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KLE Society's KLE Technological University



Open Ended Activity Report

On

Cricket Tournament

Object Oriented Programming with C++ (20ECSC204)
Object Oriented Programming with C++ Lab (20ECSP203)

Submitted by

Name	Roll no	SRN			
Abbasali Jamadar	466	01FE20BCS414			
Neha Kardant	469	01FE20BCS422			
Nihal Fernandis	437	01FE19BCS237			

Team Number: 4D18

Faculty In-charge:

Somashekhar Patil

SCHOOL OF COMPUTER SCIENCE & ENGINEERING

HUBLI - 580 031 (India).

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1. Introduction

1.1 Overview of Problem Statement

Cricket is immensely popular team game and played on a field that has 20-meters pitch and its center with one wicket of three stumps on each end. It is played between two teams of eleven players each. The objective is to score more run(points) than the opposing team. A match is divided into innings during which one team bats, two batsmen at time, and other team bowls. Here in this project we are simulating the cricket tournament, which involves auction of players(which will have players details), setting team players, organizing the matches(normal and final matches) between teams and at the end gives winner list and also declares final winner in the tournament.

1.2 Features of Application

1.2.1 Auction of players

A player can be selected for particular team by providing team no and bid amount. Then the provided team no and bid amount is checked and if eligible then the player is fixed to selected team.

1.2.2 Matches between teams

This feature the user can perform after players get selected for particular team then it comes turn of match where we should select between normal and final match with teams to play then the match starts.

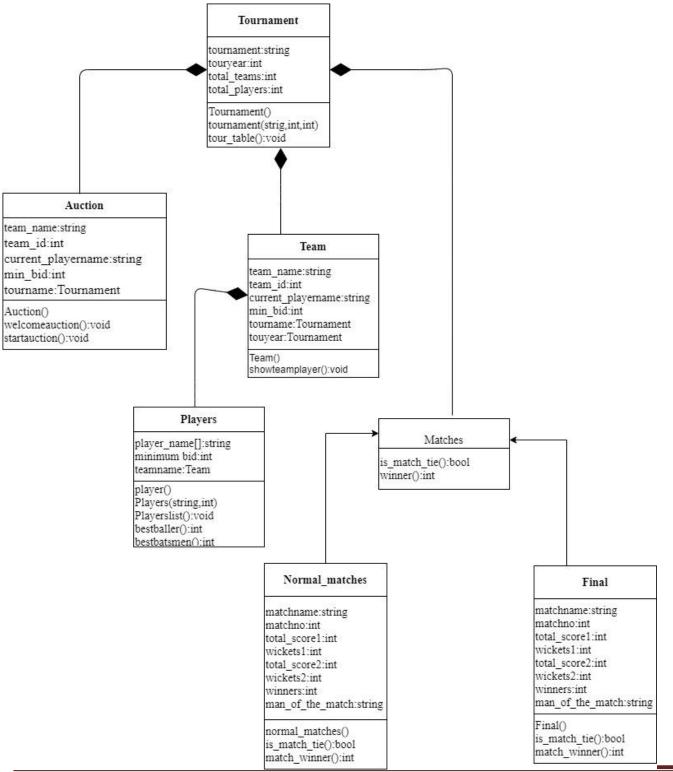
1.2.3 Winner of the match

This feature gives us the final result that is it displays the winner teams name with match number.

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2. Design

2.1 Class Diagram



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2.2 Description of Each Class

1. Tournament

- Tournament class: this class includes the information about tournament has name, year, total teams, and total players
- The classes like auction and team from it.

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2. Auction

Auction			
+team_name:string			
+team_id:int			
+current_playername:string			
+min_bid:int			
+tournament:Tournament			
+Auction()			
+welcomeauction():void			
+startauction():void			

- Auction class is to give the information about the bid and the team who bid for which player.
- It includes team name, team id, current player, and minimum bid

3. Team

Team
+team_name:string
+team_id:int
+current_playername:string
+min_bid:int
+tournament:Tournament
+touryear:Tournament
+Team()
+showteamplayer():void

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• Team class: this class has player and give information about the player present in each team and team name, team id, currentplayer

• This class also includes minimum bid

4. Matches

- This is an Abstract class where we have a is_match_tie() function and winner() function.
- It creates the type of match as per demands of the user.
- It has 2 sub-classes: normal match and final match.

