

CS PROJECT

HAND CRICKET GAME

Project by:

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INTRODUCTION

A computer program is developed to play the popular hand Cricket game with the computer

ALGORITHM

1. Import Random.
2. Initialize Score and Bot Score as 0.
3. Initialize Bat and Bowl as False.
4. Welcome the user.
5. Accept value of 1 and 0 for toss in int usr.
6. Create a random number of 0 or 1 and store it in toss.
7. Create an if-else statement for checking toss, if the user wins it accept the value of 1 or 0 for batting or bowling in ch. If user loses toss make a another random number of 1 or 0 for choosing bat or bowl.
8. If ch is 0 then bat = True else bowl = True.
9. If bat is true then in an infinite loop get number from the user and store it in runs and create a random number from 1 to 6 in rand.
10. If runs is equal to rand, then print OUT and break the loop .Else add runs to score.
11. Then make an infinite loop for bowling. of rand of 1 to 6 and get value from 1 to 6 from the user.
12. If rand is equal to the users number then print out and break the loop .Else add rand to botscore.
13. make a similar loop for bowl.
14. Print the Score and bot score
15. If Score > Botscore ,then print U WON .Else print U LOST.

CODING

```
import random
score = botscore = 0
bat = False ; bowl = False
print("Welcome to hand cricket Game \n \n \n \n \n \n ")
usr = int(input("Enter 1 or 0 for toss :"))
toss = random.randint(0,1)

if toss == usr:
    print("U have won the toss")
    ch = int(input("enter 0 for batting and 1 for bowling :"))
else:
    print("U lost the toss")
    ch = random.randint(0,1)

if ch == 0:
    bat = True
else:
    bowl = True
print("enter number 1 to 6")

if bat:
    print("          U are batting")
    while True:
        runs = int(input("Batting:"))
        rand = random.randint(1,6)
        if runs == rand:
            print("          OUT")
            break
        else:
            score += runs
    print("U are bowling")
    while True:
        ball = int(input("Bowling:"))
        rand = random.randint(1,6)
        if ball == rand:
            print("          Out")
            break
        else:
            botscore += rand
        if botscore > score:
            break

if bowl:
    print("          U are Bowling")
    while True:
```

```
ball = int(input("Bowling:"))
rand = random.randint(1,6)
if ball == rand:
    print("          Out")
    break
else:
    botscore += rand
print("          U are batting")
while True:
    runs = int(input("Batting:"))
    rand = random.randint(1,6)
    if runs == rand:
        print("          OUT")
        break
    else:
        score += runs
    if score > botscore :
        break

print("Score = ",score,"Bot Score = ",botscore)

if score > botscore:
    print(" U WON ")
else:
    print("U LOST")
```