# CRICKET SCORE BOARD DISPLAY

By
SNEHASISH BOSE(RA2211003011583)
ANURAG DUTTA (RA2211003011592)
RANA PAUL (RA2211003011577)

# Introduction

The cricket scoreboard stands as the pulsating nerve center of the game, relaying live updates and vital statistics. With its concise depiction of runs, wickets, and overs, it encapsulates the thrilling essence of every match. In its flickering digits, it captures the ebbs and flows, igniting the fervor and anticipation within the stadium. As a beacon of the game's progress, it unites fans in shared excitement, rendering the cricket scoreboard an essential conduit of the sport's dynamic narrative.

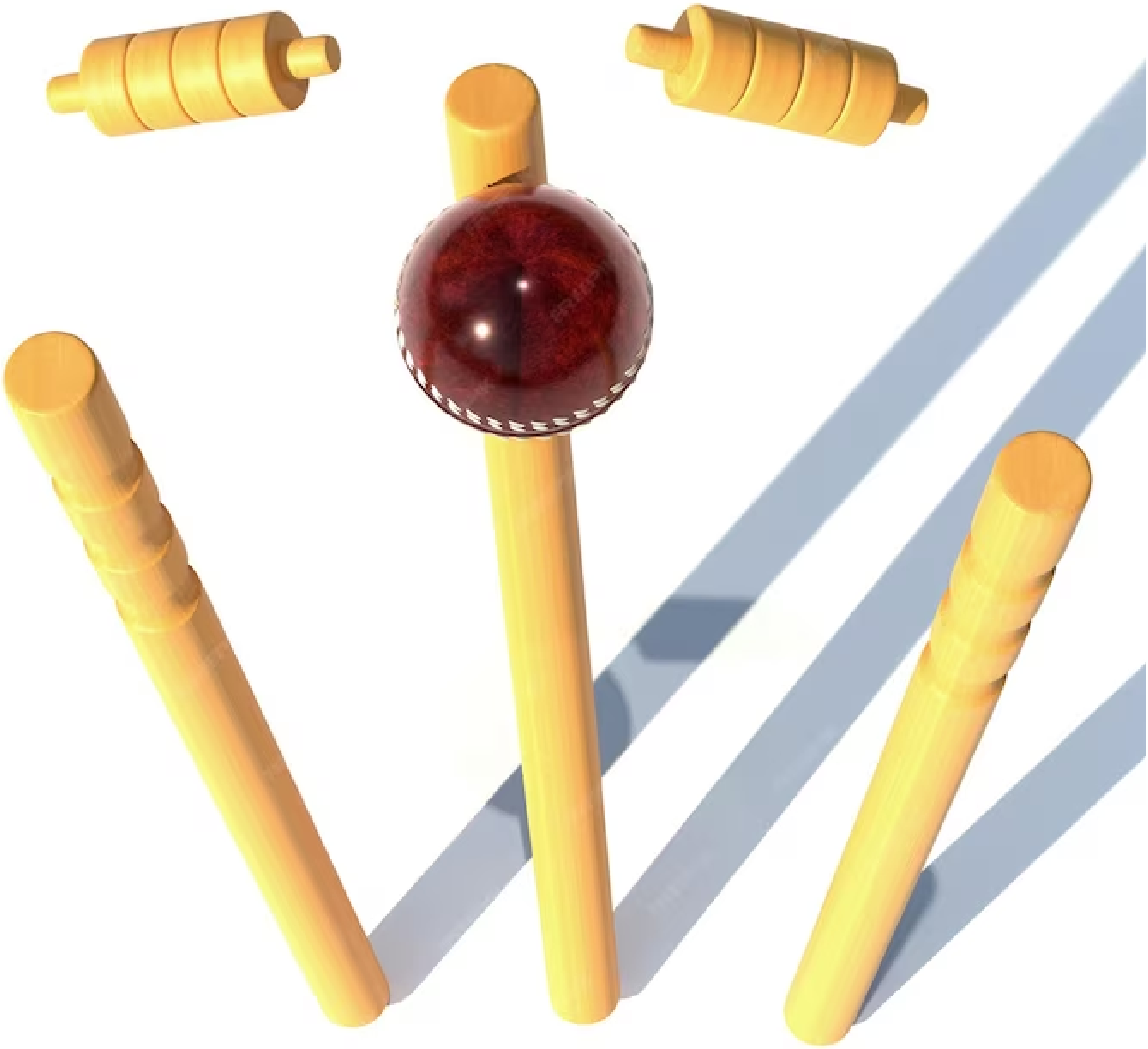
| | | |
|---|---|---|
| 36 | REBOUNDS | 38 |
| 26 | ASSISTS | 28 |
| 7 | STEALS | 7 |
| 9 | TURNOVERS | 10 |
| 18 | POINTS | 17 |
| 8/16 | FIELD GOALS | 6/14 |
| 1/3 | 3 POINTS | 2/4 |
| 2/2 | FREE THROWS | 2/3 |

## Objective

Cricket Score Sheet project is a simple project built using the C programming language. It is used to store various information regarding runs, wickets, overs, extras, and many more. The program can display runs, wickets, names of batsmen and bowlers, overs, extras, economy of bowler, strike rate of batsmen, etc. The source code is complete, error-free and easy to understand.

# Description

The C source code of this project is very simple and consists of two structures. They are listed below along with the tasks they perform. 1)struct batsman: It contains batsmans name,total runs scored by the batsman and fours,sixes,total score etc. 2) struct bowler: It contain bowlers name ,over,runs given ,economy rate ,wicket taken by the bowlers.In the main function,first we are getting the individual batsman detail and the individual bowles detail.When the project file of cricket score sheet project is executed, it works by following the steps described below:  First of all the project displays the output screen and the screen fades up to display the main menu.  The main menu comprises four options namely:  Batsman detail  Bowlers detail  Match summary  Record Exit  If 1) is entered,the batsman detail is displayed on the screen.It display the batsman name,toatal runs scored,balls faced,fours ,sixes and the strike rate.



