
Cricket Score Card

C PROJECT

Introduction

- The Cricket Score Sheet project is a simple application written in the C programming language.
- It employs file management to store data like as runs, wickets, overs, and extras, among other things.
- The application may show runs, wickets, batsman and bowler names, overs, extras, bowler economy, batsman strike rate, and so on.
- It also shows the game's start and end times.
- The source code is comprehensive, devoid of errors, and simple to comprehend.

ABOUT PROJECT	PROJECT DETAILS
Project Name :	Cricket Score Card
Project Platform :	C/C++
Programming Language Used:	C Programming Language
Developer Names:	1.Soumik Mallick(RA2111003010125) 2.Ishita Banerjee(RA2111003010127) 3.Ritam Biswas(RA2111003010129)
IDE Tool (Recommended):	Visual Studio Code
Project Type:	Basic project with application of Structures,Functions,Arrays,Switch Case,Files
Database:	Stores data in .c file
Upload Date and Time:	July 1, 2022-9:00 am
Refernces:	itsourcecode.com https://www.sourcecodester.com/

Features of Cricket Score Management Project

This project's C source code is incredibly basic, with just seven user supplied functions. They're mentioned here, along with the jobs they're responsible for.

- void date() – to store current date or date of game.
- void printt() – to print the output in specific format.
- void fwrite() – to write in a file on hard drive of computer to store the input data such as runs, wickets, balls, over etc.
- void fread() – to extract or read the data from the file created to store the data.
- void fopen(char) – opens a cricket score sheet project file from the computer.
- int limitedinput(int) – to input some limited data.
- void newscoresheet() – to create new score sheet in a new file.

- When the cricket score sheet project file is run, it performs the following steps:

The project begins by displaying the welcome screen, which fades up to reveal the main menu. There are three choices on the main menu:

1. Create a new score sheet
2. View a previous score sheet
3. Exit

❖ If '1' is entered, the Cricket Score Sheet project prompts for a new score sheet's name. A notice appears on the screen when the file is generated. The user must next fill out the score sheet, which includes the following information:

