

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELGAUM 590014



Python project Report on

“Cricket Scorecard”

by

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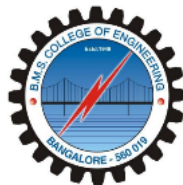
Under the Guidance of

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Assistant Professor, Department of CSE

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Project carried out at



Department of Computer Science and Engineering

BMS College of Engineering

(Autonomous college under VTU)

P.O. Box No.: 1908, Bull Temple Road, Bangalore-560 019

2017-2018

BMS COLLEGE OF ENGINEERING
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



CERTIFICATE

This is to certify that the website development titled “Cricket Scorecard” has been carried out by S GAUTHAM (1BM16CS083), SAMRUDH H N (1BM16CS086) and HARSHITH URS(1BM17CS407) during the academic year 2018-2019.

Signature of the guide

Signature of Examiners

VIKRANTH B M
Assistant Professor

Department of Computer Science and Engineering
BMS College of Engineering, Bangalore

BMS COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



DECLARATION

We, S GAUTHAM (1BM16CS083), SAMRUDH H N (1BM16CS086) and HARSHITH URS(1BM16CS407) ,students of 5th Semester, B.E, Department of Computer Science and Engineering, BMS College of Engineering, Bangalore, hereby declare that, this website development work entitled "Cricket Scorecard" has been carried out by us under the guidance of Vikranth B M, Assistant Professor, Department of CSE, BMS College of Engineering, Bangalore during the academic semester Aug-Dec 2018

We also declare that to the best of our knowledge and belief, the development reported here is not from part of any other report by any other students.

Signature

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Introduction

A cricket scorecard stores the entire data of a cricket match being played.

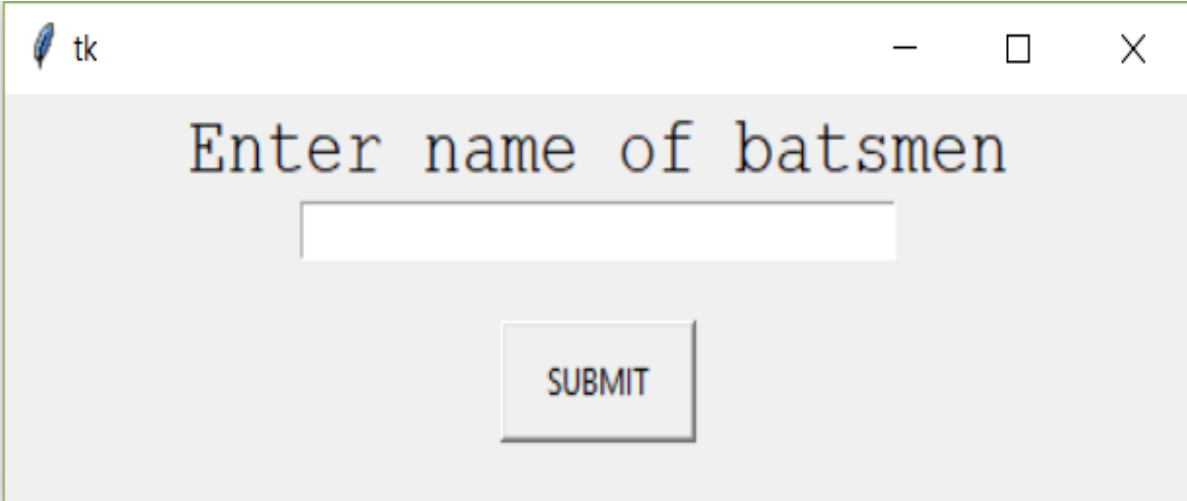
A scorecard is essential for a match to continue.

Here , instead of the conventional scorebook , a computerized version is implemented.

