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 filewrite() – to write in a file on hard drive of computer to store the input data such as runs, wickets, balls, over etc.
- void fileread() – to extract or read the data from the file created to store the data.
- void fileopen(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.

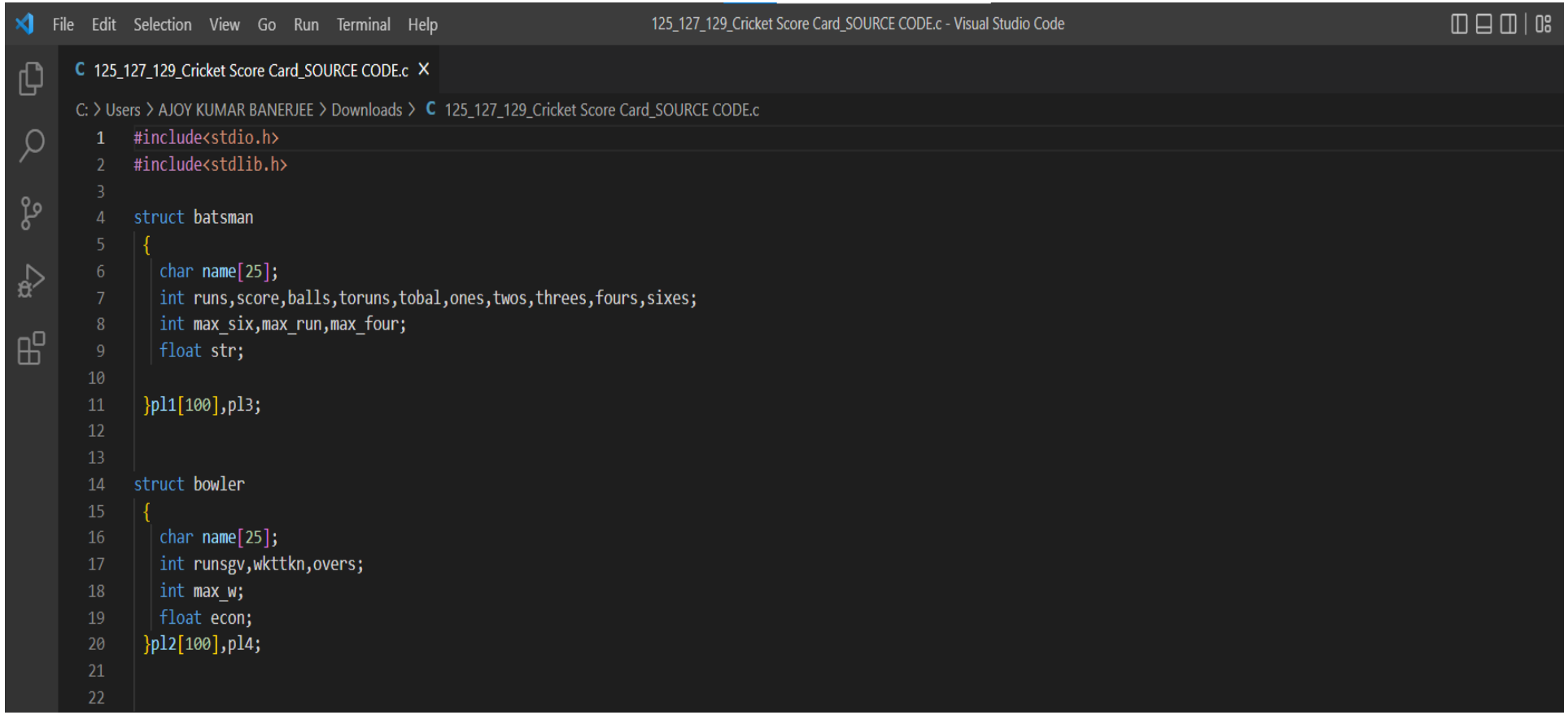
❖When the user selects '2' from the main menu, the application prompts for the file name. The file is shown if it is found. Otherwise, the screen displays an error message.