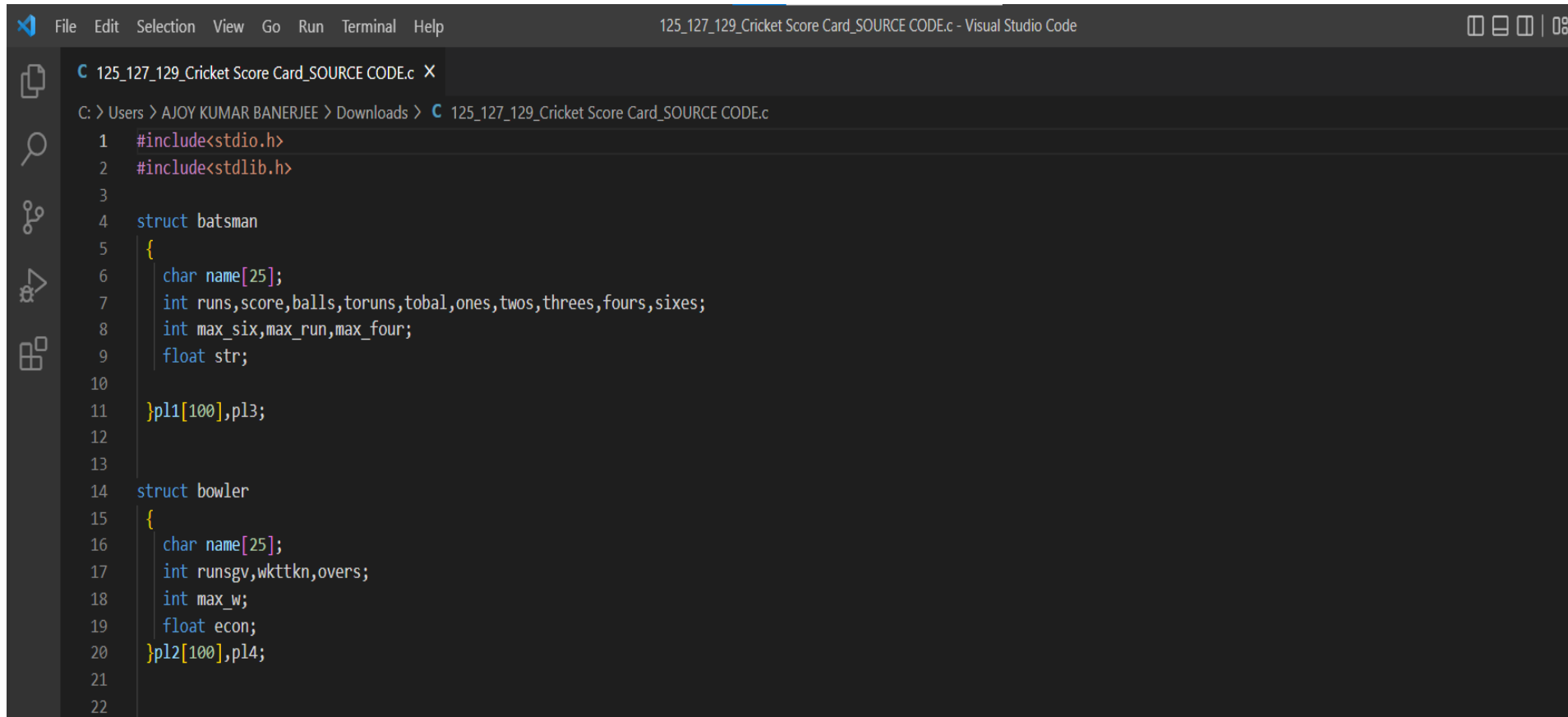
- Inning and date
- Name of batsman and run hit by each of them
- Name of bowler and run given by each blower
- After entering these details, the application prompts the user to press 'e' to amend the information and 'c' to proceed.
- ❖ When the user selects '2' from the main menu, the application prompts for the file name. The file is shown if it is found. Otherwise, the screen displays an error message.
- ❖ Exit is the third option on the main menu. The Cricket Score Sheet project is terminated if the number '3' is entered in the main menu.

