***CS PROJECT***

**Hand Cricket Game**

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**Introduction**

This project is based on hand cricket

Playing with a bot.

**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 if bowl is true.
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 \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")