# Key Features

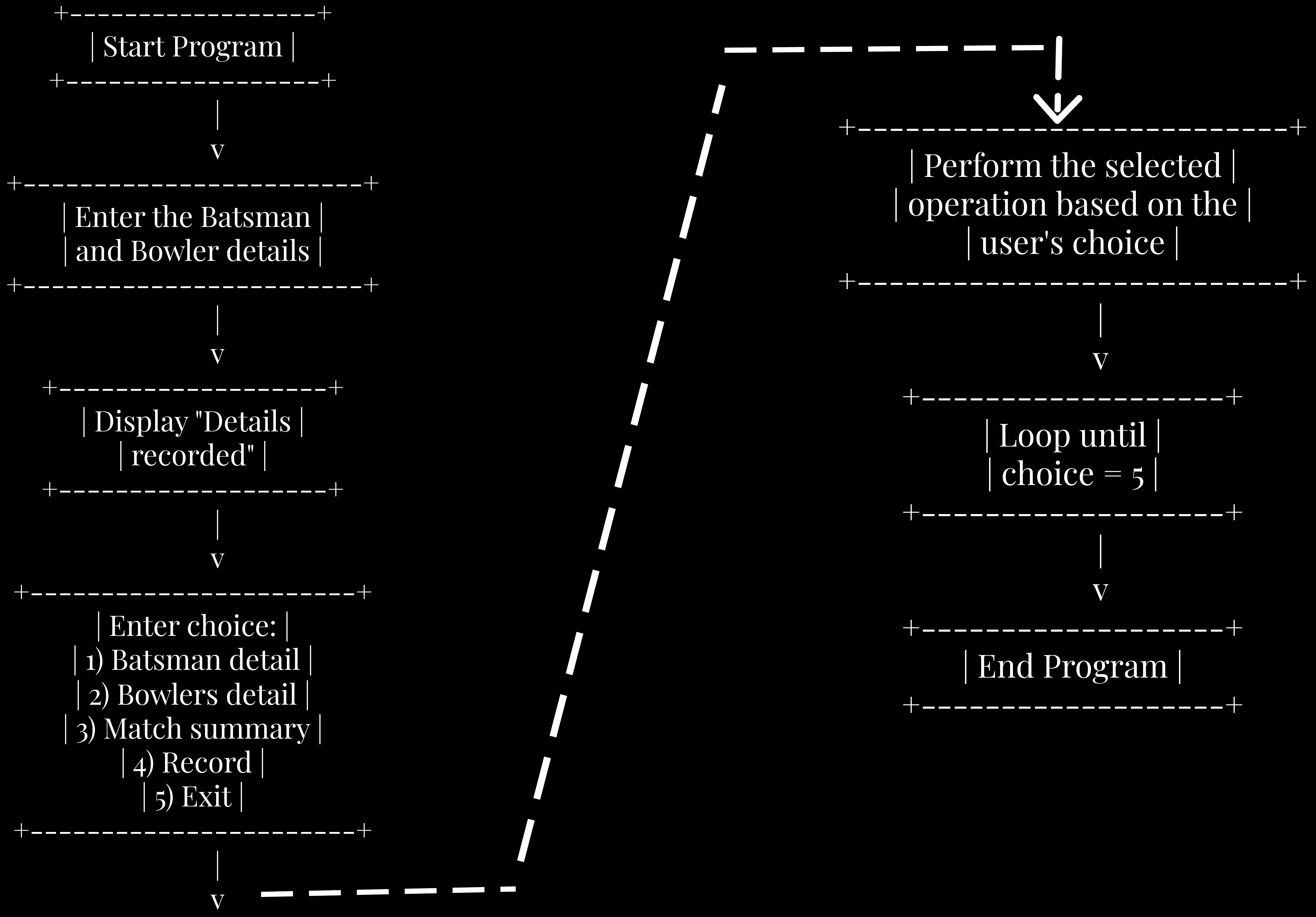
- **Batsman and Bowler Detail Input:** The program allows the user to input details such as the name of the batsman, the runs scored, balls faced, fours, sixes, and other relevant statistics, and the same for the bowlers.
- **Display Menu: I**t displays a user menu with options such as viewing batsman details, bowler details, match summary, and recording statistics.
- **Data Calculation and Display:** The program calculates and displays various statistics such as the strike rate for the batsman and economy rate for the bowler**.**
- **Match Summary:** It provides a match summary displaying the collective performance of the batsmen and bowlers, including their total runs, balls faced, fours, sixes, wickets taken, and other relevant information.
- **Record Analysis**: It includes functionality to analyze the performance by finding the highest runs scored by a batsman, maximum fours and sixes scored by a batsman, and the maximum wickets taken by a bowler.

