PROGRAMMING FUNDAMENTALS FALL18PROJECT REPORT

**PROJECT NAME:** CRICKET SCORING

**GROUP MEMBERS:**

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**SECTION: CS-F**

# PROJECT DETAILS:

A scoring program in which ball by ball scoring will be done, taking inputs from the user of every ball. User also enters the number of overs he wants the match to be. Program will run for both the innings. At the beginning the toss will happen through random guessing. At the start of every inning the user have to input the both batsman’s name and the name of bowler. On every wicket the program will ask the user for the name of the new batsman and after every over it will ask for the name of the new bowler coming to bowl. The stats of every player involved (Either batsman or bowler) will be stored and displayed at the end of the innings as a scorecard. The best performer will be printed as man of the match.

# HIPO:

# MODULAR DISCRIPTION

* + First enter the name of two playing teams in main().
  + Enter the number of overs to be played in each innings.
  + Enter the name of players according to correct batting order.
  + Enter -1 in the runs; if the ball is dead, white or no ball or the batsman is out, if incorrect runs function error() will be called.
  + Enter the way batsman has been out, if the batsman has been out through run out, bowler won't get a wicket.
  + Avoid entering runs other else then '1, 2, 3, 4, 5, 6,-1', or else error will be shown.
  + At last, Scorecard will be displayed via function show(), as well as a separate modified scorecard.

# Reference

**Books:**

* Dietel’s C how to program.
* Let Us C

**Websites:**

* [**https://www.tutorialspoint.com**](https://www.tutorialspoint.com)
* [**https://www.geeksforgeeks.org**](https://www.geeksforgeeks.org)