❖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.

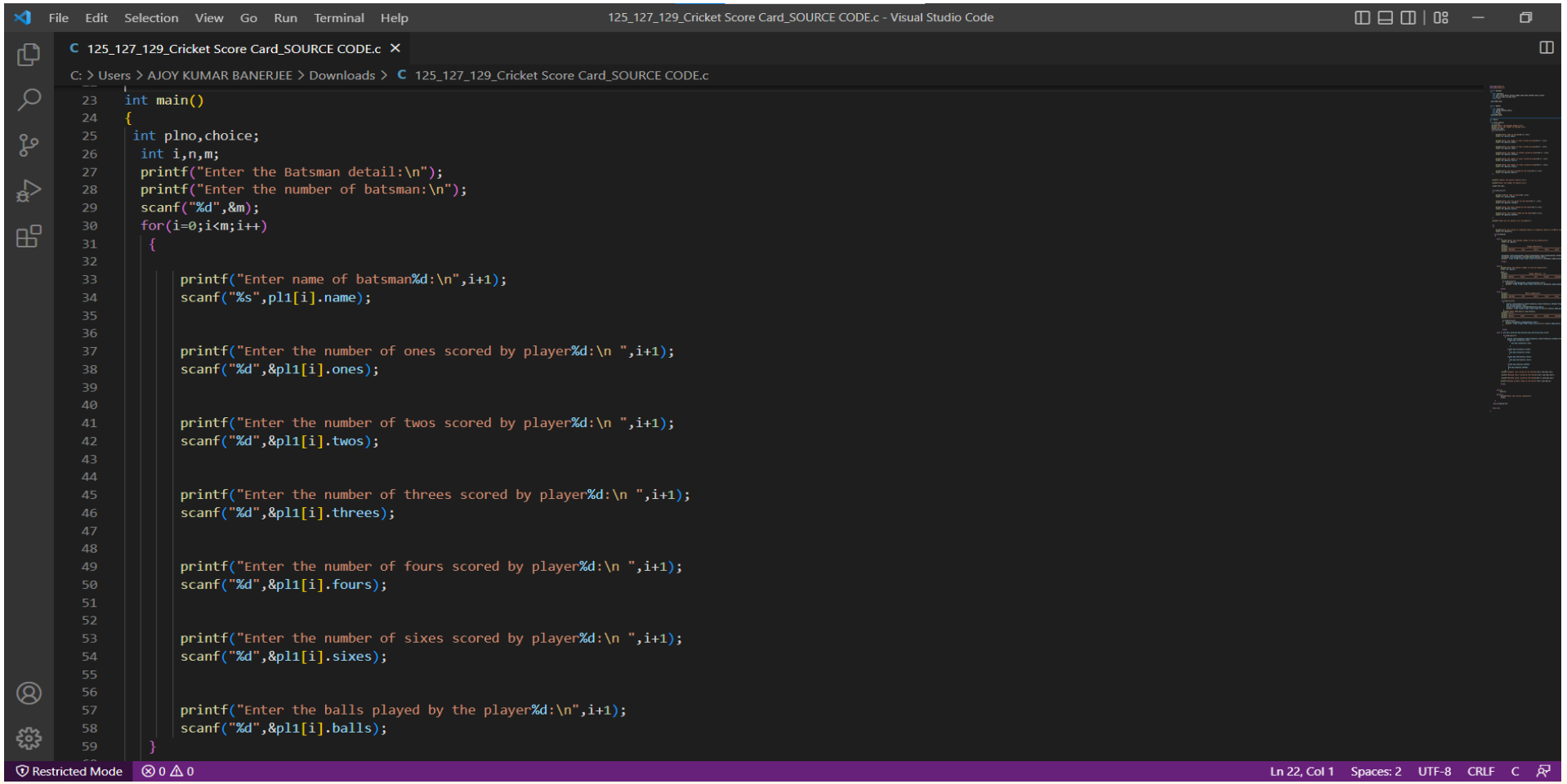
Cricket Score Card in C

FUNCTIONALITY OF THE CODES WITH SOURCE CODE

