Name: Rajkumar B L

Reg.No: 2047120

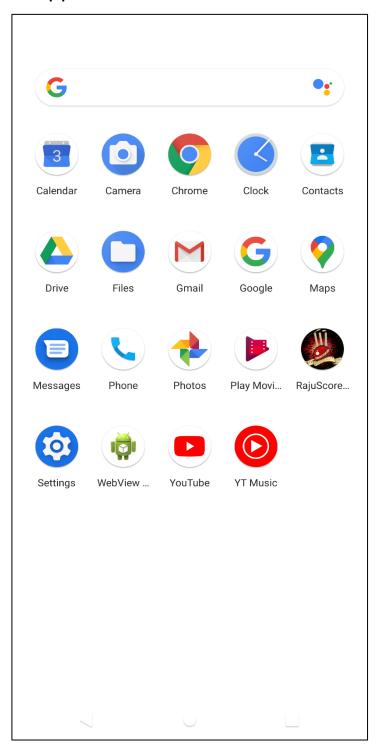
Course: MCS 272 Mobile Application

(Lab 16 – Raju Score Board)

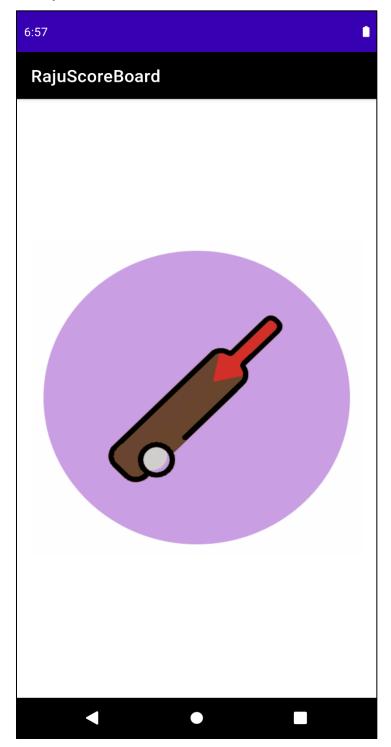


Output:

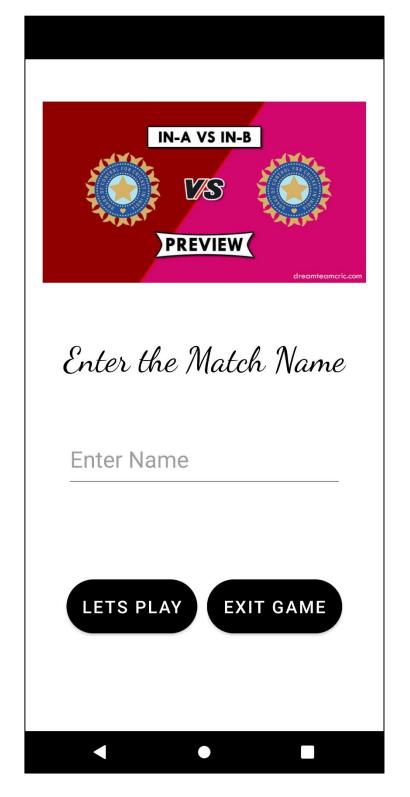
1. App Icon



2. Splash Screen



3. Welcome Screen



4. Enter the match name



Clicking on **Letsplay** option in the above screen will create the appropriate new match entry in the **matches** table of **rsb** database.

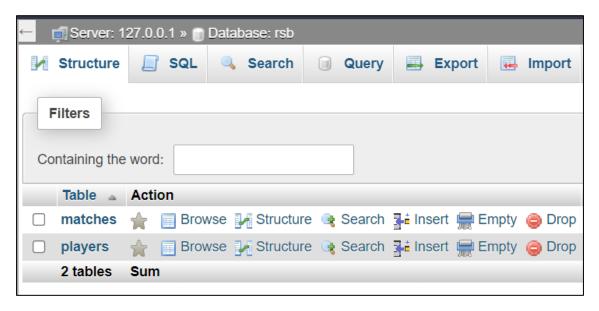
Database connection code:-

```
public class ConnectionClass {
   String classs = "com.mysql.jdbc.Driver";
   String url = "jdbc:mysql://192.168.0.101/rsb";
   String un = "vroom";
   String password = "Binod8321!";
```