Cricket Score Card in C



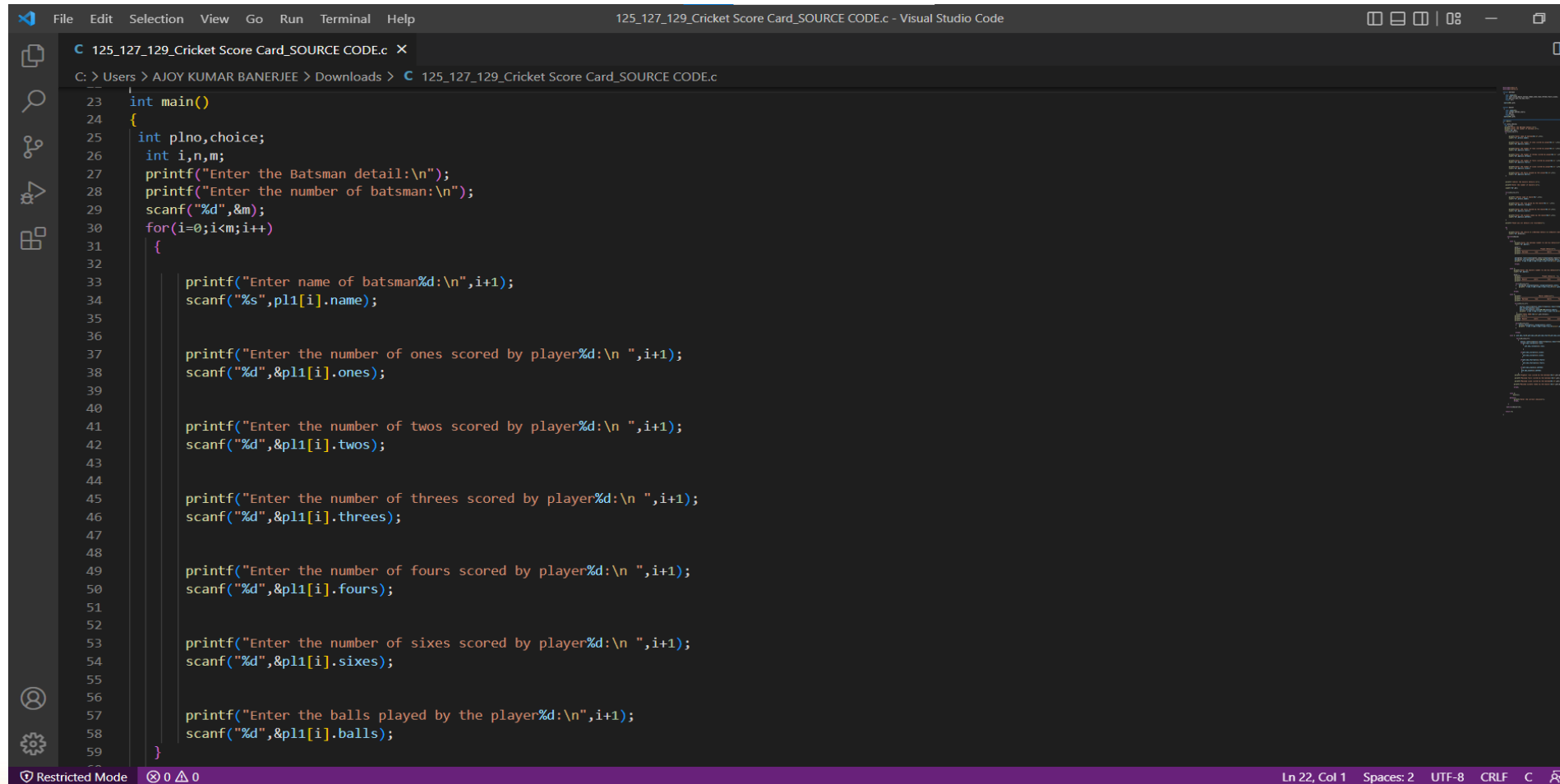
FUNCTIONALITY OF THE CODES WITH SOURCE CODE

- **Members of the structures batsman and bowler have been initialized respectively.**



```
1  #include<stdio.h>
2  #include<stdlib.h>
3
4  struct batsman
5  {
6      char name[25];
7      int runs,score,balls,toruns,tobal,ones,twos,threes,fours,sixes;
8      int max_six,max_run,max_four;
9      float str;
10
11  }pl1[100],pl3;
12
13
14  struct bowler
15  {
16      char name[25];
17      int runsgv,wkttkn,overs;
18      int max_w;
19      float econ;
20  }pl2[100],pl4;
21
22
```


- **Main() function is declared.**
- **Details of Batsman have been taken as user input referencing the batsman structure.**