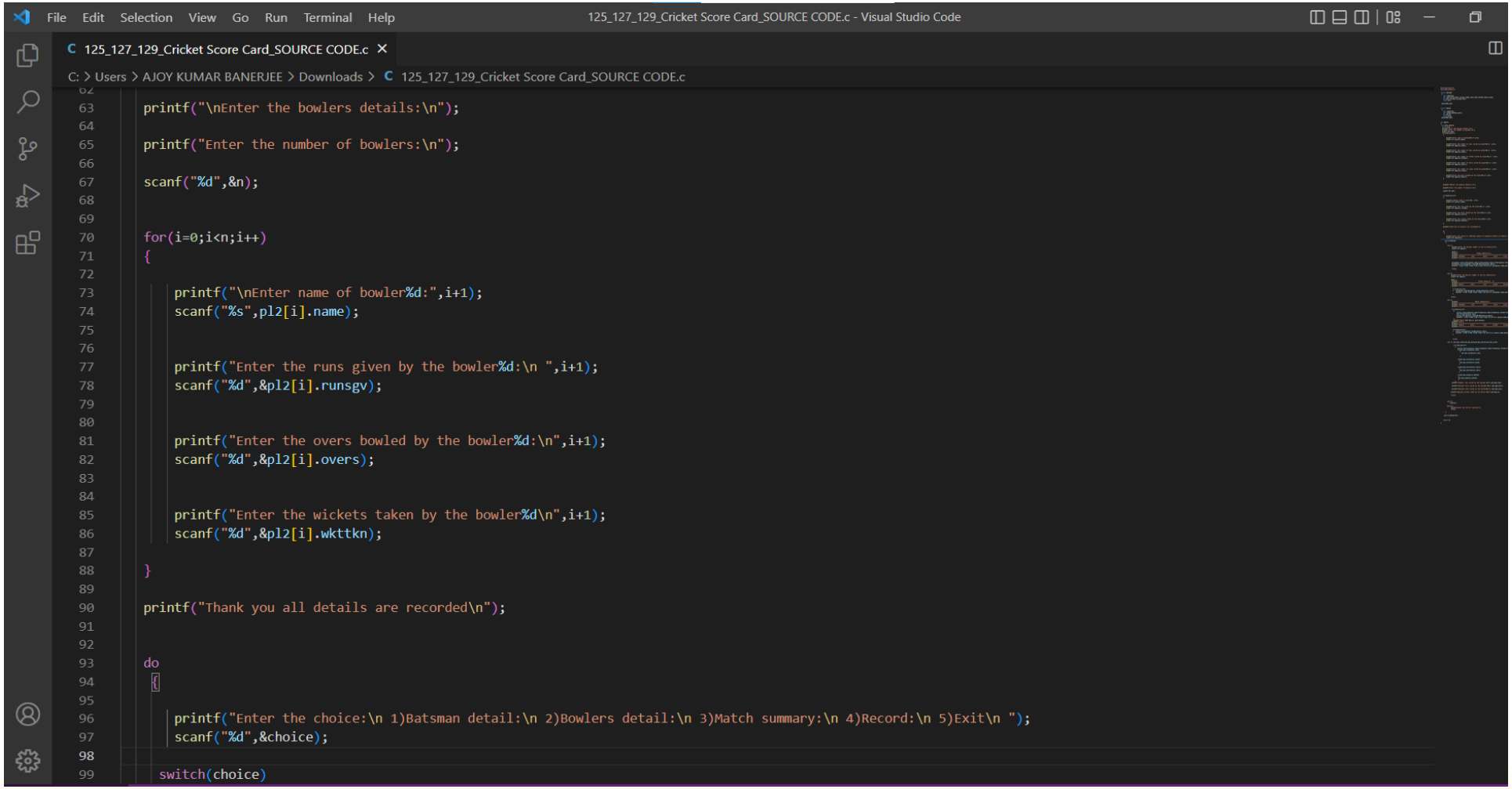
- **Members of the structures batsman and bowler have been initialized respectively.**