# Implementation

- *Data Input*
- *Display Menu and User Input*
- *Data Calculation and Display*
- *Match Summary*
- *Record Analysis*

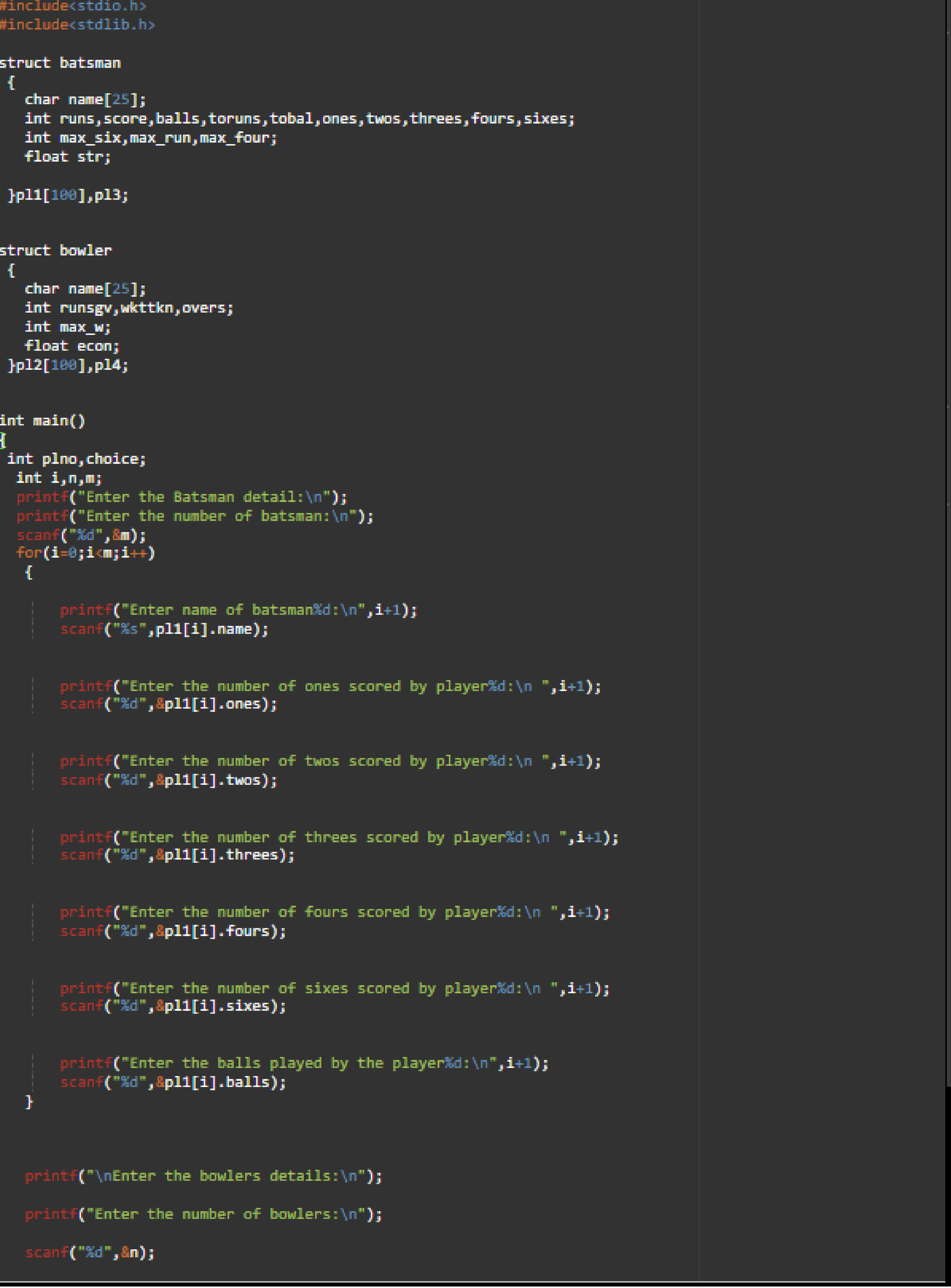
# Algorithm

- **Start**
- **Data Input**: Prompt user for the number of batsmen and bowlers. For each player, input their name, runs scored, balls faced, and boundaries.
- **Display Menu and User Input:** Present a menu for various options. Accept the user's choice through input.
- **Batsman Details**: If the user selects option 1, display individual batsman details, including runs, balls, fours, sixes, and strike rate.
- **Bowler Details:** If the user selects option 2, display individual bowler details, including overs, runs given, wickets taken, and economy rate.
- **Match Summary:** If the user selects option 3, display a match summary showing the collective performance of all players in terms of runs, balls, boundaries, and other relevant information.
- **Record Analysis:** If the user selects option 4, conduct record analysis to find the highest runs, maximum fours and sixes scored by a batsman, and the maximum wickets taken by a bowler.
- **Exit:** If the user selects option 5, exit the program. Handle any other input choices with an error message.