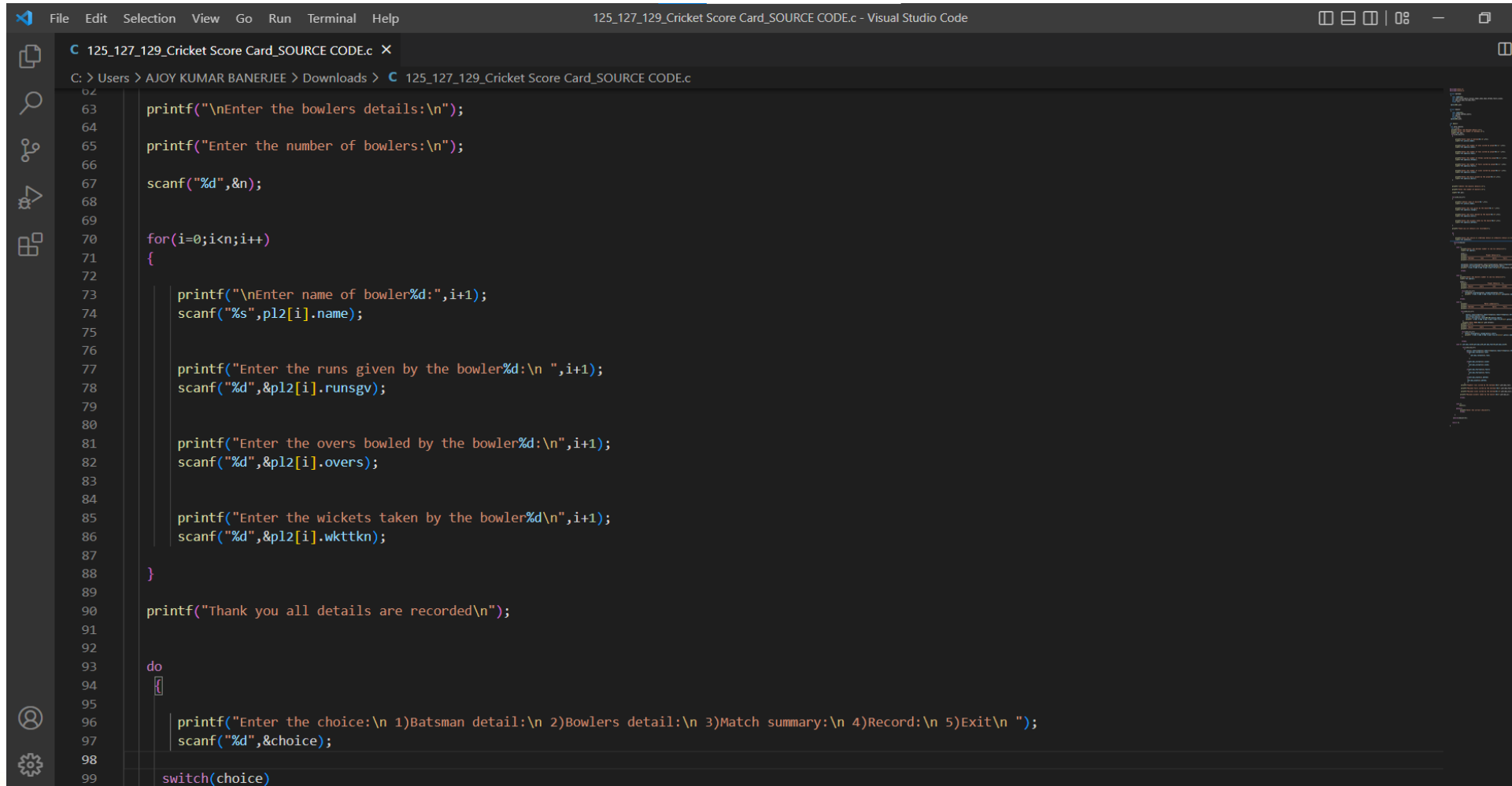


```
125_127_129_Cricket Score Card_SOURCE CODE.c - Visual Studio Code
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23 int main()
24 {
25     int plno,choice;
26     int i,n,m;
27     printf("Enter the Batsman detail:\n");
28     printf("Enter the number of batsman:\n");
29     scanf("%d",&m);
30     for(i=0;i<m;i++)
31     {
32
33         printf("Enter name of batsman%d:\n",i+1);
34         scanf("%s",pl1[i].name);
35
36
37         printf("Enter the number of ones scored by player%d:\n ",i+1);
38         scanf("%d",&pl1[i].ones);
39
40
41         printf("Enter the number of twos scored by player%d:\n ",i+1);
42         scanf("%d",&pl1[i].twos);
43
44
45         printf("Enter the number of threes scored by player%d:\n ",i+1);
46         scanf("%d",&pl1[i].threes);
47
48
49         printf("Enter the number of fours scored by player%d:\n ",i+1);
50         scanf("%d",&pl1[i].fours);
51
52
53         printf("Enter the number of sixes scored by player%d:\n ",i+1);
54         scanf("%d",&pl1[i].sixes);
55
56
57         printf("Enter the balls played by the player%d:\n",i+1);
58         scanf("%d",&pl1[i].balls);
59     }
60 }
```

