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#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
void first_inning(char y[5]);
int second_inning(char y[5], char x[5]);

char Team1[5];
char Team2[5];
int toss,target,overs,score,wickets,inning=1;
float runrate;
int balls,p_balls;
float c_overs;
int bat_first;

int main(){

printf("**-----**");
printf("\n \t\tSRM Cricket Scorer\t\t");
printf("**\n-----**");

printf("\n\nEnter Name of Team1:");
scanf("%s",Team1);
printf("\nEnter Name of Team2:");
scanf("%s",Team2);
printf("\nEnter the number of overs:");
scanf("%d",&overs);
balls=overs*6;
re:
printf("\nWhich Team is batting first?\n");
printf("\n[1] %s\n[2] %s\n",Team1,Team2);
scanf("%d",&toss);
switch(toss){
    case 1:
        printf("Team 1 is batting first");
        first_inning(Team1);
        bat_first=1;
        break;
    case 2:
        printf("Team 2 is batting first");
        first_inning(Team2);

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    bat_first=2;

    break;
    default:
    printf("Enter a valid choice!");
    goto re;
}
if (target>0){
    if(bat_first==1){
        second_inning(Team2,Team1);
    }
    else{
        second_inning(Team1,Team2);
    }
}
}

return 0;
}

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void first_inning(char y[5]){
    p_balls=0;
    score=0,wickets=0;
    int j;
    int scorer,r;
    printf("-----First Innings-----\n");
    for(j=0;j!=balls;j++){
label:
        printf("Previous ball...");
        printf("\n[1]Normal delivery\n[2]No ball/wide\n");
        scanf("%d",&scorer);
        printf("\nRuns on last ball\n");
        printf("[0]Dot ball\n[1]1 run\n[2]2 runs\n[3]3 runs\n[4]4 \n[5]6\n[6]Wicket!\n");
        scanf("%d",&r);
        switch (scorer)
        {   case 1:
            p_balls+=1;
            if(p_balls%6==0){
                c_overs+=0.5;
            }

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        else{
            c_overs+=0.1;
        }
        break;
        case 2:
            score+=1;
default:
goto label;
        break;
    }
    switch (r)
    {
        case 0:
            break;
        case 1:
            score+=1;
            break;
        case 2:
            score+=2;
            break;
        case 3:
            score+=3;
            break;
        case 4:
            score+=4;
            break;
        case 5:
            score+=6;
            break;
        case 6:
            wickets+=1;
            break;

default:
        printf("Enter a valid choice!");
        goto label;
        break;

    }
    runrate=score/overs;
    printf("-----First Innings-----\n");
    printf("Inning 1|");
    printf("\nSCORE---%s|%d-%d|\t\t |overs:- %.1f|",y,score,wickets,c_overs);

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printf("\n RR:-%.2f",runrate);

if(wickets==10||p_balls==balls){
    inning=2;
    if(inning==2){
        target=score+1;
        printf("target is %d",target);
    }
    break;
}

}

}

int second_inning(char y[5],char x[5]){
    p_balls=0;
    c_overs=0;
    score=0,wickets=0;
    int j;
    int scorer,r;
    printf("\n:-----SECOND Innings-----\n");
    for(j=0;j!=balls;j++){
label:
        printf("Last ball...\n");
        printf("\n[1]Normal delivery\n[2]No ball/wide\n");
        scanf("%d",&scorer);
        printf("\nRuns on last ball\n");
        printf("[0]Dot ball\n[1]1 run\n[2]2 runs\n[3]3 runs\n[4]4 \n[5]6\n[6]Wicket!\n");
        scanf("%d",&r);
        switch (scorer)
        {
            case 1:
                p_balls+=1;
                if(p_balls%6==0){
                    c_overs+=0.5;
                }
                else{
                    c_overs+=0.1;
                }
                break;
            case 2:
                score+=1;
        default:
            break;
        }
    }
    switch (r)

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{
case 0:
    break;
case 1:
    score+=1;
    break;
case 2:
    score+=2;
    break;
case 3:
    score+=3;
    break;
case 4:
    score+=4;
    break;
case 5:
    score+=6;
    break;
case 6:
    wickets+=1;
    break;

default:
    printf("Enter a valid choice!");
    goto label;
    break;

}

runrate=score/overs;
    printf("\n:-----SECOND innings-----\n");

printf("Inning 2|");
    printf("\nSCORE---%s|%-5d|%-5d|\t\t |overs:- %.1f| Target - %d|",y,score,wickets,c_overs,target);
    printf("\n RR:-%.2f",runrate);
    printf("|Need %d of %d to win| ",target-score,balls-p_balls);
if(wickets==10||p_balls==balls||score>=target){
    if(score>=target){
        printf("%s Won the Match!",y);
        return 0;
    }
    else{
        printf("%s Won the Match!",x);
    }
}

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        return 0;  
    }  
}  
  
}
```