**National University of Computer & Emerging Sciences**

**Karachi Campus**



**Project Proposal**

**Programming Fundamentals**

**Section: H/D**

**[Cricket Scoring System]**

**Group Members:**

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* **Introduction**

A scoring program in which ball by ball scoring will be done while taking inputs from the user of every ball. User also enters the number of overs he wants in a match. Program will run for both the innings. At the beginning the toss will happen through random guessing. For every over user will have to input the name of bowler and at the end of over the system will display runs, wickets, player’s current stats (Either batsman or bowler). The program uses file handling feature to store various information such as runs, wickets, overs, extras and many more. At last, the program will display the winning team and the stats of every player involved (Either batsman or bowler) as a scorecard.

* **Existing System**

Cricket Score Sheet Management System.

* **Problem Statement**

1. The program was not showing the detailed statistics about the team and player’s performances as a scorecard in the end.
2. The system was asking user to enter the toss although it can be made automatic.
3. It wasn’t user friendly as the user may have to enter the sample data just to understand the working of that particular program.
4. It had readibilty issues such as all the operations were updating simultaneously in the main console which makes the desired outputs less readable.

* **Proposed Solution**

1. Toss by random guessing**.**
2. More readable system by having proper instructions for the user and step by step commands will be executed which will make it more user friendly.
3. More analytic and detailed statistics will be displayed after completion of all the innings including individual player’s performances such as runs made or wickets taken.

* **Salient Features**

1. Toss by random guessing
2. Features like No ball, wide ball, ways of getting out
3. Ball by ball scoring and calculation.
4. Match statistics after every over.
5. Match summary in the end of the program.
6. Program automatically stops when a team wins.

* **Tools & Technologies**

Will be accomplished by using C language on Windows Operating System.

* **Schedule:**

To be submitted one week before the final exam of the fall 2019 semester.

* Accept
* Reject

**Course Teacher:** Basit Ali **Signature:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_