

# JAYPEE INSTITUTE OF INFORMATION TECHNOLOGY

B-TECH SEMESTER-2



**SOFTWARE DEVELOPMENT FUNDAMENTALS - II LAB**

(15B17CI271 )

**PROJECT TITLE**

**CodeCrics** : Coding meets cricket

**TEAM MEMBERS**

**BATCH : F14**

1. Aditya Raj (992401030151)
2. Aryan Varshney (992401030154)
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# **ABSTRACT**

## **Motivation:**

Cricket holds an unparalleled position as India's most cherished sport. However, the traditional scoring system faces significant challenges that impact the game's management and player development. The current practice of maintaining scores in physical scorebooks is inherently problematic - it's susceptible to human error, time-consuming, and lacks the security of data preservation. Moreover, players face difficulties in tracking their career progression due to the absence of a centralized system for maintaining performance records. The scattered nature of match statistics in physical scorebooks makes it challenging for players to build a comprehensive performance portfolio, which is crucial for their professional development and team selection processes.

## **Objectives:**

1. To develop a digital score card maintenance system that enables umpires to record match statistics in real-time, offering a more efficient and accurate alternative to traditional scorebooks. This system will streamline the scoring process and ensure data accuracy during live matches.
2. To implement a player-centric performance tracking system utilizing file handling for data storage. This feature will allow players to:
  - Create and manage personal accounts
  - Access their complete match history and performance statistics
  - Maintain a verifiable record of their cricket career

# **TOPICS OF SDF-II USED**

1. Classes & Objects
2. Dynamic Memory Allocation
3. Constructors & Destructors
4. Static Variables & Methods
5. Inheritance
6. File Handling

# FLOWCHART

