SANJAY GHODAWAT UNIVERSITY

Kolhapur

Established under section 2(f) of UGC Act 1956
Sanjay Ghodawat University Act XL of 2017 of Govt. Maharashtra
Approved by PCI, COA & AICTE

PROJECT SYNOPSIS
On
Cricket score board

A synopsis submitted in partial fulfillment of the requirements for theSchool of

Computer Science and Engineering

By

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Program: Bachelor of Computer Science and Engineering Class: FY B.Tech

Under Supervision

of

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Assistant Professor

School of Computer Science and Engineering

A.Y 2022-23

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CERTIFICATE

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Is work done by him/her and submitted during academic year 2022-23,
in partial fulfillment of the Project Synopsis.

Sanjay Ghodawat University, Kolhapur

Mrs.Veena Mali
Course coordinator

Dr. B. Suresh Kumar
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INTRODUCTION

The project cricket scorecard developed in PHP is used to provide user with an update of the cricket even when the user is not watching the mach. The user can use this website anytime, anywhere to see the teams, matches, player's squad, runs scored by each player and can also view the reviews and commentary. This gives original experience of watching the match by the user.

Software or website developed must be built from user's point of view. It must be able to fulfil all the drawbacks that user's face in existing system. Our system fulfils and satisfies the user also it gives the experience of watching the match by adding the commentary in the website. The website is maintained by admin where he/she updates the score without any delay.

Adding teams, matches, players and score of each player is the responsibilities of admin. User can just register with their basic details and login to the website to view the team details and scores of individual.

The system overcomes all the drawbacks and maintains the website up to date.

OBJECTIVES

1. It uses file management to store data such as runs, wickets, overs and extras among others.

2. The program can display runs, wickets, batsman and bowler names, overs, bonuses, bowlers' economy, batsman's strike rate and other statistics

3. It also shows the start and end time of the game.

4. The source code is thorough, error-free and easy to understand.

EXISTING SYSTEM

The existing system is used software saves all the team and team members games format system manually. Manage the activities like manual decision making, processing, announcement, scoring data and handling players & team information are very tough process. Moreover which will make lot of confusions and risks to make further process. This leads to wrong decision making in the event. The existing system is to manually alerts the system to customer and maintains the player details, and status are in records. It will be more difficult to maintain and gathering information about specific records. It will take more time.
As there is lot of data work involved, skilled staffs are used. So it becomes dependable for the management on these people. The reports are not verified to the highest extend to avoid any miscommunication and misfortune of the center.
The existing system of watching cricket is generally on the television. Most matches are not scheduled on holidays and this will allow people access to the match regardless of their location. Some sites do exist that display text commentary but they are very impersonal.

The proposed system "Cricket Score Card System" is utilized by the particular player, can be viewed by a single click on their name. Main objective of the project is to develop the software for the event requirement. In this project used to maintain the details in database so easily retrieve the details from the database. This system also having the details of player and match are maintained in the repository management system.
The reports are useful to maintain the match and run rate system and complete the work as simple and as quick. Report is generated and saved in non-editable format. The proposed system commentary will be available post the match as well for review. Advantages of the Proposed System

¬ Easily maintain all the player details.

¬ Report generation is easier

. ¬ Easy to maintain score details.

¬ Ensure user security.