Functionality

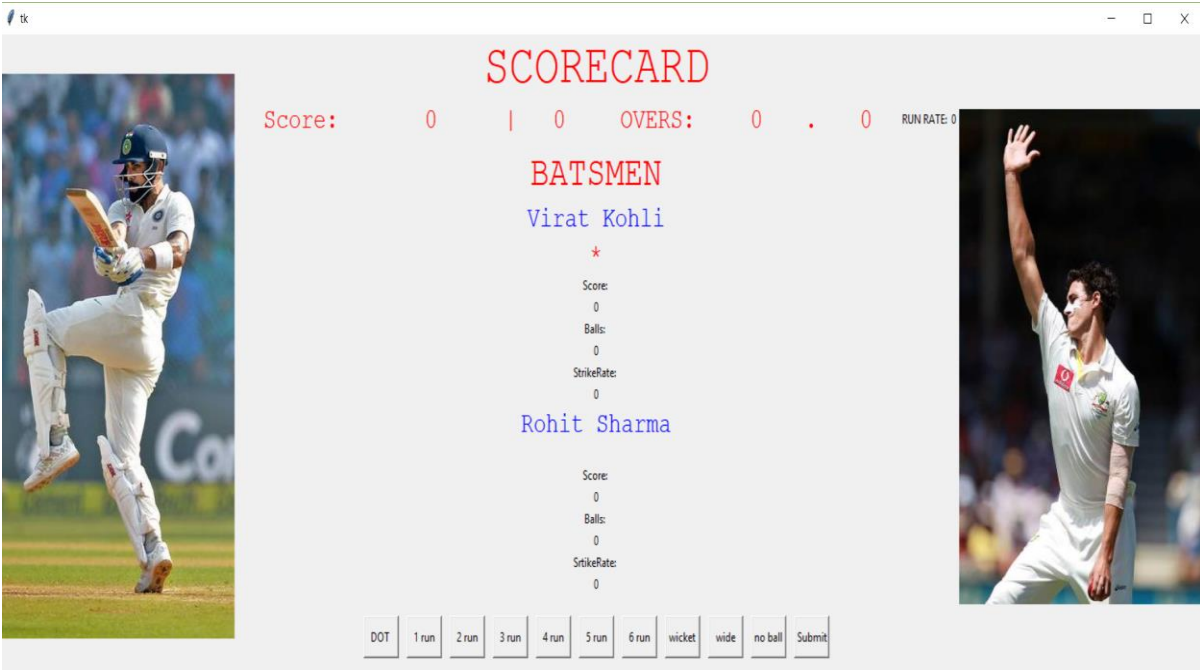
- 1. The scorer can record the core of individual batsman.**
- 2. Score of an entire team is recorded.**
- 3. If 10 overs up, the data is recorded and stored in database.**
- 4. If all wickets are up, the same is done.**
- 5. This entire process starts for the second team as well**

Screenshot



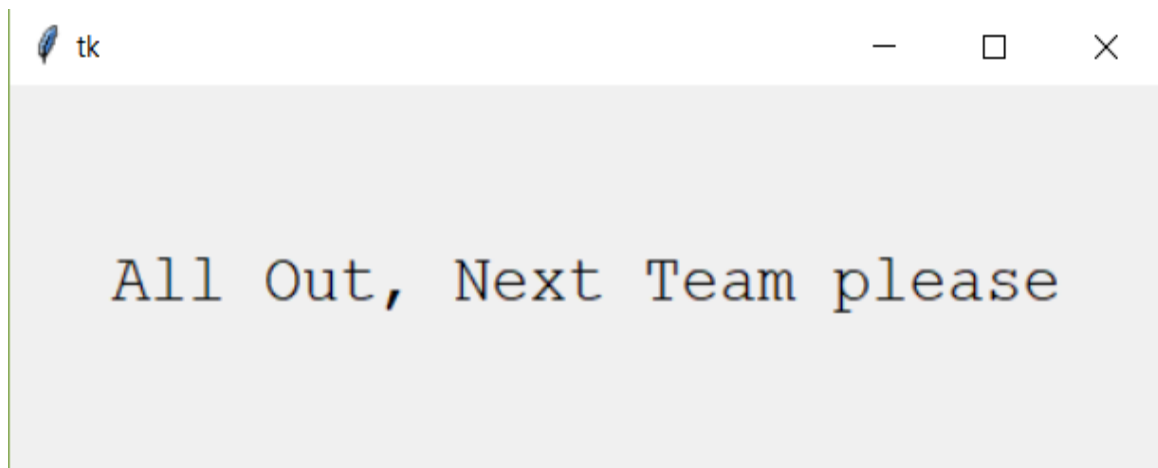
A screenshot of a Tkinter window titled "tk". The window has a light gray background. At the top, there is a text label "Enter name of batsmen" in a blue, monospaced font. Below the label is a white text input field. At the bottom center of the window is a rectangular button with a gray border and the word "SUBMIT" in a blue, monospaced font. The window has standard macOS-style window controls (red, yellow, and green buttons) in the top-left corner.