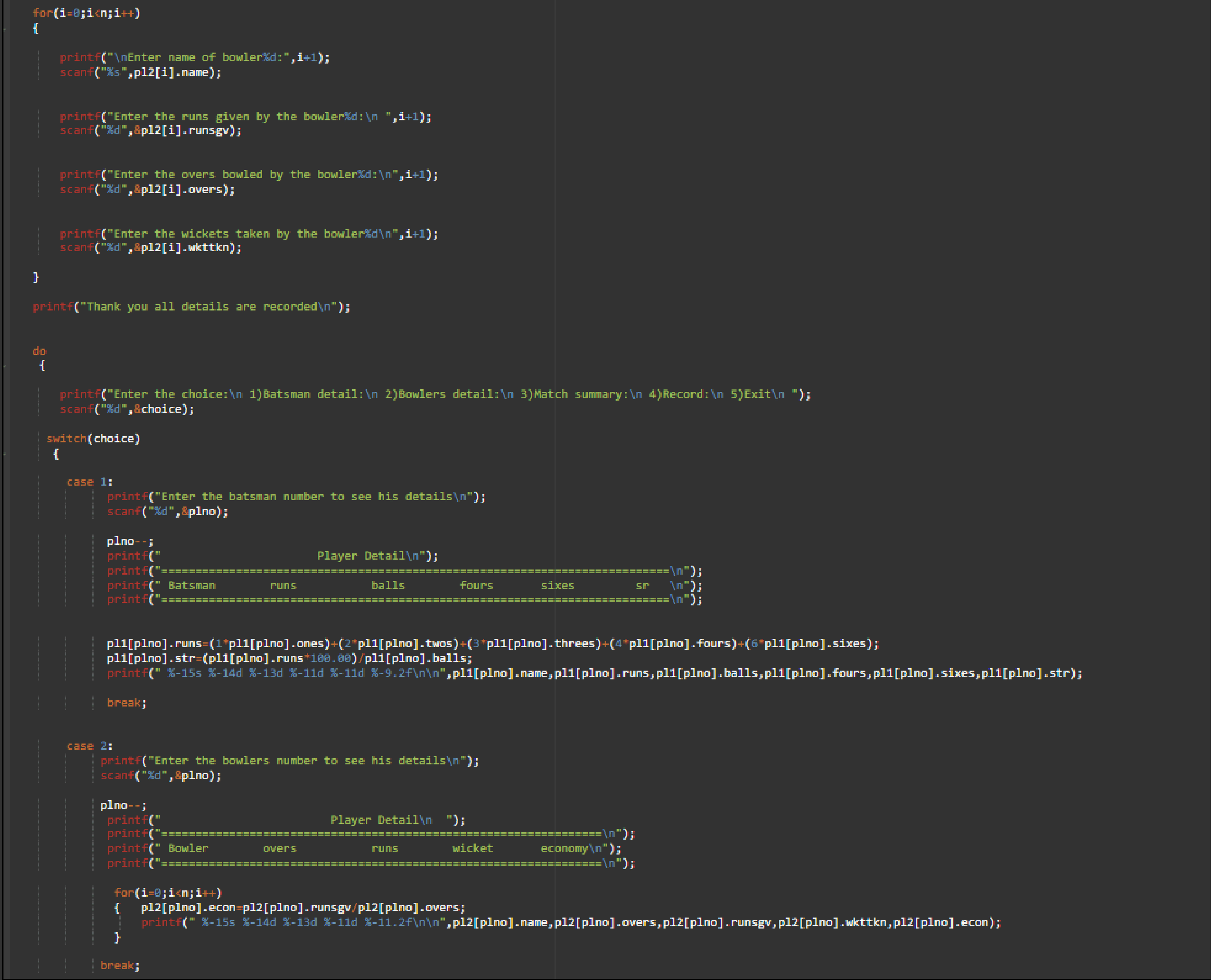


```
+------------------+
| Start Program |
+------------------+
        |
        v
+------------------------+
| Enter the Batsman |
| and Bowler details |
+------------------------+
        |
        v
+------------------+
| Display "Details |
| recorded" |
+------------------+
        |
        v
+-----------------------+
| Enter choice: |
| 1) Batsman detail |
| 2) Bowlers detail |
| 3) Match summary |
| 4) Record |
| 5) Exit |
+-----------------------+
        |
        v

+------------------------------+
| Perform the selected |
| operation based on the |
| user's choice |
+------------------------------+
        |
        v
+--------------------+
| Loop until |
| choice = 5 |
+--------------------+
        |
        v
+--------------------+
| End Program |
+--------------------+
```

