

A Project Report On "CRICKET DATABASE MANAGEMENT"

Submitted By:

M.Hanumantha rao

CBSE Roll No:

School No: 53

Class: XII B

Under the Guidance of

Mr. Anoop V S

PGT (Computer Science)

Department of Computer Science

SAINIK SCHOOL KALIKIRI

Department of Computer Science SAINIK SCHOOL KALIKIRI

This is to certify that **Cdt. M.Hanumantha rao**, Roll No. 53 of Class XII has prepared the report on the Project entitled **"CRICKET DATABASE MANAGEMENT"**. The report is the result of his efforts & endeavors. The report is found worthy of acceptance as final project report for the subject Computer Science of Class XII.

Signature
(Internal Examiner)

SAINIK SCHOOL KALIKIRI

Signature

(External Examiner)



DECLARATION

I hereby declare that the project work entitled "CRICKET DATABASE MANAGEMENT", submitted to Department of Computer Science, SAINIK SCHOOL KALIKIRI is prepared by me. All the coding is the result of my personal efforts.

Cdt. M.Hanumantha rao

Roll No: 53

Class: XII B

SAINIK SCHOOL KALIKIRI



ACKNOWLEDGEMENT

I would like to express a deep sense of thanks & gratitude to my **project guide Mr. Anoop V S** Sir for guiding me immensely through the course of the project. He always evinced keen interest in my work. His constructive advice & **constant motivation** have been responsible for the **successful** completion of this project.

My sincere thanks go to Lt Col Susheel Kumar Mahapatro SM, our Offg Principal sir, for his co-ordination in extending every possible support for the completion of this project.

I also thanks to my **parents** for their **motivation & support**. I must thanks to my **classmates** for their timely help & support for **compilation** of this **project**.

Last but not the least, I would like to thank all those who had helped directly or indirectly towards the completion of this project.

Cdt. M.Hanumantha rao Roll No:53

Class: XII B

SAINIK SCHOOL KALIKIRI

CONTENTS

1. Working Description
2.Code of the Project
3.Output Screens
4.Bibliography

1. WORKING DESCRIPTION

1.Format table

• This shows a table that contains international statistics of all players that are present in the database.

2.Individual player stats

- This shows the statistics of a individual player.
- User is provided with a set of players that are present in the database from which he could select his choice.

3. Updating player stats

• This feature is used to update the statistics of the set of players that are present in the database.

4. Adding a new player

- This feature is used to add a new player to the database.
- But the statistics of the player are saved as 0 by default.
- So user has to update the newly added player stats using update feature.

5.Deleting a retired player

- This feature is used to delete a retired player from the database.
- Once deleted, all the statists of the player are removed automatically.

6.Exiting the program

 After user completes all his queries he can exit the program by this option.