5. Normal matches and final

Normal_matches
+matchname:string
+matchno:int
+total_score1:int
+wickets1:int
+total_score2:int
+wickets2:int
+winners:int1
+man_of_the_match:string
+normal_matches()
+is_match_tie():bool
+match_winner():int

Final			
+matchname:string			
+matchno:int			
+total_score1:int			
+wickets1:int			
+total_score2:int			
+wickets2:int			
+winners:int1			
+man_of_the_match:string			
+Final()			
+is_match_tie():bool			
+match_winner():int			

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- The above classes are used to create matches using factorydesign pattern.
- Matches is a interface between normal match, final match and match class

6. Players

Players
+player_name():string
+minimum bid:int
+teamname:Team
+player()
+Players(string,int)
+Playerlist():void
+bestballer():int
+bestbatsmen():int

• Player class: player class gives information about the players with their name and bid amount

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2.3 Main Function

In main function.

There is a switch menu for different options like displaying players list, auction process, displaying teams, match fixing, matches, displaying each match winners and finally displaying final match winner.

According to the user input we will be doing auction of players then the team will be formed. Once team is formed we can start the match where again there we will be selecting matches (normal match and final match). If matches get tie then there will be super overs and again if there is tie then each team will be give 1 point. Winner of the match displays winners of each match played and finally, at last final winner of the tournament will also be displayed.

2.4 Use of Standard Design Patterns

Factory design pattern is used for the above application.

- Factory method pattern(creational pattern):
- Definition:- The Factory Method pattern is a design pattern used to define a runtime interface for creating an object. It's called a factory because it creates various types of objects without necessarily knowing what kind of object it creates or how to create it.
- Usage:- Factory method is suitable for this scenario because matches are to be created as per user demand, so to create the objects of the required matches type during the run time interface it becomes easier.

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3. Unit Test plan

3.1 Auction: void startauction(string players[],int mb[],string teams[],string role[])

The auction process involves giving team players details like name of the player, minimum bid amount and role of the player and then user should enter team no and bid amount then it checks if the team no entered and bid amount entered is eligible then finally if both the cases are passed then the player will be fixed to selected team.

Given below is how auction of players takes place:

First team no and bid amount is stored and checked.

Then if both case passed then ask if it is final bid.

```
Here comes the most awaited moment of tournament

Auction

BIDDDING for PLAYES=> Rabada

MINIMUM BID IS=> 10000

ROLE IS=> bat

Team number and bid amount1 10000

is this final bid:y/n y
```

Test case 1: Passing teamno and bid amount

Input:

Here comes the most awaited moment of tournament

Auction

BIDDDING for PLAYES=> Rabada MINIMUM BID IS=> 10000 ROLE IS=> bat

Team number and bid amount 110000

is this final bid:y/n y

Rabada sold to Chennai Stingers for 10000

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Expected output:

Rabada sold to Chennai Stingers for 10000

Actual output:

```
Here comes the most awaited moment of tournament

Auction

BIDDDING for PLAYES=> Rabada

MINIMUM BID IS=> 10000

ROLE IS=> bat

Team number and bid amount1 10000

is this final bid:y/n y

Rabadasold to Chennai Stingersfor 10000
```

Test case 2: Failing teamno and bid amount

Input:

Here comes the most awaited moment of tournament

Auction

BIDDDING for PLAYES=> Rabada

MINIMUM BID IS=> 10000

ROLE IS=> bat

Team number and bid amount1 10000

is this final bid:y/n y

Rabada sold to Chennai Stingers for 10000

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Expected output:

!!!!!!!!! EXCEPTION: WRONG TEAM CALL

0->DELHI 1->CHENNAI 2->BANGALORE

is this final bid:y/n

Team number and bid amount 11000

!!!!!!!!! EXCEPTION: BID IS TOO SMAL

Actual Output:

```
ENTER CHOICE:----
Here comes the most awaited moment of tournament
               Auction
       BIDDDING for PLAYES=>
                               Rabada
       MINIMUM BID IS=>
                              10000
        ROLE IS=>
                       bat
Team number and bid amount3 1000
                 !!!!!!!!! EXCEPTION: WRONG TEAM CALL
0->DELHI
1->CHENNAI
2->BANGALORE
is this final bid:y/n
Team number and bid amount1 1000
                 !!!!!!!!! EXCEPTION: BID IS TOO SMALL
```

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3.2 Match: match(int choice)

After team is formed then comes matches which is of two types normal match and final match. So here user should select normal or final match by entering team no Then the match starts which firstly ask for match no then it displays among which teams the match will be conducted then user will be entering score and wickets of both team and the innings are displayed and then finally it announces winner of the match and if match tie then super over will be conducted and if again there is tie then 1 point will be given to each team and final winner will be declared.