# FLOWCHART

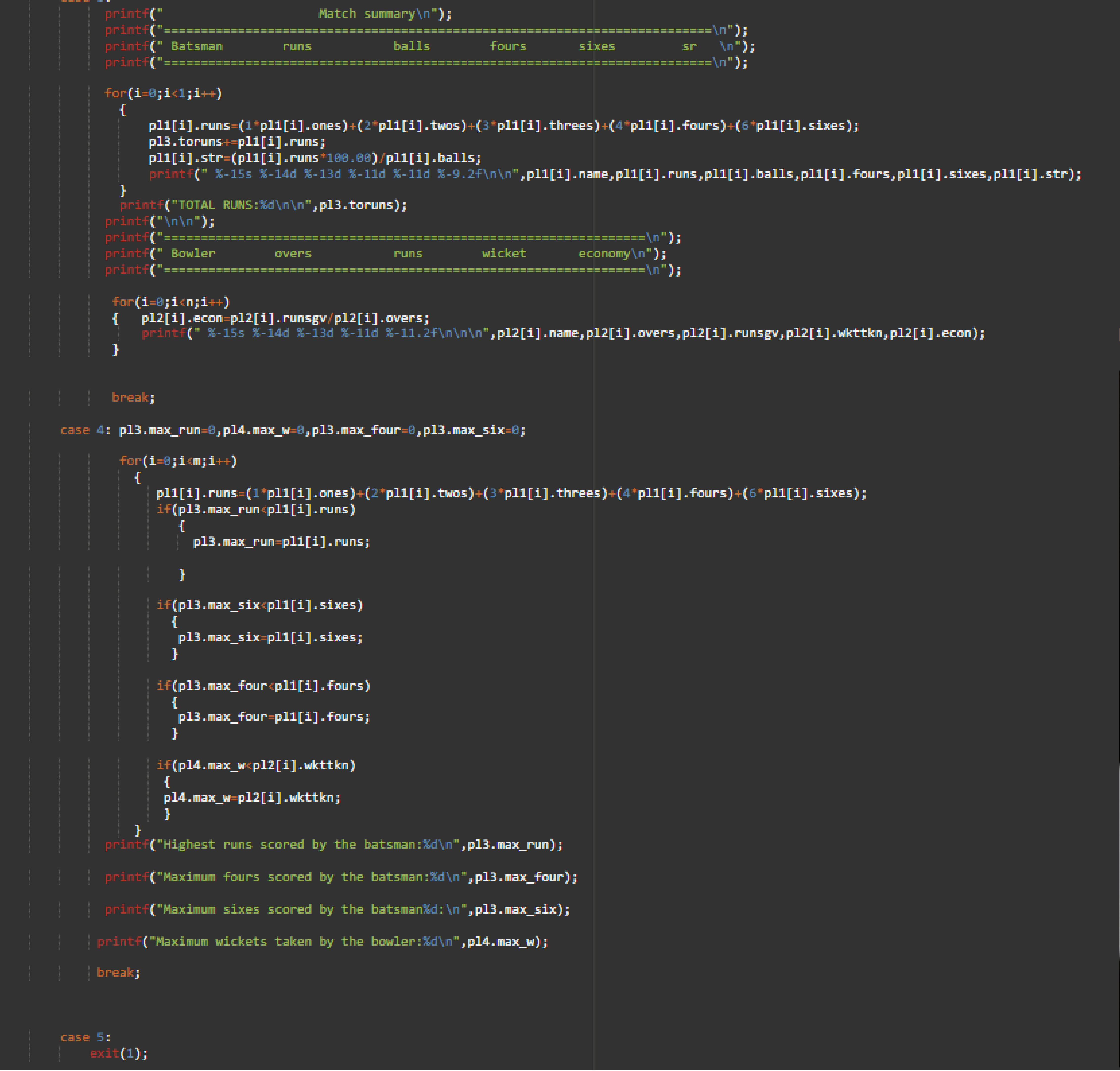


```c
#include<stdio.h>
#include<stdlib.h>

struct batsman
 {
   char name[25];
   int runs,score,balls,toruns,tobal,ones,twos,threes,fours,sixes;
   int max_six,max_run,max_four;
   float str;

 }pl1[100],pl3;


struct bowler
 {
   char name[25];
   int runsgv,wkttkn,overs;
   int max_w;
   float econ;
 }pl2[100],pl4;


int main()
{
 int plno,choice;
  int i,n,m;
  printf("Enter the Batsman detail:\n");
  printf("Enter the number of batsman:\n");
  scanf("%d",&m);
  for(i=0;i<m;i++)
   {

       printf("Enter name of batsman%d:\n",i+1);
       scanf("%s",pl1[i].name);


       printf("Enter the number of ones scored by player%d:\n ",i+1);
       scanf("%d",&pl1[i].ones);


       printf("Enter the number of twos scored by player%d:\n ",i+1);
       scanf("%d",&pl1[i].twos);


       printf("Enter the number of threes scored by player%d:\n ",i+1);
       scanf("%d",&pl1[i].threes);


       printf("Enter the number of fours scored by player%d:\n ",i+1);
       scanf("%d",&pl1[i].fours);


       printf("Enter the number of sixes scored by player%d:\n ",i+1);
       scanf("%d",&pl1[i].sixes);


       printf("Enter the balls played by the player%d:\n",i+1);
       scanf("%d",&pl1[i].balls);
   }



   printf("\nEnter the bowlers details:\n");

   printf("Enter the number of bowlers:\n");

   scanf("%d",&n);
```

