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#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
void first_inning(char y[5]);
int second_inning(char y[5], char x[5]);

char Team1[5];
char Team2[5];
int toss,target,overs,score,wickets,inning=1;
float runrate;
int balls,p_balls;
float c_overs;
int bat_first;

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int main(){

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printf("*-----*");
printf("\n \t\tBeast Cricket Scorer\t\t");
printf("*\n-----*");
printf("\nPress any key to Continue");
getch();
system("cls");

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printf("Enter Name of Team1:");
scanf("%s",Team1);
printf("Enter Name of Team2:");
scanf("%s",Team2);
printf("Enter the number of overs:");
scanf("%d",&overs);
balls=overs*6;
re:
printf("Which Team is batting first?\n");
printf("\n[1] %s\n[2] %s\n",Team1,Team2);
scanf("%d",&toss);
switch(toss){
    case 1:
        printf("Team 1 is batting first");
        first_inning(Team1);
        bat_first=1;
        break;
    case 2:
        printf("Team 2 is batting first");
        first_inning(Team2);
        bat_first=2;

        break;
    default:
        printf("Enter a valid choice!");
        goto re;
}
if (target>0){

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        if(bat_first==1){
second_inning(Team2,Team1);
        }
    else{
        second_inning(Team1,Team2);
    }
}

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return 0;
}

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void first_inning(char y[5]){
    p_balls=0;
    score=0,wickets=0;
    int j;
    int scorer,r;
    printf("-----First Innings-----\n");
    for(j=0;j!=balls;j++){
label:
printf("Last ball...");
printf("\n[1]Normal delivery\n[2]No ball/wide\n");
scanf("%d",&scorer);
printf("\nRuns on last ball\n");
printf("[0]Dot ball\n[1]1 run\n[2]2 runs\n[3]3 runs\n[4]4 \n[5]6\n[6]Wicket!\n");
scanf("%d",&r);
switch (scorer)
{   case 1:
    p_balls+=1;
    if(p_balls%6==0){
        c_overs+=0.5;
    }
    else{
        c_overs+=0.1;
    }
    break;
    case 2:
    score+=1;
default:
goto label;
    break;
}
switch (r)
{
case 0:
    break;
case 1:
    score+=1;
    break;
case 2:
    score+=2;

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        break;
    case 3:
        score+=3;
        break;
    case 4:
        score+=4;
        break;
    case 5:
        score+=6;
        break;
    case 6:
        wickets+=1;
        break;

    default:
        printf("Enter a valid choice!");
        goto label;
        break;

}

runrate=score/overs;
    printf(":-----First Innings-----\n");
printf("Inning 1|");
    printf("\nSCORE---%s|%d-%d|\t\t |overs:- %.1f",y,score,wickets,c_overs);
    printf("\n RR:-%.2f",runrate);

getch();
system("cls");
if(wickets==10||p_balls==balls){
    inning=2;
    if(inning==2){
        target=score+1;
        printf("target is %d",target);
    }
    break;
}

}

}

int second_inning(char y[5],char x[5]){
    p_balls=0;
    c_overs=0;
    score=0,wickets=0;
    int j;
    int scorer,r;
    printf("\n:-----SECOND Innings-----\n");
    for(j=0;j!=balls;j++){
label:
printf("Last ball...\n");
printf("\n[1]Normal delivery\n[2]No ball/wide\n");
scanf("%d",&scorer);
printf("\nRuns on last ball\n");
printf("[0]Dot ball\n[1]1 run\n[2]2 runs\n[3]3 runs\n[4]4 \n[5]6\n[6]Wicket!\n");
scanf("%d",&r);

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switch (scorer)
{
    case 1:
        p_balls+=1;
        if(p_balls%6==0){
            c_overs+=0.5;
        }
        else{
            c_overs+=0.1;
        }
        break;
    case 2:
        score+=1;
default:
    break;
}
switch (r)
{
    case 0:
        break;
    case 1:
        score+=1;
        break;
    case 2:
        score+=2;
        break;
    case 3:
        score+=3;
        break;
    case 4:
        score+=4;
        break;
    case 5:
        score+=6;
        break;
    case 6:
        wickets+=1;
        break;

default:
    printf("Enter a valid choice!");
    goto label;
    break;

}

runrate=score/overs;
    printf("\n:-----SECOND innings-----\n");

printf("Inning 2|");
    printf("\nSCORE---%s|%-5d|%-5d|\t\t|overs:- %.1f| Target - %d|",y,score,wickets,c_overs,target);
    printf("\n RR:-%.2f",runrate);
    printf("|Need %d of %d to win| ",target-score,balls-p_balls);

getch();

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system("cls");
if(wickets==10||p_balls==balls||score>=target){
    if(score>=target){
        printf("%s Won the Match!",y);
        return 0;
    }
    else{
        printf("%s Won the Match!",x);
        return 0;
    }
}

}

}
```