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- Details of Bowler have been taken as user input referencing the bowler structure.



```
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63 printf("\nEnter the bowlers details:\n");
64
65 printf("Enter the number of bowlers:\n");
66
67 scanf("%d",&n);
68
69
70 for(i=0;i<n;i++)
71 {
72
73     printf("\nEnter name of bowler%d:",i+1);
74     scanf("%s",p12[i].name);
75
76
77     printf("Enter the runs given by the bowler%d:\n ",i+1);
78     scanf("%d",&p12[i].runsgv);
79
80
81     printf("Enter the overs bowled by the bowler%d:\n",i+1);
82     scanf("%d",&p12[i].overs);
83
84
85     printf("Enter the wickets taken by the bowler%d\n",i+1);
86     scanf("%d",&p12[i].wkttkn);
87
88 }
89
90 printf("Thank you all details are recorded\n");
91
92
93 do
94 {
95
96     printf("Enter the choice:\n 1)Batsman detail:\n 2)Bowlers detail:\n 3)Match summary:\n 4)Record:\n 5)Exit\n ");
97     scanf("%d",&choice);
98
99     switch(choice)
```

- Details of batsman, bowlers and Match Summary are displayed via Switch Case

```

125_127_129_Cricket Score Card_SOURCE CODE.c - Visual Studio Code
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93 do
94 {
95
96     printf("Enter the choice:\n 1)Batsman detail:\n 2)Bowlers detail:\n 3)Match summary:\n 4)Record:\n 5)Exit\n ");
97     scanf("%d",&choice);
98
99     switch(choice)
100     {
101
102     case 1:
103         printf("Enter the batsman number to see his details\n");
104         scanf("%d",&plno);
105
106         plno--;
107         printf("                Player Detail\n");
108         printf("===== \n");
109         printf(" Batsman      runs      balls      fours      sixes      sr      \n");
110         printf("===== \n");
111
112         pl1[plno].runs=(1*pl1[plno].ones)+(2*pl1[plno].twos)+(3*pl1[plno].threes)+(4*pl1[plno].fours)+(6*pl1[plno].sixes);
113         pl1[plno].str=(pl1[plno].runs*100.00)/pl1[plno].balls;
114         printf(" %-15s %-14d %-13d %-11d %-11d %-9.2f\n",pl1[plno].name,pl1[plno].runs,pl1[plno].balls,pl1[plno].fours,pl1[plno].sixes,pl1[plno].str);
115
116         break;
117
118     case 2:
119         printf("Enter the bowlers number to see his details\n");
120         scanf("%d",&plno);
121
122         plno--;
123         printf("                Player Detail\n ");
124         printf("===== \n");
125         printf(" Bowler      overs      runs      wicket      economy\n");
126         printf("===== \n");
127
128         for(i=0;i<n;i++)

```

```

125_127_129_Cricket Score Card_SOURCE CODE.c - Visual Studio Code
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130     for(i=0;i<n;i++)
131     {
132         pl2[plno].econ=pl2[plno].runsgv/pl2[plno].overs;
133         printf(" %-15s %-14d %-13d %-11d %-11.2f\n",pl2[plno].name,pl2[plno].overs,pl2[plno].runsgv,pl2[plno].wkttn,pl2[plno].econ);
134     }
135     break;
136
137 case 3:
138     printf("                Match summary\n");
139     printf("===== \n");
140     printf(" Batsman      runs      balls      fours      sixes      sr      \n");
141     printf("===== \n");
142
143     for(i=0;i<1;i++)
144     {
145         pl1[i].runs=(1*pl1[i].ones)+(2*pl1[i].twos)+(3*pl1[i].threes)+(4*pl1[i].fours)+(6*pl1[i].sixes);
146         pl3.toruns+=pl1[i].runs;
147         pl1[i].str=(pl1[i].runs*100.00)/pl1[i].balls;
148         printf(" %-15s %-14d %-13d %-11d %-11.2f\n",pl1[i].name,pl1[i].runs,pl1[i].balls,pl1[i].fours,pl1[i].sixes,pl1[i].str);
149     }
150     printf("TOTAL RUNS: %d\n",pl3.toruns);
151     printf("\n\n");
152     printf("===== \n");
153     printf(" Bowler      overs      runs      wicket      economy\n");
154     printf("===== \n");
155
156     for(i=0;i<n;i++)
157     {
158         pl2[i].econ=pl2[i].runsgv/pl2[i].overs;
159         printf(" %-15s %-14d %-13d %-11d %-11.2f\n",pl2[i].name,pl2[i].overs,pl2[i].runsgv,pl2[i].wkttn,pl2[i].econ);
160     }
161     break;
162
163 case 4: pl3.max_run=0,pl4.max_w=0,pl3.max_four=0,pl3.max_six=0;
164
165     for(i=0;i<m;i++)
166     {