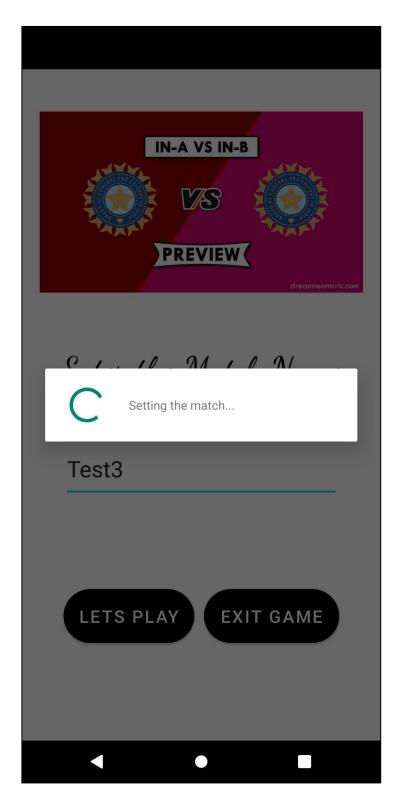
Insert entry into database:-

```
String mtches="select *from matches";
ResultSet rsmtch=null;
Statement stmtmtch = con.createStatement();
rsmtch = stmtmtch.executeQuery(mtches);
while(rsmtch.next()) {
    String name = rsmtch.getString( columnLabel: "Name");
    if(name.equals(match.getText().toString()))
    {
        String scrupd = "DELETE FROM matches WHERE Name=?";
        PreparedStatement pstmt = (PreparedStatement) con.prepareStatement(scrupd);
        pstmt.setString( parameterIndex: 1, name);
        int i = pstmt.executeUpdate();
    }
}
```

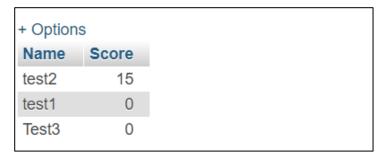
Database:-



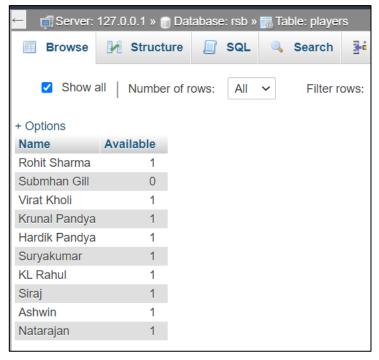
5. Fetching details from database



6. Setup match "Test3"



7. Fetch Player Details



8. Player List - 01



9. Player List - 02



```
String query="select *from players where Available='"+avail+"'";
ResultSet rs=null;
Statement stmt = con.createStatement();
rs = stmt.executeQuery(query);
while(rs.next()) {
    String name = rs.getString( columnLabel: "Name");
    DB_Support.addplayers(name);
}
z = "Match Setup successfull";
isSuccess=true;
```

10. Player 1 Score Board - 01



11. Player 1 Score Board - 02

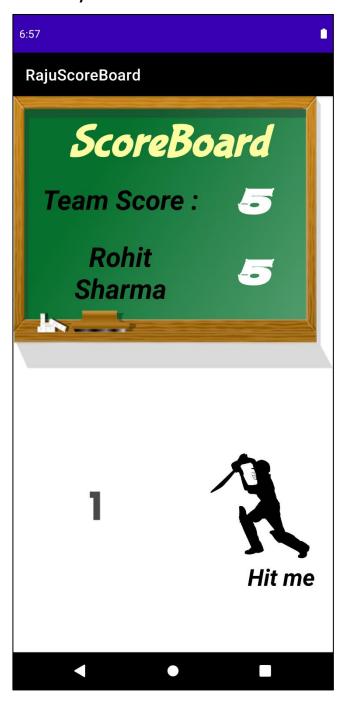


Clicking on **Hitme** option will randomly generate a score from (wicket,run1,run2,run3,run4,run6) and appropriate action like updating team score, updating player score and updating match score in the database will be triggered.

