("wicket!")
42                            ai_wickets += 1
43                        else:
44                            runs = ai_batter_actions[ai_batter_action]
45                            ai_score += runs
46                            print(f"AI scored {runs} runs!")
47                    else:
48                        ai_score += 6
49                        print("its a six.")
50
51                print(f"AI Score after over {over}: {ai_score}/{ai_wickets}")
52
53            print("Match Over")
54            if user_score > ai_score:
55                print("You win!")
56            elif user_score < ai_score:
```

```
57         print("AI wins!")
58     else:
59         print("It's a tie!")
60
61 if __name__ == "__main__":
62     print("Welcome to the Text-Based Cricket Game")
63     play_cricket()
64
```