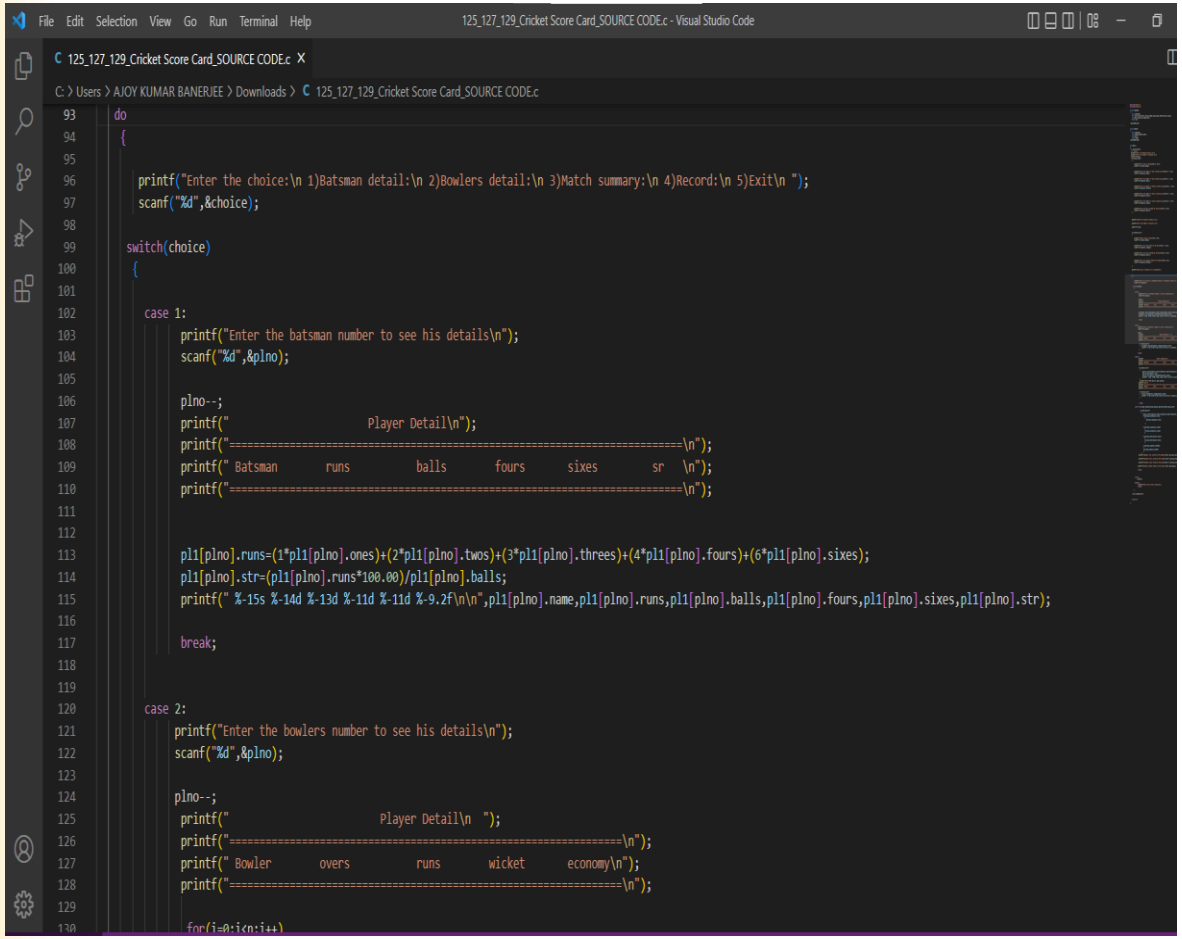
- Main() function is declared.
- Details of Batsman have been taken as user input referencing the batsman structure.