2.1 SOURCE FILE

```
import mysql.connector as sq
from prettytable import PrettyTable
formats_list = ['TEST', 'ODI', 'T20']
player_type_list = ['BATSMEN', 'BOWLERS']
type_dict = {'1': 'batsmen',
             '2': 'bowlers'}
format dict = {
    '1': 'test',
    '2': 'odi',
    '3': 't20'
batsmen_orderby = ['Matches Played', 'Runs Scored', 'Strike Rate',
                   'Average', 'Half Centuries', 'Centuries', 'Highest
Score'l
bowlers_orderby = ['Matches Played', 'Wickets Taken',
                   'Economy', '5 Wickets In A Match']
batsmen_orderby_dict = {
    '1': 'matchesPlayed',
    '2': 'runsScored',
    '3': 'strikeRate',
    '4': 'average',
    '5': 'halfCenturies',
    '6': 'centuries',
    '7': 'highestScore'}
bowlers_orderby_dict = {
    '1': 'matchesPlayed',
    '2': 'wicketsTaken',
    '3': 'economy',
    '4': '5wicketsInAMatch'}
order type dict = {
    '1': '',
    '2': 'desc'}
batsmen_fields = ['Name', 'DOB', 'Matches Played', 'Runs Scored',
'Strike Rate',
                  'Average', 'Half Centuries', 'Centuries', 'Highest
Score'l
bowlers_fields = ['Name', 'DOB', 'Matches Played', 'Wickets Taken',
                  'Economy', '5 Wickets In A Match']
```

```
def exit_program():
    """Exits the program when called"""
    print("Thank you for using our program")
    exit()
def establish connection():
    """Establishes connection the the mysql database"""
    conn = sq.connect(host='localhost', user='root',
                      password='student', database='cricket')
    cursor = conn.cursor()
    return conn, cursor
def print_format_type():
    """Prints the format types to choose option"""
    print(f"--- FORMAT TYPE ---")
    for i in range(len(formats list)):
        print(f'Press ({i + 1}) for', formats list[i])
    print()
    return None
def print player type():
    """Prints the player types to choose an option"""
    print(f"--- PLAYER TYPE ---")
    for i in range(len(player type list)):
        print(f'Press ({i + 1}) for', player type list[i])
    print()
    return None
def get_order_based_on(player_type):
    """Prints the order types to choose an option"""
    if player_type == 'batsmen':
        """The order type is bowler"""
        while True:
            print(f"--- Order Value ---")
            for i in range(len(batsmen_orderby)):
                print(f"Press ({i + 1}) to order by
{batsmen_orderby[i]}")
            print()
            order_value_input = input("Enter the desired order number :
")
            if order_value_input in batsmen_orderby_dict:
```

```
CRICKET DATABASE MANAGEMENT
                order_value = batsmen_orderby_dict[order_value_input]
                while True:
                    print("-- Order Type")
                    print("Press (1) for ascending order")
                    print("Press (2) for descending order")
                    order_type_input = input("Enter the desired number :
")
                    if order_type_input in order_type_dict:
                        order_type = order_type_dict[order_type_input]
                        return order value, order type
                    else:
                        print(
                            f"<{order type input}> is an invalid input.
Please Try Again")
                        continue
            else:
                print(
                    f"<{order value input}> in an invalid order input.
Please Try Again")
                continue
    elif player_type == 'bowlers':
        """The order type is bowlers"""
        while True:
            print(f"--- Order Value ---")
            for i in range(len(bowlers orderby)):
                print(f"Press ({i + 1}) to order by
{bowlers_orderby[i]}")
            print()
            order_value_input = input("Enter the desired order number :
")
            if order_value_input in bowlers_orderby_dict:
                order value = bowlers orderby dict[order value input]
                while True:
                    print("-- Order Type")
                    print("Press (1) for ascending order")
                    print("Press (2) for descending order")
                    order type input = input("Enter the desired number :
")
                    if order_type_input in order_type_dict:
                        order type = order type dict[order type input]
                        return order value, order type
                    else:
                        print(
                            f"<{order type input}> is an invalid input.
Please Try Again")
```