Team players entry



A screenshot of a Tkinter window titled "tk" displaying a cricket scorecard. The window has a light gray background. At the top center, the word "SCORECARD" is written in a large, red, monospaced font. Below it, the score is displayed as "Score: 0 | 0" and "OVERS: 0 . 0". To the right of the score, "RUN RATE: 0" is displayed. In the center, the word "BATSMEN" is written in a red, monospaced font. Below it, the names "Virat Kohli" and "Rohit Sharma" are listed in a blue, monospaced font. To the left of each name is a red asterisk. Below each name, the following statistics are listed: "Score: 0", "Balls: 0", and "StrikeRate: 0". On the left side of the window, there is a vertical image of a batsman in a white uniform, holding a bat. On the right side, there is a vertical image of a bowler in a white uniform, with his arm raised. At the bottom of the window, there is a row of buttons: "DOT", "1 run", "2 run", "3 run", "4 run", "5 run", "6 run", "wicket", "wide", "no ball", and "Submit".

The main scorecard



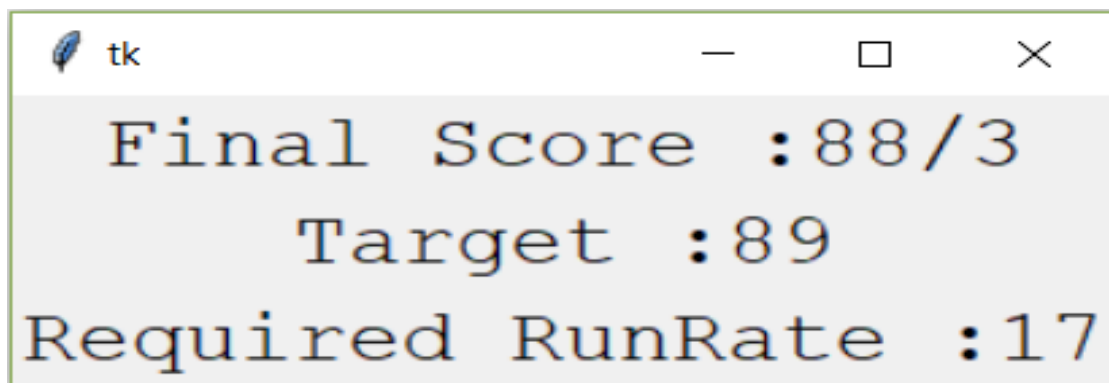
Message when all wickets down

score	wickets
70	4
6	1
4	1
10	2
5	1
50	6
50	6
146	7
22	1
16	2

Database snippet

name	runs	balls
Rahane	52	43
Tendulkar	59	29
Tendulkar	42	24
Laxman	37	17

Batsman scores in database



Target window

How it Works

It's a dynamic program as in it is used when a match is currently being played.

Buttons are used to denote runs, wickets, extras etc.

Names of the 11 players in a team are first taken and stored in the database.

Same is done for the other team as well

Whenever a button is pressed, the scorecard is updated respectively and the scores , wickets , run rate of a team is displayed on the application and concurrently these details are stored in the database.

Whenever a team finishes playing, the runs to win and the required run rate is calculated and displayed for the other team