Project

C++ program to build a mini cricket application named

Gully Cricket App

Project Requirements

1. There should be two teams: TeamA and TeamB

a. Each team will have 3 players .

b. The player names will not be entered by the user. You can assign names

to the players yourself .

2. There should be two innings

a. Each inning will be of 6 balls (one over)

i. In each inning, one batsman from the batting team will bat for 6 balls

and one bowler from the bowling team will bowl 6 deliveries.

ii. One batsman from the batting team and one bowler from the bowling

team will be selected randomly for each inning.

b. TeamA will always bat first which means TeamB will always bowl first .

3. In each delivery, runs can be scored from 0 to 6 .

4. There will be no criteria to get wickets. In simple words, once a batsman starts his inning, he will bat for all the 6 balls without getting out/dismissed/retired hurt etc.

5. After completion of two innings i.e. after each team has done batting, scored runs will be compared to decide the winner or to decide if there is a tie.

Approach

*1.* Create a class Team that can store the following data:

a. Team name

b. The three players

c. Total runs scored

2. Create two global variables to store the name of the current batsman and

current bowler in the inning being played.

3. Define functions to perform each task in the app. For example, define the

following functions to perform a specific task .

a. A function to greet the user with a welcome message.

b. A function display players of each team.

c. A function to randomly select a batsman and a bowler from the respective teams before the inning starts .

d. A function to start the inning with current batsman and current bowler details when the inning starts.

e. A function to play cricket in each inning .

f. A function to display runs scored by batting team at the end of each inning .

g. A function to decide the winner and print the final message .

4. Use escape characters such as ‘\t’, ‘\n’ wherever needed to keep program output clean .

5. Use usleep() function as applicable along with user-friendly messages.