LIMITATIONS

1. It doesn’t show/display which players wicket has been taken.
2. Dosen’t display which bowler has taken wickets.

PROPOSED SYSTEM

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TECHNOLOGY USED

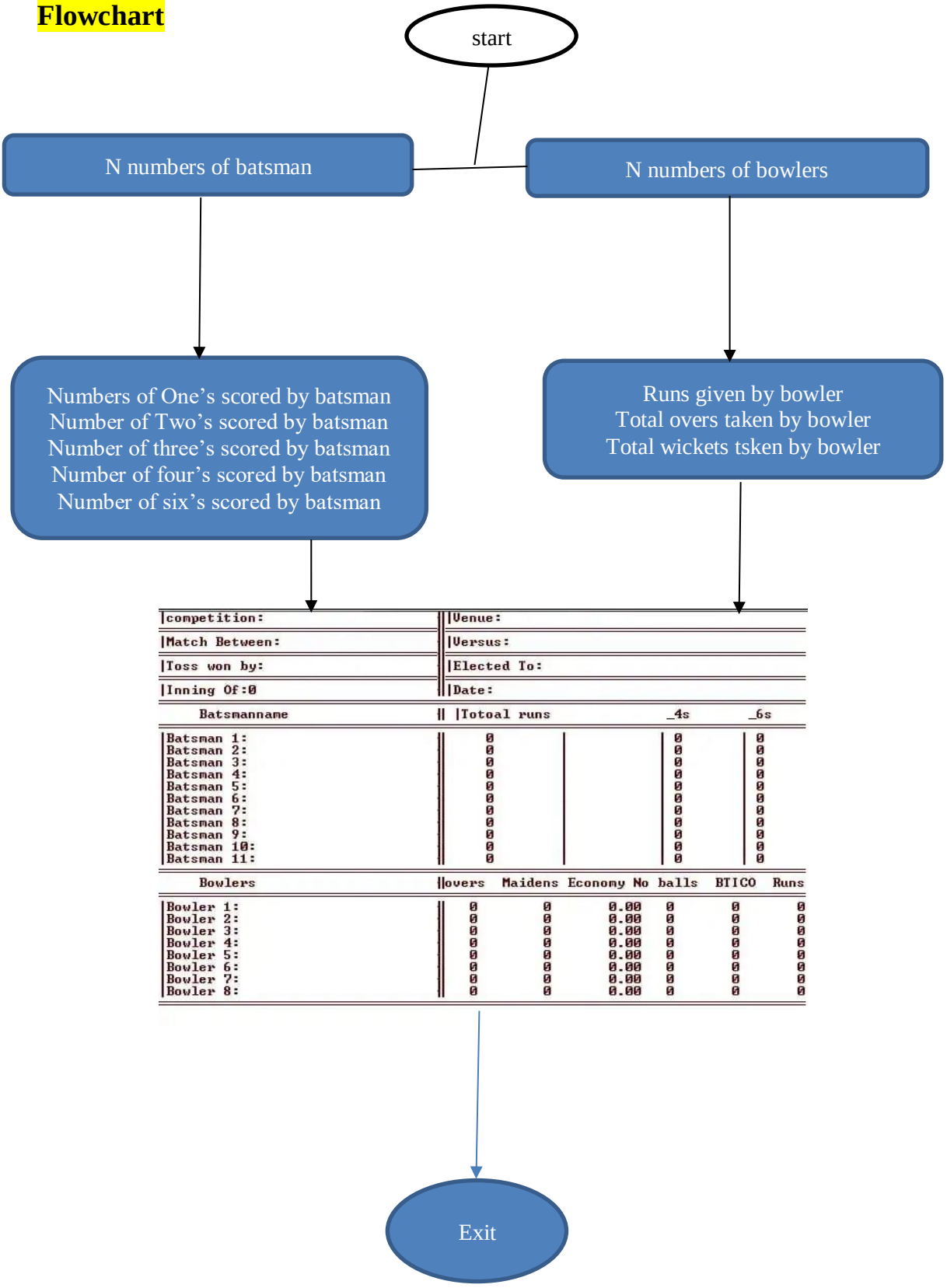
- **SOFTWARE REQUIREMENTS**
  - Turbo C++ / Dev C++ /Code: Blocks / VS code

- **HARDWARE REQUIREMENTS**
  - 4 GB RAM
  - 500 GB HDD
  - i3 processor

METHODOLOGY

The project entitled with "Cricket Score Card System" is divided into numerous modules. The detail description about the whole modules will be explained in below.
Fig 1 depicts the detail functionality of the Cricket Score Card System with the connection of the modules like Admin, User, Commentary and Review. Admin The admin will update details of upcoming cricket matches, create and block user accounts.
The admin module is the major module as it is responsible for carrying out the major operations regarding site updates, score updates etc., It maintains information regarding other modules. The various software components in administrator module updates the information about match details, player details. Censoring of comments can be done during or after the match by the admin

Flowchart



competition:	Venue:
Match Between:	Versus:
Toss won by:	Elected To:
Inning Of:0	Date:

Batsmanname	Totoal runs	_4s	_6s
Batsman 1:	0	0	0
Batsman 2:	0	0	0
Batsman 3:	0	0	0
Batsman 4:	0	0	0
Batsman 5:	0	0	0
Batsman 6:	0	0	0
Batsman 7:	0	0	0
Batsman 8:	0	0	0
Batsman 9:	0	0	0
Batsman 10:	0	0	0
Batsman 11:	0	0	0

Bowlers	overs	Maidens	Economy	No balls	BTICO	Runs
Bowler 1:	0	0	0.00	0	0	0
Bowler 2:	0	0	0.00	0	0	0
Bowler 3:	0	0	0.00	0	0	0
Bowler 4:	0	0	0.00	0	0	0
Bowler 5:	0	0	0.00	0	0	0
Bowler 6:	0	0	0.00	0	0	0
Bowler 7:	0	0	0.00	0	0	0
Bowler 8:	0	0	0.00	0	0	0

EXPECTED OUTCOMES

Output design generally refers to the results and information that are generated by the system for many end-users.
Output is the main reason for developing the system and the basis on which they evaluate the usefulness of the application.
In any system, the output design determines the input to be given to the application

REFERENCES

[1] PHP book by Vasvani (TMH publications).

[2] Beginning PHP5 by WROX