CRICKET SCORECARD MANAGEMENT

A Mini Project

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Aim

To manage the scoresheet and details of a cricket match

Abstract

This Project is designed to maintain the cricket scorecard i.e., Match summary. Batsman and bowler Information.

This File Consist:

1. Input the details of batsman: - Name, no of balls played, one, two, three, four six runs,

strike rate

2. Input the details of bowler: name, overs, no of balls, wickets, economy

3. Display match summary, batsman details, bowlers' details according to user's choice

ALGORTIHM

STEP 1 : Start

STEP 2 : Form a user defined function for batsman

STEP 3 : Declare character variable - name

STEP 4 : Declare integer variables - runs, score, balls, toruns, tobal, ones, twos, threes, fours, sixes, max_six, max_run, max_four

STEP 5 : Declare float variable – str

STEP 6 : Declare array – pl1[100],pl3

STEP 7 : Form a user defined function for bowler

STEP 8 : Declare character variable - name

STEP 9 : Declare integer variables -runsgv, wkttkn, overs, max_w

STEP 10 : Declare float variable – econ

STEP 11 : Declare array – pl2[100],pl4

STEP 12 : Declare integer variables - plno, choice, i, n, m

STEP 13 : Print the statements asking for the details of the batsman and his number

STEP 14 : Store the information that has been input in variable m

STEP 15 : Take inputs of details of batsman

STEP 16 : Store the inputs entered

STEP 17 : Take inputs of details of bowler

STEP 18 : Store the inputs entered

STEP 19 : Print a choice panel and take input – 1)Batsman details 2)Bowler details 3)Match summary 4)Exit

STEP 20 : Store the choice number input

STEP 21 : Under choice 1, print ‘Enter batsman number to see details’ and take input

STEP 22 : Store the input

STEP 23 : Print batsman details according to the number entered

STEP 24 : Under choice 2, print ‘Enter bowler number to see details’ and take input

STEP 25 : Store the input

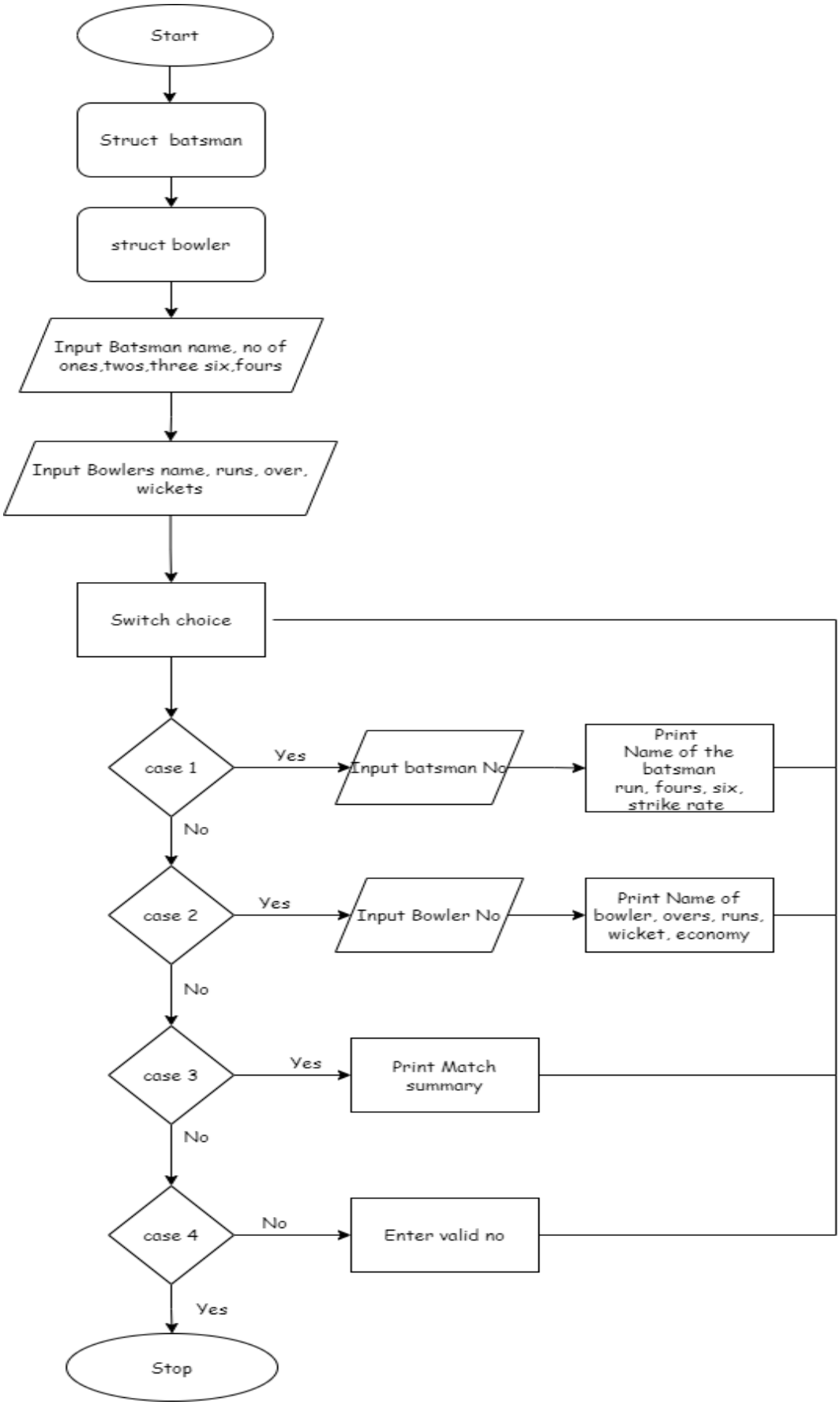
STEP 26 : Print bowler details according to number entered