CRICKET DATABASE MANAGEMENT continue

```
else:
                print(
                    f"<{order value input}> in an invalid order input.
Please Try Again")
                continue
    else:
        return None, None
def get format and type():
    """Prints the format and type to get options"""
    while True:
        print_format_type()
        format input = input("Enter the format type : ")
        if format input in format dict:
            return format = format dict[format input]
            print()
            while True:
                print_player_type()
                type_input = input("Enter the player type : ")
                if type input in type dict:
                    return_type = type_dict[type_input]
                    return return_format, return_type
                else:
                    print(
                        f"<{type input}> is an invalid input. Please Try
Again\n")
                    continue
        else:
            print(f"<{format_input}> is an invalid input. Pleae Try
Again\n")
            continue
def get_players_name_from_type():
    print_player_type()
    usertype_input = input("Enter an option from above : ")
    if usertype_input in type_dict:
        usertype input = type dict[usertype input]
    else:
        print(f"{usertype input} is an invalid input. Please Try again")
    conn = sq.connect(host='localhost', user='root',
                      password='student', database='cricket')
    cursor = conn.cursor()
```

```
data = cursor.execute(
        f"SELECT name from {'test'+usertype input}")
    data = cursor.fetchall()
    nametable = PrettyTable()
    playersname = []
    nametable.field_names = ['Name']
    for row in data:
        nametable.add_row([row[0]])
        playersname.append(row[0])
    print(nametable)
    gotname = False
    while not gotname:
        nameinput = input("Please Enter a name to see the data :
").lower()
        if nameinput in playersname:
            gotname = True
            print(nameinput, usertype input)
            return nameinput, usertype input
        else:
            print(f"<{nameinput}> is not there in the table. Please try
again")
def see_format_table():
    format, type = get format and type()
    order_value, order_type = get_order_based_on(type)
    if order type == '':
        print(
            f"Table for format:{format}, type:{type},
order_value:{order_value}, order_type:ascending")
    else:
        print(
            f"Table for format:{format}, type:{type},
order_value:{order_value}, order_type:descending")
    conn = sq.connect(host='localhost', user='root',
                      password='student', database='cricket')
    cursor = conn.cursor()
    tablename = format.lower() + type.lower()
    cursor.execute(
        f"SELECT * FROM {tablename} ORDER BY {order value}
{order_type}")
    data = cursor.fetchall()
    table = PrettyTable()
```

```
if type == 'batsmen':
        field names list = batsmen fields
    else:
        field names list = bowlers fields
    for row in data:
        row = list(row)
        table.field_names = field_names_list
        table.add row(row)
    print(table)
    conn.close()
def print player table(playername, playertype):
    """user can see all the data of the player"""
    conn = sq.connect(host='localhost', user='root',
                      password='student', database='cricket')
    cursor = conn.cursor()
    if playertype == 'batsmen':
        querystring = "SELECT
matchesPlayed, runsScored, strikeRate, average, halfCenturies, centuries, high
estScore FROM {} WHERE name = '{}'"
        datatable = PrettyTable()
        datatable.add_column('fields\\formats', batsmen_orderby)
    else:
        querystring = "SELECT
matchesPlayed,wicketsTaken,economy,5wicketsInAMatch FROM {} WHERE name =
'{}'"
        datatable = PrettyTable()
        datatable.add_column('fields\\formats', bowlers_orderby)
    for type in formats_list:
        cursor.execute(querystring.format(type.lower()+playertype,
playername))
        data = cursor.fetchall()
        datatable.add column(type, list(data[0]))
    conn.close()
    print(datatable)
def see player stats():
    "user can see the stats of a player"
    playername, playertype = get players name from type()
    conn = sq.connect(host='localhost', user='root',
                      password='student', database='cricket')
    cursor = conn.cursor()
```

```
cursor.execute(
        f"SELECT dob FROM {'odi'+playertype} WHERE name =
'{playername}'")
    dob = cursor.fetchone()[0]
    conn.close()
    print(f"\nPlayer Name : {playername}")
    print(f"Type : {playertype}")
    print(f"DOB : {dob}\n")
    print player table(playername, playertype)
    return playername, playertype
def get_date():
    """user enters the date of the player"""
    print("- DATE INPUT -")
    day = input("Enter the day : ")
    month = input("Enter the month ('jan' for january) : ")
    year = input("Enter the year : ")
    date = f"{day} {month} {year}"
    return date
def delete player():
    """user can delete a retired player from the database"""
    conn = sq.connect(host='localhost', user='root',
                      password='student', database='cricket')
    cursor = conn.cursor()
    plr_format, plr_type = get_format_and_type()
    get_table_name = plr_format+plr_type
    cursor.execute(f"select name from {get table name}")
    player name = cursor.fetchall()
    print("Available players in the database")
    player table = PrettyTable()
    player table.field names = ['Player Name']
    for row in player name:
        player table.add row(row)
    print(player table)
    print('\n')
    player_input = input("Enter the player name : ")
    check_val = False
    for row in player_name:
```

```
CRICKET DATABASE MANAGEMENT
        if row[0].lower() == player_input.lower():
            check val = True
            break
    if check val:
        print("Player match found.\n")
        confirm input = input("Do you want to delete the player (Y / N)
: ")
        if confirm input.lower() == 'y':
            try:
                cursor.execute(f"delete from {get table name} where name
= '{player input}'")
                conn.commit()
                print(f"You have successfully deleted <{player_input}>
from {plr_format} table")
            except conn.Error as err:
                print("The following error as occurred")
                print(err)
                conn.close()
                return None
        else:
            print("You chose not to delete the player.")
            conn.close()
            return None
    else:
        print("The enetered player does not exists. Please Try again")
        return None
    conn.close()
def add new player():
    """user can add a player to the database"""
    print("You chose to add a new player to the database\n")
    conn = sq.connect(host='localhost', user='root',
                      password='student', database='cricket')
    cursor = conn.cursor()
    plr_format, plr_type = get_format_and_type()
    get table name = 'odi'+plr type
    cursor.execute(f"select name from {get_table_name}")
    player name = cursor.fetchall()
    print("Available players in the database")
```

```
player_table = PrettyTable()
    player table.field names = ['Player Name']
    for row in player name:
        player table.add row(row)
    print(player_table)
    print('\n')
    player_input = input("Enter the player name : ")
    for name in player_name:
        if name[0].lower() == player input.lower():
            print(f"<{player input}> already exists in the database.
Please update the data")
            conn.close()
            return None
    player dob = get date()
    if plr type == 'batsmen':
        cursor.execute(f"insert into {'test'+plr_type} values
('{player_input}','{player_dob}',{0},{0.0},{0.0},{0},{0},{0})")
        cursor.execute(f"insert into {'odi'+plr_type} values
('{player_input}','{player_dob}',{0},{0.0},{0.0},{0},{0},{0})")
        cursor.execute(f"insert into {'t20'+plr_type} values
('{player input}','{player dob}',{0},{0},{0.0},{0.0},{0},{0},{0})")
    elif plr type == 'bowlers':
        cursor.execute(f"insert into {'test'+plr_type} values
('{player_input}','{player_dob}',{0},{0},{0.0},{0})")
        cursor.execute(f"insert into {'odi'+plr_type} values
('{player_input}','{player_dob}',{0},{0},{0.0},{0})")
        cursor.execute(f"insert into {'t20'+plr_type} values
('{player input}','{player dob}',{0},{0},{0.0},{0})")
    conn.commit()
    print("The data has been added sucessfully. To update the stats use
<update option>")
    conn.close()
def get_specific_value(playername, playertype, playerformat,
ordervalue):
    conn = sq.connect(host='localhost', user='root',
                      password='student', database='cricket')
    cursor = conn.cursor()
    cursor.execute(
```

```
f"SELECT {ordervalue} FROM {playerformat+playertype} WHERE name
= '{playername}'")
    value = cursor.fetchone()
    conn.close()
    return value
def update_player_stats():
    """user can update stats of a player"""
    playername, playertype = see player stats()
    while True:
        print format type()
        format_input = input("Select a format to update : ")
        if format input in format dict:
            playerformat = format_dict[format_input]
        else:
            print(f"<{format input}> is invalid format. Please Try
Again")
            continue
        print(playerformat)
        if playertype == 'batsmen':
            playerlist = batsmen orderby
            playerdict = batsmen_orderby_dict
        else:
            playerlist = bowlers_orderby
            playerdict = bowlers orderby dict
        while True:
            print(f"--- Player Data ---")
            for i in range(len(playerlist)):
                print(f"Press ({i + 1}) to update {playerlist[i]}")
            print()
            order value input = input("Enter the desired order number :
")
            if order value input in playerdict:
                ordervalue = playerdict[order value input]
            else:
                print(f"<{order_value_input}> is invalid. Please Try
Again")
                continue
            present value = get specific value(
                playername, playertype, playerformat, ordervalue)
            print(f"The current value of {ordervalue} is
{present_value[0]}")
```

```
CRICKET DATABASE MANAGEMENT
            confirm input = input("Are you sure you want to update (Y /
N): ")
            if confirm input.lower() == 'y':
                value_input = input(f"Enter the new value for
{ordervalue} : ")
                if isinstance(present_value, int):
                    try:
                        value_input = int(value_input)
                    except ValueError:
                        print(
                            f"{value input} is invalid data for
updating. Please Try Again")
                        continue
                else:
                    try:
                        value_input = float(value_input)
                    except ValueError:
                        print(
                            f"{value input} is invalid data for
updating. Please Try Again")
                        continue
                conn = sq.connect(host='localhost', user='root',
                                  password='student',
database='cricket')
                cursor = conn.cursor()
                try:
                    cursor.execute(
                        f"UPDATE {playerformat+playertype} SET
{ordervalue} = {value input} WHERE name = '{playername}'")
                    conn.commit()
                except sq.Error:
                    print("An Error Occurred while updating the data.
Please Try Again")
                    return None
                print("#"*20)
                print("Data Updated Sucessfully")
                print("#"*20, '\n')
                print_player_table(playername, playertype)
                break
            else:
                print("You chose not to update the data.")
                return None
        update_more = input("Do you want to update more (Y / N) : ")
        if update more.lower() == 'y':
```