Given below is how match will take place: First match no and match details(score, wicket)stored.

Then it gives the match winners.

```
ENTER CHOICE:----

Normal Match(1)
Final Match(2)
Go(0): 1

NORMAL MATCH STARTED

Enter Match No: 1
Dehli WarriorsVSChennai Stingers

Enter score of: Dehli Warriors230
Enter wickets of: Dehli Warriors3

First Inning Results:-> 230-3
Enter score of: Chennai Stingers240
```

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Test case 3: Normal matches:

Input:

5 Normal Match(1) Final Match(2) Go(0): 1

0

NORMAL MATCH STARTED

Enter Match No: 1

Delhi Warriors VS Chennai Stingers

Enter score of: Delhi Warriors230

Enter wickets of: Delhi Warriors3

First Inning Results :-> 230-3

Enter score of: Chennai Stingers240

Enter wickets of: Chennai Stingers3

Second Inning Results :-> 240-3

Expected Output:

Chennai Stingers Won the match

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Actual Output:

```
ENTER CHOICE:----
       Normal Match(1)
       Final Match(2)
       Go(0): 1
       NORMAL MATCH STARTED
       Enter Match No: 1
       Dehli WarriorsVSChennai Stingers
       Enter score of :
                               Dehli Warriors230
       Enter wickets of :
                               Dehli Warriors3
First Inning Results :->
                                230-3
       Enter score of :
                                Chennai Stingers240
       Enter wickets of :
                               Chennai Stingers3
Second Inning Results :->
                                240-3
       Chennai StingersWon the match
```

Test case 4: During super overs:

Super Over

Enter score of: Delhi Warriors12

Enter wickets of: Delhi Warriors1

First Inning Results :-> 12-1

Enter score of: Chennai Stingers12

Enter wickets of: Chennai Stingers0

Second Inning Results :-> 12-0

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NORMAL MATCH STARTED

Enter Match No: 1

Dehli WarriorsVSChennai Stingers

Enter score of : Dehli Warriors230

Enter wickets of : Dehli Warriors3

First Inning Results :-> 230-3

Enter score of : Chennai Stingers230

Enter wickets of : Chennai Stingers2

Second Inning Results :-> 230-2

SuperOver

Enter score of : Dehli Warriors12

Enter wickets of : Dehli Warriors1

First Inning Results :-> 12-1

Enter score of : Chennai Stingers12

Enter wickets of : Chennai Stingers0

Second Inning Results :-> 12-0

Expected Output:

If super over also gets tie then output will be:

Match Tie 1 point to each teams

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Actual Output:

```
NORMAL MATCH STARTED
       Enter Match No: 1
       Dehli WarriorsVSChennai Stingers
       Enter score of :
                              Dehli Warriors230
       Enter wickets of : Dehli Warriors3
First Inning Results :->
                              230-3
                              Chennai Stingers230
       Enter score of :
       Enter wickets of :
                              Chennai Stingers2
Second Inning Results :->
                              230-2
       SuperOver
                              Dehli Warriors12
       Enter score of :
       Enter wickets of :
                              Dehli Warriors1
First Inning Results :->
       Enter score of :
                              Chennai Stingers12
       Enter wickets of :
                              Chennai Stingers0
Second Inning Results :->
                               12-0
       Match Tie 1 point to each teams
```

3.3 Winner: winner()

Displays match winner and final winner according to choice selected

1	6.DISPLAY MATCHES WI	NNERS LIST
1	7.FINAL WINNER	1
1	8.QUIT	1

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Test case 5: Match Winner

Input:

6 7

WINNERS OF TOURNAMENT MATCHES

Expected Output:

Match 1 > Chennai Stingers Match 1 > Chennai Stingers Match 2 > Bangalore knights Match 2 > Bangalore knights Match 3 > Delhi Warriors Match 3 > Delhi Warriors Match 3 > Delhi Warriors