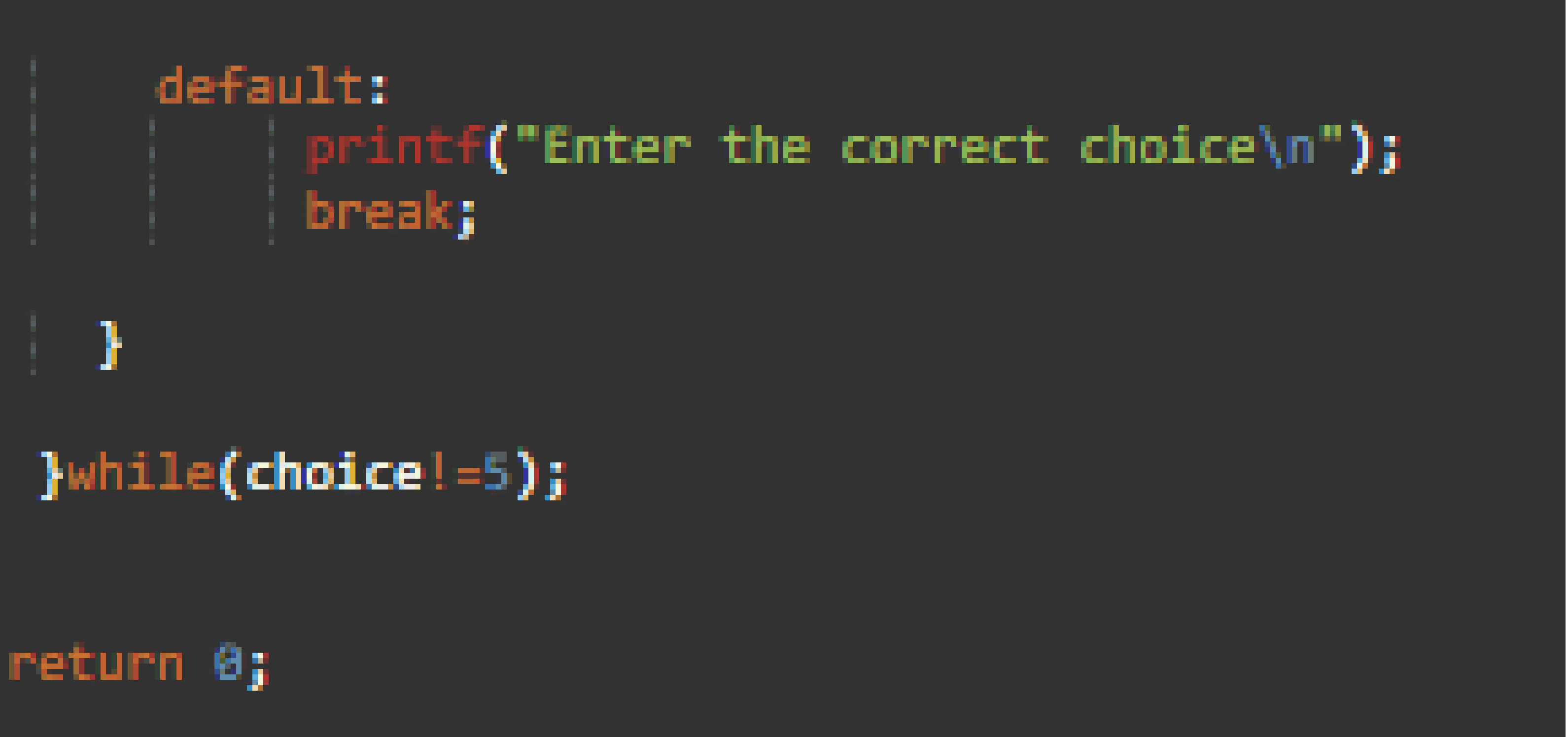


```c
   for(i=0;i<n;i++)
   {

       printf("\nEnter name of bowler%d:",i+1);
       scanf("%s",pl2[i].name);


       printf("Enter the runs given by the bowler%d:\n ",i+1);
       scanf("%d",&pl2[i].runsgv);


       printf("Enter the overs bowled by the bowler%d:\n",i+1);
       scanf("%d",&pl2[i].overs);


       printf("Enter the wickets taken by the bowler%d\n",i+1);
       scanf("%d",&pl2[i].wkttkn);

   }

   printf("Thank you all details are recorded\n");


   do
    {

       printf("Enter the choice:\n 1)Batsman detail:\n 2)Bowlers detail:\n 3)Match summary:\n 4)Record:\n 5)Exit\n ");
       scanf("%d",&choice);

     switch(choice)
      {

        case 1:
              printf("Enter the batsman number to see his details\n");
              scanf("%d",&plno);

              plno--;
              printf("                       Player Detail\n");
              printf("===========================================================================\n");
              printf(" Batsman        runs           balls        fours       sixes         sr   \n");
              printf("===========================================================================\n");


              pl1[plno].runs=(1*pl1[plno].ones)+(2*pl1[plno].twos)+(3*pl1[plno].threes)+(4*pl1[plno].fours)+(6*pl1[plno].sixes);
              pl1[plno].str=(pl1[plno].runs*100.00)/pl1[plno].balls;
              printf(" %-15s %-14d %-13d %-11d %-11d %-9.2f\n\n",pl1[plno].name,pl1[plno].runs,pl1[plno].balls,pl1[plno].fours,pl1[plno].sixes,pl1[plno].str);

              break;


        case 2:
             printf("Enter the bowlers number to see his details\n");
             scanf("%d",&plno);

             plno--;
              printf("                         Player Detail\n  ");
              printf("=================================================================\n");
              printf(" Bowler        overs           runs        wicket       economy\n");
              printf("=================================================================\n");

               for(i=0;i<n;i++)
               {   pl2[plno].econ=pl2[plno].runsgv/pl2[plno].overs;
                   printf(" %-15s %-14d %-13d %-11d %-11.2f\n\n",pl2[plno].name,pl2[plno].overs,pl2[plno].runsgv,pl2[plno].wkttkn,pl2[plno].econ);
               }

             break;
```