continue
else:
 return None

2.2 MAIN FILE

```
import os
import src
heading = """ SAINIK SCHOOL KALIKIRI
<<<<-- ICC CRICKET DATABASE MANAGEMENT MANAGEMENTMANAGEMENT-->>>>\n"""
menu = """\n>>>> MAIN MENU <<<<<
Press (1) to see the format table
Press (2) to see the player stats
Press (3) to update the player stats
Press (4) to add a new player
Press (5) to delete a retired player
Press (6) to exit the program\n"""
menu dict = {
    '1': src.see_format_table,
    '2': src.see_player_stats,
    '3': src.update_player_stats,
    '4': src.add new player,
    '5': src.delete_player,
    '6': src.exit_program
                    }
def main():
    os.system('cls')
    print(heading)
    while True:
        print(menu)
        user_input = input("Enter your choice from the above options :
        if user input in menu dict:
            menu dict[user input]()
        else:
            print("You have entered an invalid input. Please try again")
            continue
```

if __name__ == '__main__':
 main()

3.OUTPUT SCREENS

O.HOME MENU

____SAINIK SCHOOL KALIKIRI____
<<<<-- ICC CRICKET DATABASE -->>>>
>>>>> MAIN MENU <<<<<

Press (1) to see the format table Press (2) to see the player stats

Proce (3) to undate the player stats

Press (3) to update the player stats Press (4) to add a new player

Press (5) to delete a retired player

Press (6) to exit the program

Enter your choice from the above options :

1. FORMAT TABLE FEATURE

Enter your choice from the above options : 1 --- FORMAT TYPE ---Press (1) for TEST Press (2) for ODI Press (3) for T20

Enter the format type :

1.1 OPTION 1(TEST)

Enter the format type : 1

--- PLAYER TYPE ---

Press (1) for BATSMEN

Press (2) for BOWLERS

Enter the player type :

1.1.1 OPTION 1(BATSMEN)

Table for format:test, type:batsmen, order_value:runsScored, order_type:ascending

Name	DOB	Matches Played	Runs Scored	Strike Rate	Average	Half Centuries	Centuries	Highest Score
aaron finch	17 nov 1986	5	278	443.98	27.80	2	0	62
k l rahul	18 apr 1992	36	2006	56.46	34.59	11	5	199
rohit sharma	30 apr 1987	32	2141	59.26	46.54	10	6	212
shikhar dhawan	05 dec 1985	34	2315	66.95	40.61	5	7	190
ab devilliers	12 dec 1987	180	3000	80.54	38.98	70	18	202
m s dhoni	07 jul 1981	90	4876	59.12	38.09	33	6	224
kane williamson	08 aug 1990	77	6370	51.57	52.21	31	21	242
david warner	27 oct 1986	82	7009	73.21	48.34	30	23	335
steven smith	02 jun 1989	71	7072	55.98	63.14	27	26	239
virat kohli	05 nov 1988	88	7202	57.81	54.98	22	27	254
chris gayle	21 sep 1979	103	7215	60.28	42.19	37	15	333
sachin tendulkar	25 apr 1973	200	15921	54.08	53.79	68	51	248

• IN THIS FEATURE THE ORDER OF THE ARRANGEMENT CAN BE CHOSEN.