STEP 27 : Under choice 3, print match summary

STEP 28 : Under choice 4, exit

STEP 29 : If any other choice number is entered except the given, print ‘Enter the correct choice’

STEP 30 : End


Start
Struct batsman
struct bowler
Input Batsman name, no of ones,twos,three six,fours
Input Bowlers name, runs, over, wickets
Switch choice
case 1
Yes
Input batsman No
Print Name of the batsman run, fours, six, strike rate
No
case 2
Yes
Input Bowler No
Print Name of bowler, overs, runs, wicket, economy
No
case 3
Yes
Print Match summary
No
case 4
No
Enter valid no
Yes
Stop

SOURCE CODE

```
#include<stdio.h>
#include<stdlib.h>
struct batsman
 {
   char name[25];
   int runs,score,balls,toruns,tobal,ones,twos,threes,fours,sixes;
   float str;
 }pl1[100],pl3;
struct bowler
 {
   char name[25];
   int runsgv,wkttkn,overs;
   float econ;
 }pl2[100],pl4;

int main()
{
  int plno,choice;
  int i,n,m;
  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("Enter the number of bowlers:\n");
scanf("%d",&n);
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);

}

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

  switch(choice)
   {
     case 1:
           printf("Enter the batsman number\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[pl
no].str);



              break;


        case 2:

             printf("Enter the bowlers number\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;
```

```
case 3:

              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:

            exit(1);

        default:

             printf("Enter the correct choice\n");

             break;}

    }while(choice!=4);

     return 0;}
```

```
Enter the number of batsman
2
Enter name of batsman1:
viraj
Enter the number of ones scored by player1:
 56
Enter the number of twos scored by player1:
 23
Enter the number of threes scored by player1:
 12
Enter the number of fours scored by player1:
 3
Enter the number of sixes scored by player1:
 3
Enter the balls played by the player1:
122
Enter name of batsman2:
niraj
Enter the number of ones scored by player2:
 33
Enter the number of twos scored by player2:
 44
Enter the number of threes scored by player2:
 22
Enter the number of fours scored by player2:
 5
Enter the number of sixes scored by player2:
 6
Enter the balls played by the player2:
98
Enter the number of bowlers:
1

Enter name of bowler1:dhiraj
Enter the runs given by the bowler1:
 202
```

```
Enter the overs bowled by the bowler1:
26
Enter the wickets taken by the bowler1
4
Enter the choice:
 1)Batsman detail
 2)Bowlers detail
 3)Match summary
    4)Exit
 1
Enter the batsman number
1
                      Player Detail
================================================================================
 Batsman        runs           balls        fours       sixes         sr
================================================================================
 viraj           168            122           3           3           137.70

Enter the choice:
 1)Batsman detail
 2)Bowlers detail
 3)Match summary
    4)Exit
 1
Enter the batsman number
2
                      Player Detail
================================================================================
 Batsman        runs           balls        fours       sixes         sr
================================================================================
 niraj           243            98            5           6           247.96

Enter the choice:
 1)Batsman detail
 2)Bowlers detail
 3)Match summary
```

```
    4)Exit
 2
Enter the bowlers number
1
                        Player Detail
  ================================================================
 Bowler        overs           runs        wicket       economy
================================================================
 dhiraj          26             202          4           7.00

Enter the choice:
 1)Batsman detail
 2)Bowlers detail
 3)Match summary
    4)Exit
 3
                    Match summary
=============================================================================
 Batsman        runs           balls        fours       sixes         sr
=============================================================================
 viraj           168            122          3           3           137.70

TOTAL RUNS:168



================================================================
 Bowler        overs           runs        wicket       economy
================================================================
dhiraj          26             202          4           7.00
```

```
Enter the choice:
 1)Batsman detail
 2)Bowlers detail
 3)Match summary
    4)Exit
 4
PS C:\Users\USER\Desktop>
```

Conclusion

The cricket score card has been successfully made and managed using C language.

Using various functions of C language like struct (user defined datatype) and for loops and switch case, the program was able to accept the data and print it according to user's choice.