```

- Details of runs scored by batsman and wickets taken by bowler displayed
- If Case 5 is encountered, the control flow will come out of the do loop.

```
File Edit Selection View Go Run Terminal Help
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163
164 case 4: p13.max_run=0,p14.max_w=0,p13.max_four=0,p13.max_six=0;
165
166     for(i=0;i<m;i++)
167     {
168         p1[i].runs=(1*p1[i].ones)+(2*p1[i].twos)+(3*p1[i].threes)+(4*p1[i].fours)+(6*p1[i].sixes);
169         if(p13.max_run<p1[i].runs)
170         {
171             p13.max_run=p1[i].runs;
172         }
173
174
175         if(p13.max_six<p1[i].sixes)
176         {
177             p13.max_six=p1[i].sixes;
178         }
179
180         if(p13.max_four<p1[i].fours)
181         {
182             p13.max_four=p1[i].fours;
183         }
184
185         if(p14.max_w<p12[i].wkttkn)
186         {
187             p14.max_w=p12[i].wkttkn;
188         }
189     }
190     printf("Highest runs scored by the batsman:%d\n",p13.max_run);
191
192     printf("Maximum fours scored by the batsman:%d\n",p13.max_four);
193
194     printf("Maximum sixes scored by the batsman:%d\n",p13.max_six);
195
196     printf("Maximum wickets taken by the bowler:%d\n",p14.max_w);
197
198     break;
199
```

```
File Edit Selection View Go Run Terminal Help
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100
101     if(p13.max_four<p1[i].fours)
102     {
103         p13.max_four=p1[i].fours;
104     }
105
106     if(p14.max_w<p12[i].wkttkn)
107     {
108         p14.max_w=p12[i].wkttkn;
109     }
110
111     printf("Highest runs scored by the batsman:%d\n",p13.max_run);
112
113     printf("Maximum fours scored by the batsman:%d\n",p13.max_four);
114
115     printf("Maximum sixes scored by the batsman:%d\n",p13.max_six);
116
117     printf("Maximum wickets taken by the bowler:%d\n",p14.max_w);
118
119     break;
120
121
122 case 5:
123     exit(1);
124
125 default:
126     printf("Enter the correct choice\n");
127     break;
128
129 }
130
131 }while(choice!=5);
132
133 return 0;
134
135
```

Team Members

Name	Reg No.	Github Link
Soumik Mallick	RA2111003010125	https://github.com/Soumiko811
Ishita Banerjee	RA2111003010127	https://github.com/Ishita-Banerjee09
Ritam Biswas	RA2111003010129	https://github.com/Ritam-Biswas

Source Code:



125_127_129_Cricket Score Card_SOURCE CODE.c

Output:



125_127_129_Cricket Score Card_OUTPUT.txt

THANK YOU

SECTION: B1

BATCH: 2

FACULTY: DR. KARTHIKEYAN U (102816)

SUBJECT: PROGRAMMING FOR PROBLEM SOLVING (18CSS101J)