Actual Output:

```
ENTER CHOICE:----

6
7

WINNERS OF TOURNAMENT MATCHES

Match 1 -->Chennai Stingers

Match 2 -->Chennai Stingers

Match 3 -->Bangalore knights

Match 4 -->Bangalore knights

Match 5 -->Dehli Warriors

Match 6 -->Dehli Warriors

Match 7 -->Dehli Warriors
```

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Test case 6: Final Winner

Input:

7

1

Expected Output:

Final winner is Bangalore knights

Actual Output:

ENTER CHOICE:----

Final Winner of tournamentBangalore knights

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4. Implementation

4.1 Results

1. Main Menu

```
IPL
       WELCOME TO
               YEAR2021
 -----
        1.DISPLAY PLAYERS LIST
------
        2.CONDUCT AUCTION
        3.DISPLAY TEAMS
-----
        4.DISPLAY MATCH FIXTURE
______
        5.MATCH DAY
------
        6.DISPLAY MATCHES WINNERS LIST
------
        7.FINAL WINNER
------
        8.QUIT
```

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1. Exception handling in main menu:

```
WELCOME TO
                 IPL
                     YEAR2021
1.DISPLAY PLAYERS LIST
           2.CONDUCT AUCTION
______
           4.DISPLAY MATCH FIXTURE
            5.MATCH DAY
______
            6.DISPLAY MATCHES WINNERS LIST
           7.FINAL WINNER
------
           8.QUIT
ENTER CHOICE:----
!!!!!!!! EXCEPTION: You have entered wrong choice
   Please enter choice between 1 to 8
```

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2. Display players list

		WELCOME TO					
1		1.DISPLAY P	LAYERS	LIST	1		
1		2.CONDUCT A	UCTION		ľ		
1		3.DISPLAY T	EAMS		ľ		
1		4.DISPLAY M	ATCH FI	XTURE	l		
1		5.MATCH DAY			1		
l		6.DISPLAY M	ATCHES	WINNERS LIST	1		
1		7.FINAL WIN	NER		ľ		
1		8.QUIT			l		
September 1							
1		TER CHOICE:					
sl.no	playername	minimum bid		Role	е		
1	Rabada		10000			bat	
2	dhoni		20000			bat	
3	bravo		30000			bat	
4	yuvraj		40000			bat	
5	pant		20000			bat	
6	hetmeyer			30000		bat	
7	boult		14000			bowl	
8	ngidi		12000			bowl	
9	starc		10500			bowl	
10	rahul		10060			bowl	
11	shami		10000			bowl	
12	karthik		11000			bowl	
13	shiraj		90000			ALL-ROUNDER	
14	iyer		55000			All-Rounder	
15	raina		100000			All-Rounder	

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3. Auction of players

```
ENTER CHOICE:----
Here comes the most awaited moment of tournament
                Auction
        BIDDDING for PLAYES=> Rabada
        MINIMUM BID IS=>
                                  10000
        ROLE IS=>
Team number and bid amount0 10000
is this final bid:y/n y
        Rabadasold to Dehli Warriorsfor
                                                  10000
        BIDDDING for PLAYES=> dhoni
        MINIMUM BID IS=>
        ROLE IS=>
Team number and bid amount1 200000
is this final bid:y/n y
        dhonisold to Chennai Stingersfor
                                                   200000
        BIDDDING for PLAYES=> bravo
MINIMUM BID IS=> 30000
                         bat
        ROLE IS=>
Team number and bid amount2 30000
is this final bid:y/n y
        bravosold to Bangalore knightsfor
BIDDDING for PLAYES=> yuvraj
MINIMUM BID IS=> 40000
                                                   30000
        ROLE IS=>
Team number and bid amount1 40000
is this final bid:y/n y
        yuvrajsold to Chennai Stingersfor
BIDDDING for PLAYES=> pant
                                                   40000
        MINIMUM BID IS=>
        ROLE IS=>
Team number and bid amount0 20000
is this final bid:y/n y
        pantsold to
                       Dehli Warriorsfor
                                                   20000
        BIDDDING for PLAYES=> hetmeyer
        MINIMUM BID IS=>
                                 30000
        ROLE IS=>
Team number and bid amount2 30000
is this final bid:y/n y
        hetmeyersold to Bangalore knightsfor
                                                   30000
```

