Cricket Match

Cricket is one of the widely played sports in the world. It is the second most popular sport in the world, after the association football (soccer). There are numerous cricket fans in the world, even in those countries which could not thrive in the game. Cricket is the major sport in the Carribean region, United Kingdom, Southern Africa, Indian Subcontinent and Australian Subcontinent. Other countries, which do not stand ahead in the competition of the game, do have cricket fans.

As we know, a typical game of cricket is played between two teams of eleven players each. While one team is batting, other team comprises a bowler, a wicket player and rest of players as fielders. Whenever team A is batting and simultaneously team B is on fielding size, this stage is called team A's innings. After team A finishes its innings, team B plays its innings. Still there are many rules of cricket that we know. Cricket has three formats: Twenty20 (Each team plays only 20 overs), One-Day (Each team plays only 50 overs), and Test cricket (Played for 4 to 5 days, each team playing two innings each).

This code is a cricket match simulator between two teams: A and B. These teams (A and B) can be any two of the existing cricket teams in the world. Team A gets the batting chance first. This code has random number generation facility for runs scored in one over and fall of wickets. The match is played for 20 overs per side. Initial score for a team is zero. This score is added to the random number generated at the present moment. After each over is completed, the user has to press the Enter key for the next over to be played. The resultant score is once again added to the random number generated at that moment. This process continues until 20 overs are done. In this way, the total score of a team is generated. After team A finishes its batting, team B begins its batting. If team B overtakes team A's score, it wins the match; else team A wins the match.

Watch the video for the output of the code.