# CODE

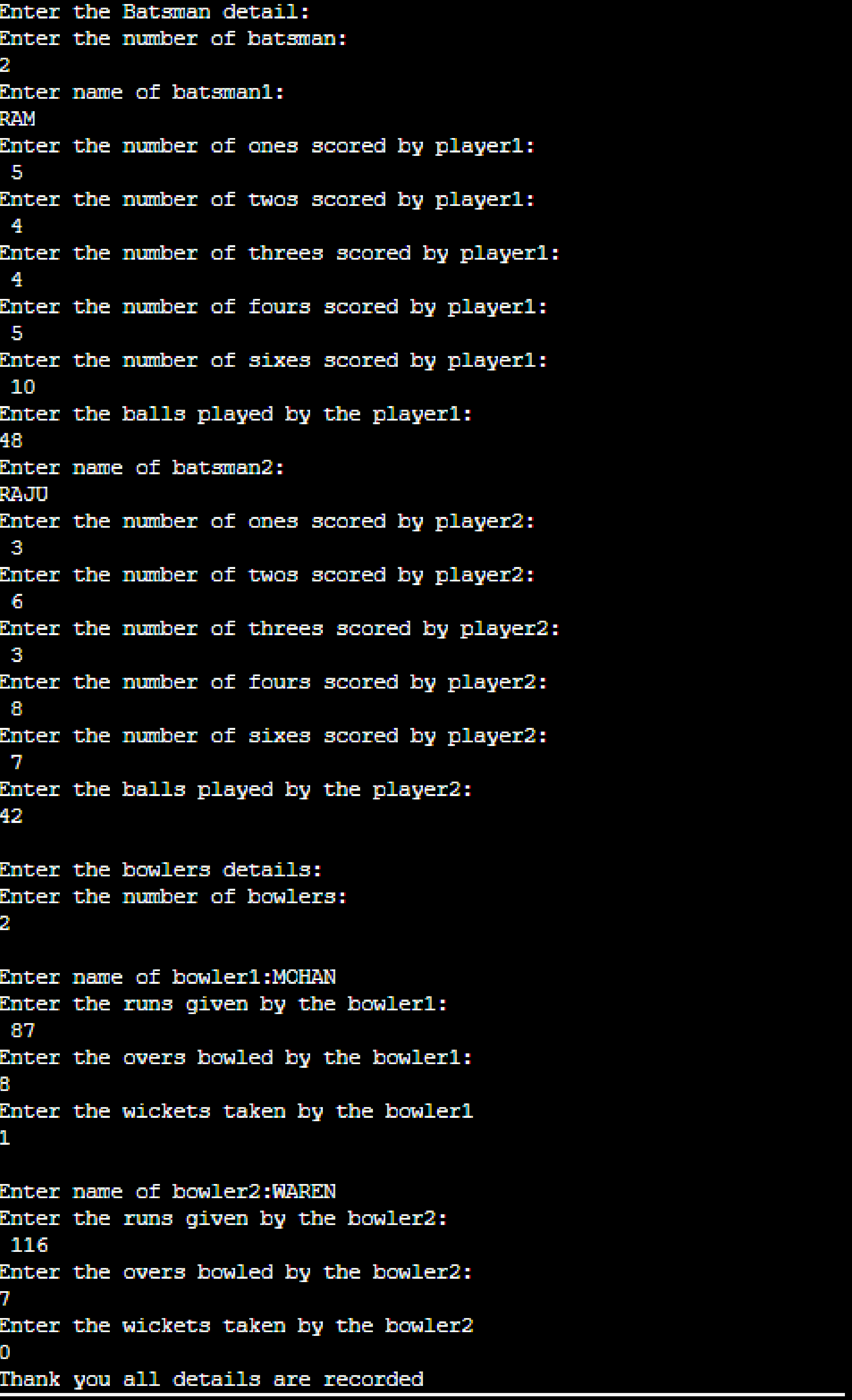


```
            printf("                     Match summary\n");
            printf("==========================================================================\n");
            printf(" Batsman        runs           balls        fours       sixes         sr    \n");
            printf("==========================================================================\n");

            for(i=0;i<1;i++)
              {
                  pl1[i].runs=(1*pl1[i].ones)+(2*pl1[i].twos)+(3*pl1[i].threes)+(4*pl1[i].fours)+(6*pl1[i].sixes);
                  pl3.toruns+=pl1[i].runs;
                  pl1[i].str=(pl1[i].runs*100.00)/pl1[i].balls;
                  printf(" %-15s %-14d %-13d %-11d %-11d %-9.2f\n\n",pl1[i].name,pl1[i].runs,pl1[i].balls,pl1[i].fours,pl1[i].sixes,pl1[i].str);
              }
              printf("TOTAL RUNS:%d\n\n",pl3.toruns);
            printf("\n\n");
            printf("=================================================================\n");
            printf(" Bowler        overs           runs        wicket       economy\n");
            printf("=================================================================\n");

             for(i=0;i<n;i++)
             {   pl2[i].econ=pl2[i].runsgv/pl2[i].overs;
                 printf(" %-15s %-14d %-13d %-11d %-11.2f\n\n\n",pl2[i].name,pl2[i].overs,pl2[i].runsgv,pl2[i].wkttkn,pl2[i].econ);
             }


             break;

    case 4: pl3.max_run=0,pl4.max_w=0,pl3.max_four=0,pl3.max_six=0;

              for(i=0;i<m;i++)
                {
                   pl1[i].runs=(1*pl1[i].ones)+(2*pl1[i].twos)+(3*pl1[i].threes)+(4*pl1[i].fours)+(6*pl1[i].sixes);
                   if(pl3.max_run<pl1[i].runs)
                      {
                        pl3.max_run=pl1[i].runs;

                      }

                   if(pl3.max_six<pl1[i].sixes)
                     {
                      pl3.max_six=pl1[i].sixes;
                     }

                   if(pl3.max_four<pl1[i].fours)
                     {
                      pl3.max_four=pl1[i].fours;
                     }

                   if(pl4.max_w<pl2[i].wkttkn)
                    {
                    pl4.max_w=pl2[i].wkttkn;
                    }
                }
            printf("Highest runs scored by the batsman:%d\n",pl3.max_run);

            printf("Maximum fours scored by the batsman:%d\n",pl3.max_four);

            printf("Maximum sixes scored by the batsman%d:\n",pl3.max_six);

           printf("Maximum wickets taken by the bowler:%d\n",pl4.max_w);

           break;


    case 5:
        exit(1);
```