2. VIEWING PLAYER STATS

Enter your choice from the above options : 2
--- PLAYER TYPE --Press (1) for BATSMEN
Press (2) for BOWLERS

Enter an option from above :

2.1 PLAYER STATS(BOWLER)

2.1.1 INDIVIDUAL STATS

Please Enter a name to see the data : jasprit bumrah jasprit bumrah bowlers

Player Name : jasprit bumrah

Type : bowlers DOB : 06 dec 1993

fields\formats	TEST	ODI	T20	
Matches Played	+ 12	61	42	
Wickets Taken	62	104	51	
Economy	2.54	4.49	6.72	
5 Wickets In A Match	5	1	0	

3. UPDATING A PLAYER STATS (BATSMEN-K L RAHUL,ODI,CENTURIES)

```
Name
   ------
   aaron finch
 ab devilliers
  chris gayle
   david warner
   k l rahul
 kane williamson
    m s dhoni
   rohit sharma
 sachin tendulkar
  shikhar dhawan
   steven smith
   virat kohli
Please Enter a name to see the data : k l rahul
k l rahul batsmen
Player Name : k l rahul
Type : batsmen
DOB : 18 apr 1992
        -----
| fields\formats | TEST | ODI | T20
                36 28
| Matches Played |
                               34
 Runs Scored
                2006
                       997
                              1192
 Strike Rate
              56.46 | 80.48 | 146.46 |
   Average 34.59 40.60 43.77
| Half Centuries | 11
                        5
                               9
   Centuries
                5
                        4
                                2
 Highest Score | 199 | 111 | 110
+----+
 Select a format to update : 2
 --- Player Data ---
 Press (1) to update Matches Played
 Press (2) to update Runs Scored
 Press (3) to update Strike Rate
 Press (4) to update Average
 Press (5) to update Half Centuries
 Press (6) to update Centuries
 Press (7) to update Highest Score
 Enter the desired order number : 6
```

3.1 UPDATED STATS

Are you sure you want to update (Y / N) : Y

The current value of centuries is 4

Enter the new value for centuries : 6

Data Updated Suce:			
+ fields\formats	+ TEST	+ ODI	+ T20
lieius/lonmacs	1531	001	120
Matches Played	36	28	34
Runs Scored	2006	997	1192
Strike Rate	56.46	80.48	146.46
Average	34.59	40.60	43.77
Half Centuries	11	5	9
Centuries	5	6	2
Highest Score	199	111	110

5. ADDING A NEW PLAYER TO THE DATABASE

4.1 ADDING VALUES (joe root,2 feb 1984)

```
Enter the player name : joe root
- DATE INPUT -
Enter the day : 2
Enter the month ('jan' for january) : feb
Enter the year : 1984
The data has been added sucessfully. To update the stats use <update option>
```

 All the values of matches played, runs scored etc, are saved as 0 by default and those values are to be updated using update feature

6. DELETING A RETIRED PLAYER

Enter the player type : 1 Available players in the database

+-----+ Player Name +----+ aaron finch ab devilliers chris gayle david warner joe root k l rahul kane williamson m s dhoni rohit sharma | sachin tendulkar | shikhar dhawan steven smith virat kohli +-----+

Enter the player name : ab devilliers Player match found.

5.1 DELETING PLAYER (ab devilliers from all formats)

Do you want to delete the player (Y / N) : y You have successfully deleted <ab devilliers> from test table

6.EXITING PROGRAM

Enter your choice from the above options : 6 Thank you for using our program

<<<END OF THE REPORT>>>

4. BIBLIOGRAPHY

- 1. Computer Science with Python [Textbook XII] by Sumita Arora
- 2. https://ptable.readthedocs.io/en/latest/
- 3. https://docs.python.org/3/library/getpass.html