

CRICKET SCORECARD

README FILE

Program Overview:

The C program is designed to facilitate the management of player statistics in a cricket league. It allows users to input details for batsmen and bowlers, view individual player details, generate match summaries, and analyze records such as highest runs scored by a batsman and maximum wickets taken by a bowler.

File Structure:

cricket.c: This file contains the source code for the program written in the C programming language. It includes data structures for storing player details, functions for input, output, and analysis, and the main function to drive the program's execution.

README.md: This README file providing an overview of the program, including instructions for compilation, usage, and additional details.

How to Compile and Run:

To compile and run the program:

Ensure you have a C compiler installed on your system, such as GCC.

Open a terminal or command prompt.

Navigate to the directory containing `cricket_stats.c`.

Compile the program using the command: `gcc cricket_stats.c -o cricket_stats`.

Run the compiled program by executing: `./cricket_stats`.

Input Instructions:

Upon running the program, users will be prompted to input details for batsmen and bowlers. Follow the instructions provided by the program to input correct details for each player, including their name, runs scored, balls faced, fours, sixes, overs bowled, runs given, and wickets taken.

Functionality Overview:

Batsman Detail: Users can view detailed statistics of a specific batsman, including runs scored, balls faced, fours, sixes, and strike rate.

Bowlers Detail: Users can view detailed statistics of a specific bowler, including overs bowled, runs given, wickets taken, and economy rate.

Match Summary: Provides a summary of the match including statistics for all batsmen and bowlers involved.

Record: Displays records such as the highest runs scored by a batsman and maximum wickets taken by a bowler.

Exit: Terminates the program.

Additional Notes:

The program assumes correct input format and does not include extensive error handling. Users should input data accurately to avoid unexpected behavior.

Feel free to modify and extend the program according to specific requirements or add new features such as team management, match scheduling, or graphical user interface (GUI) enhancements.

Author:

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Acknowledgments:

The program is inspired by the need for managing cricket league statistics and learning the C programming language.