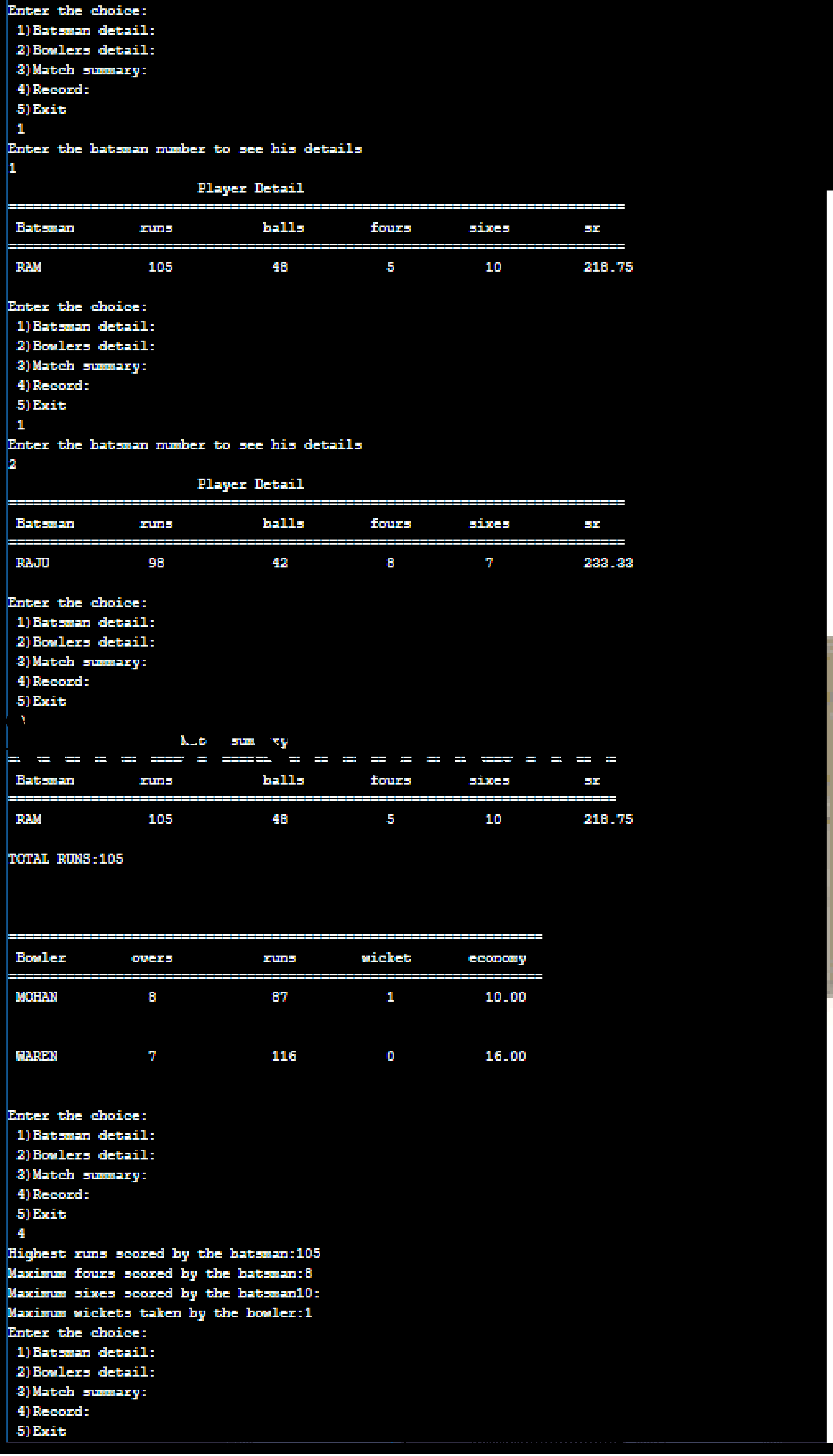


```
        default:
                printf("Enter the correct choice\n");
                break;

    }

}while(choice!=5);


return 0;
```

# INPUT & OUTPUT



```
Enter the Batsman detail:
Enter the number of batsman:
2
Enter name of batsman1:
RAM
Enter the number of ones scored by player1:
 5
Enter the number of twos scored by player1:
 4
Enter the number of threes scored by player1:
 4
Enter the number of fours scored by player1:
 5
Enter the number of sixes scored by player1:
 10
Enter the balls played by the player1:
48
Enter name of batsman2:
RAJU
Enter the number of ones scored by player2:
 3
Enter the number of twos scored by player2:
 6
Enter the number of threes scored by player2:
 3
Enter the number of fours scored by player2:
 8
Enter the number of sixes scored by player2:
 7
Enter the balls played by the player2:
42

Enter the bowlers details:
Enter the number of bowlers:
2

Enter name of bowler1:MOHAN
Enter the runs given by the bowler1:
 87
Enter the overs bowled by the bowler1:
8
Enter the wickets taken by the bowler1
1

Enter name of bowler2:WAREN
Enter the runs given by the bowler2:
 116
Enter the overs bowled by the bowler2:
7
Enter the wickets taken by the bowler2
0
Thank you all details are recorded
```



```
Enter the choice:
 1)Batsman detail:
 2)Bowlers detail:
 3)Match summary:
 4)Record:
 5)Exit
 1
Enter the batsman number to see his details
1
                        Player Detail
==============================================================================
 Batsman        runs            balls        fours        sixes         sr
==============================================================================
 RAM             105             48            5           10          218.75

Enter the choice:
 1)Batsman detail:
 2)Bowlers detail:
 3)Match summary:
 4)Record:
 5)Exit
 1
Enter the batsman number to see his details
2
                        Player Detail
==============================================================================
 Batsman        runs            balls        fours        sixes         sr
==============================================================================
 RAJU            98              42            8            7          233.33

Enter the choice:
 1)Batsman detail:
 2)Bowlers detail:
 3)Match summary:
 4)Record:
 5)Exit
 3
                      Match summary
= = = = = ==== = ===== = = = = = = = === = = == =
 Batsman        runs            balls        fours        sixes         sr
==============================================================================
 RAM             105             48            5           10          218.75

TOTAL RUNS:105


====================================================================
 Bowler        overs            runs        wicket        economy
====================================================================
 MOHAN           8               87            1           10.00


 WAREN           7               116           0           16.00


Enter the choice:
 1)Batsman detail:
 2)Bowlers detail:
 3)Match summary:
 4)Record:
 5)Exit
 4
Highest runs scored by the batsman:105
Maximum fours scored by the batsman:8
Maximum sixes scored by the batsman10:
Maximum wickets taken by the bowler:1
Enter the choice:
 1)Batsman detail:
 2)Bowlers detail:
 3)Match summary:
 4)Record:
 5)Exit
```

# CONCLUSION

The presented C program allows users to input and analyze data for a cricket match. It records details for batsmen and bowlers, displaying player and match summaries. The program also conducts record analysis, showcasing the highest runs, maximum fours and sixes scored by a batsman, and the maximum wickets taken by a bowler. It features a user-friendly menu for easy navigation and operation.

THANK
YOU