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2.Exception handling in auction:

WELCOME TO IPL YEAR2021	
======================================	
2.CONDUCT AUCTION	
3.DISPLAY TEAMS	
4.DISPLAY MATCH FIXTURE	
5.MATCH DAY	
6.DISPLAY MATCHES WINNERS LIST	
7.FINAL WINNER	 I
8.QUIT	I

ENTER CHOICE: 2	
Here comes the most awaited moment of tournament	
Auction	
BIDDDING for PLAYES=> Rabada MINIMUM BID IS=> 10000 ROLE IS=> bat	
Team number and bid amount1 9000	
!!!!!!!! EXCEPTION: BID IS TOO	SMALL

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3.Exception handling in selecting team members:

WELCOME TO IPL YEAR2021	
1.DISPLAY PLAYERS LIST	
2.CONDUCT AUCTION	1
3.DISPLAY TEAMS	1
4.DISPLAY MATCH FIXTURE	1
5.MATCH DAY	
6.DISPLAY MATCHES WINNERS LIS	 Т
7.FINAL WINNER	1
8.QUIT	
***************************************	***************************************
ENTER CHOICE:	
Here comes the most awaited moment of tournament	
Auction	
BIDDDING for PLAYES=> Rabada MINIMUM BID IS=> 10000 ROLE IS=> bat	
Team number and bid amount4 10000	
!!!!!!!! EXCEPTION: WRONG TEA 0->DELHI 1->CHENNAI 2->BANGALORE	M CALL
is this final bid:y/n	
Team number and bid amount	

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4. Display teams

```
Team number and bid amount2 30000
is this final bid:y/n y
       hetmeyersold to Bangalore knightsfor
                                               30000
               WELCOME TO
                               IPL
                                       YEAR2021
                   1.DISPLAY PLAYERS LIST
                   2.CONDUCT AUCTION
                   3.DISPLAY TEAMS
                   4.DISPLAY MATCH FIXTURE
                   5.MATCH DAY
                   6.DISPLAY MATCHES WINNERS LIST
                   7.FINAL WINNER
                   8.QUIT
          ENTER CHOICE:----
       TEAM DELHI
       Rabada bat
       pant bat
       TEAM CHENNAI
       dhoni bat
yuvraj bat
        TEAM BANGALORE
       bravo bat
       hetmeyer
                       bat
```

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5. Match fixing

WELCOME TO IPL YEAR2021	
1.DISPLAY PLAYERS LIST	
2.CONDUCT AUCTION	
3.DISPLAY TEAMS	
4.DISPLAY MATCH FIXTURE	
5.MATCH DAY	
6.DISPLAY MATCHES WINNERS LIST	
7.FINAL WINNER	
8.QUIT	

ENTER CHOICE:	
Fixture of Tournament	
Match1. Dehli WarriorsVSChennai Stingers	
Match2. Dehli WarriorsVSBangalore knights	
Match3. Chennai StingersVSBangalore knights	

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6. Display match winner

<u> व</u> िक्	
WELCOME TO IPL YEAR2021	
1.DISPLAY PLAYERS LIST	=====
2.CONDUCT AUCTION	
3.DISPLAY TEAMS	=====
4.DISPLAY MATCH FIXTURE	=====
======================================	=====
6.DISPLAY MATCHES WINNERS LIST	=====
	=====
======================================	=====
 	===== ++++++++++++++
ENTER CHOICE: 6 7	
WINNERS OF TOURNAMENT MATCHES	
Match 1>Chennai Stingers	
Match 2>Chennai Stingers	
Match 3>Bangalore knights	
Match 4>Bangalore knights	
Match 5>Dehli Warriors	
Match 6>Dehli Warriors	
Match 7>Dehli Warriors	

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7. Display final winner

WELCOME TO IPL YEAR2021	
1.DISPLAY PLAYERS LIST	1
2.CONDUCT AUCTION	
3.DISPLAY TEAMS	
4.DISPLAY MATCH FIXTURE	1
5.MATCH DAY	1
6.DISPLAY MATCHES WINNERS LIST	
7.FINAL WINNER	1
8.QUIT	1
ENTER CHOICE: 7 1	
Final Winner of tournamentBangalore knights	5