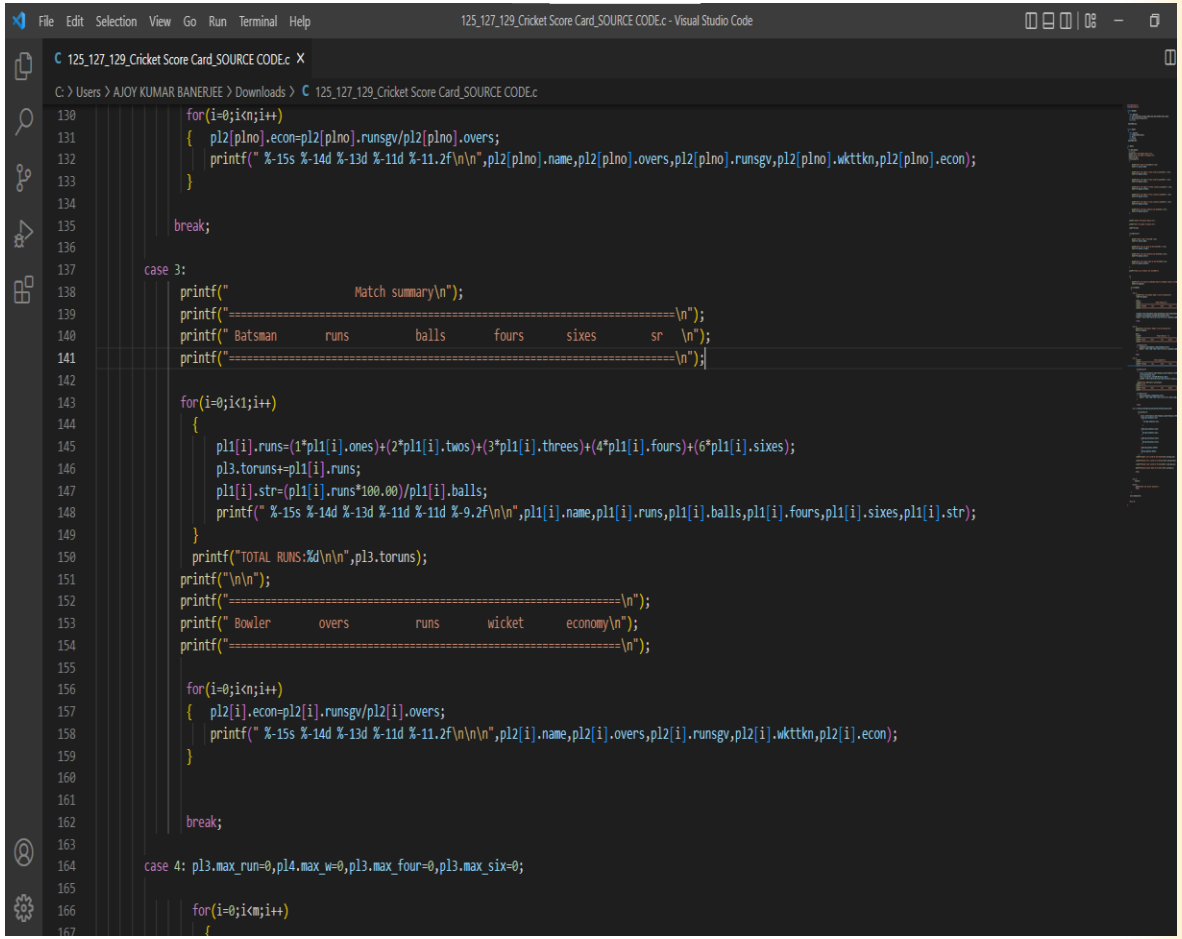


- **Details of Bowler have been taken as user input referencing the bowler structure.**

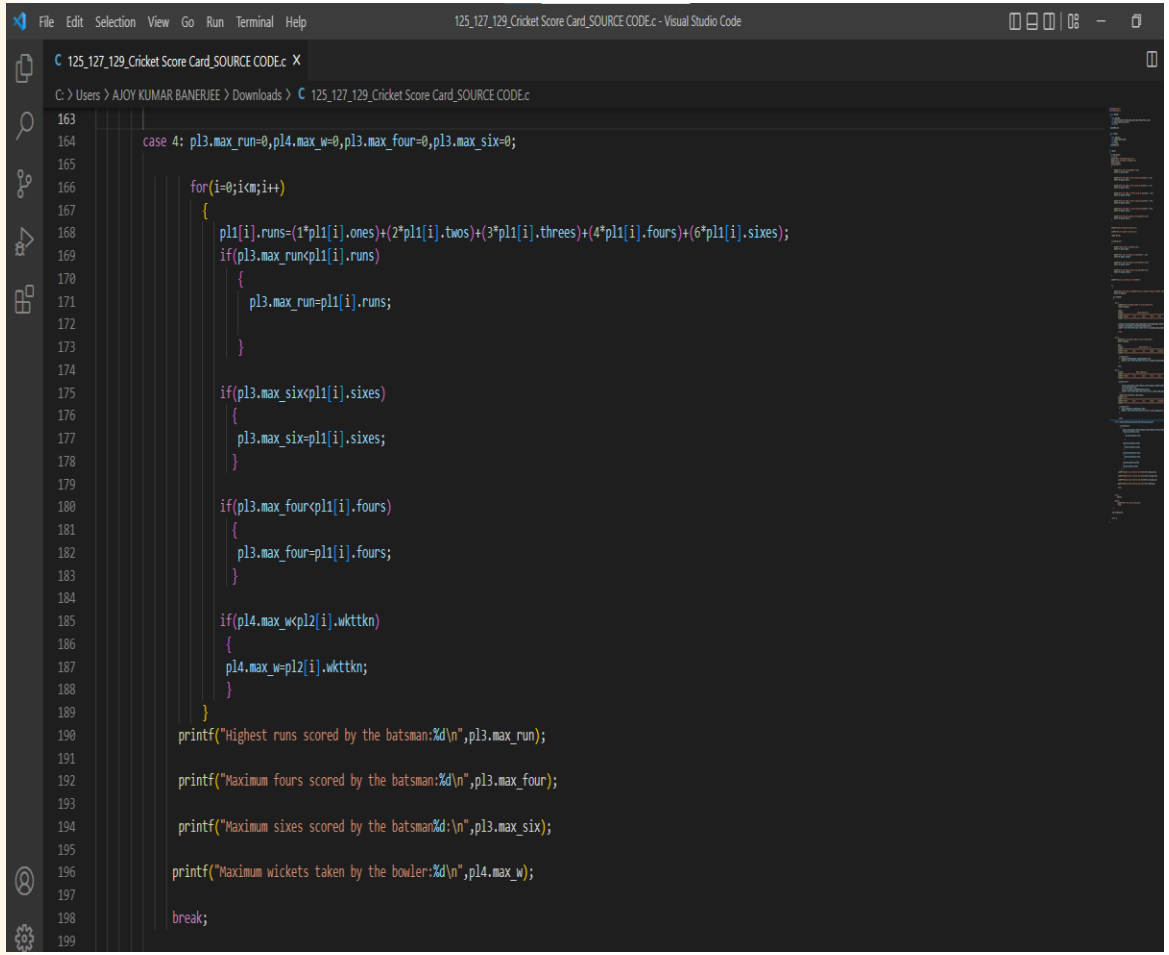


- **Details of batsman,bowlers and Match Summary are displayed via Switch Case**

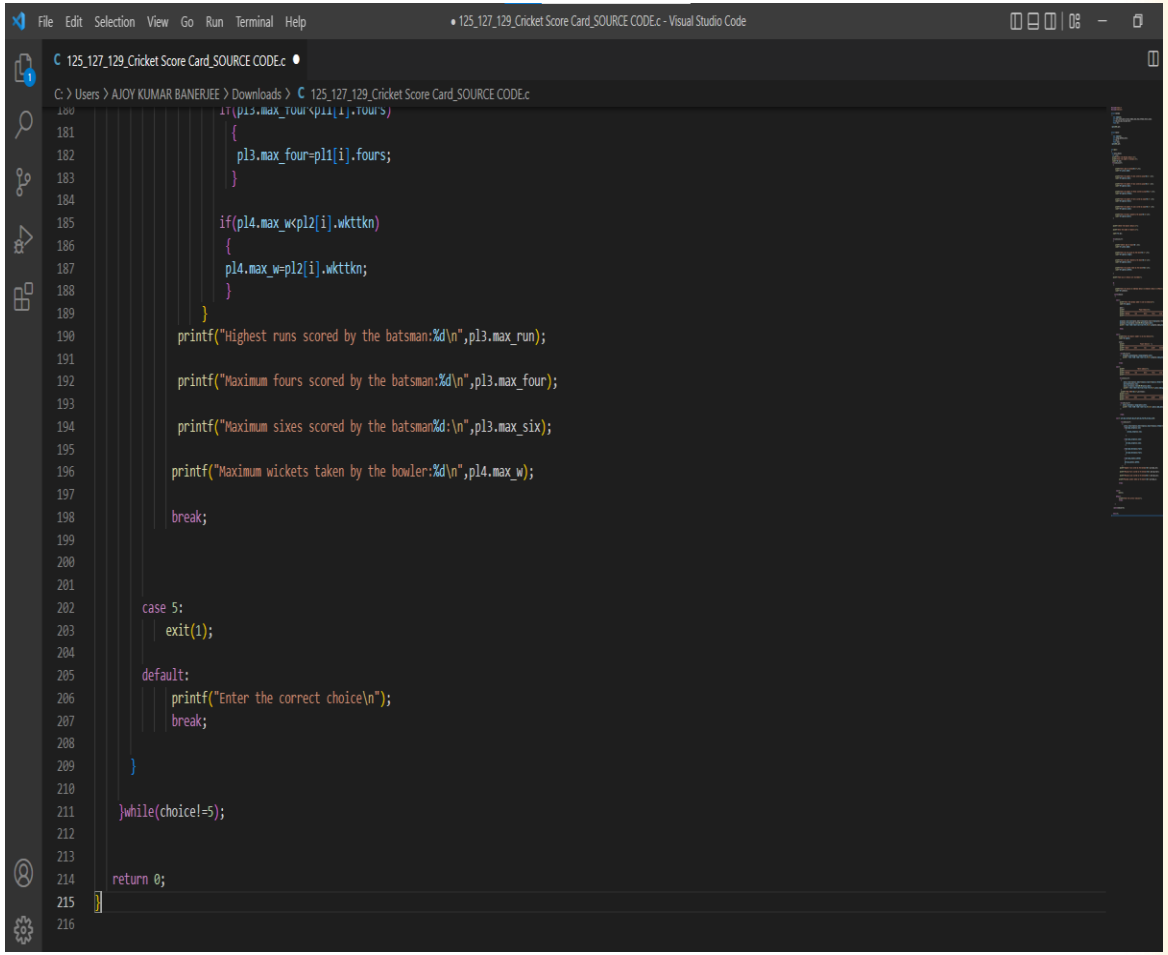




- **Details of runs scored by batsman and wickets taken by bowler displayed**
  If Case 5 is encountered,the control flow will come out of the do loop.



```
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;
```



```
                    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;
}
```

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)