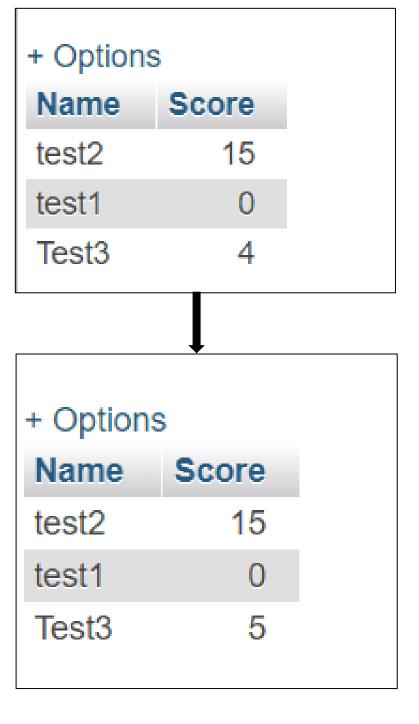
Update score in the database code:-

```
String scrupd = "update matches set Score=? where Name=?";
PreparedStatement pstmt = (PreparedStatement) con.prepareStatement(scrupd);
pstmt.setInt( parameterIndex: 1, score);
pstmt.setString( parameterIndex: 2, DB_Support.getMtchName());
int i = pstmt.executeUpdate();
```

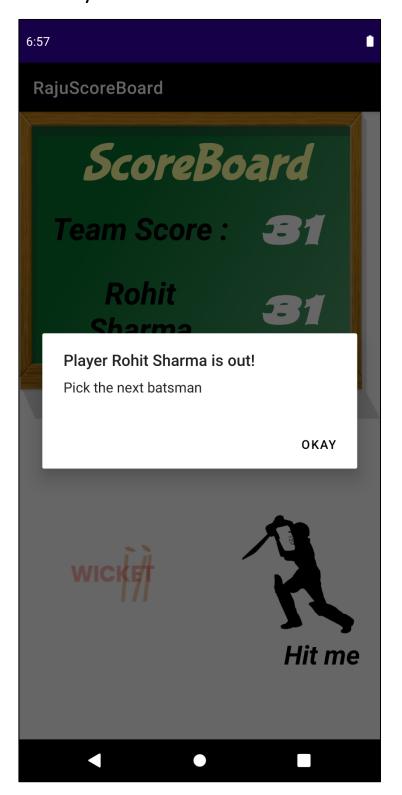
12. Player 1 Score Board - 03



13. Score Reflection in the table:-



14. Player 1 Score Board - 04



15. Choosing next batsman



Clicking on Okay option will take back to the updated player list where the user can select the next batsman.

16. Player 2 Score Board - 01

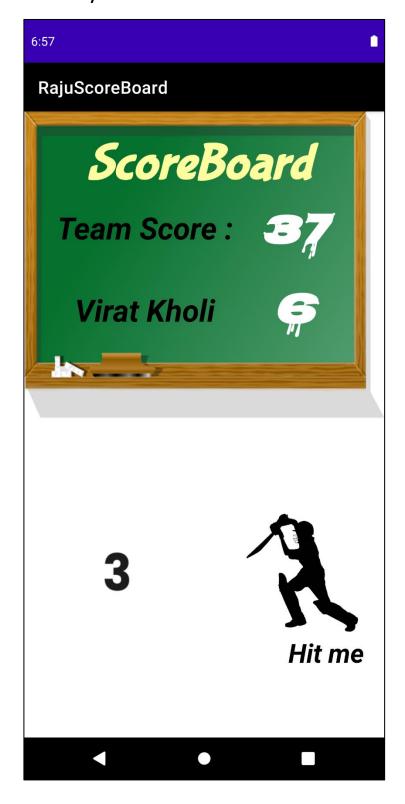


17. Player 2 Score Board - 02

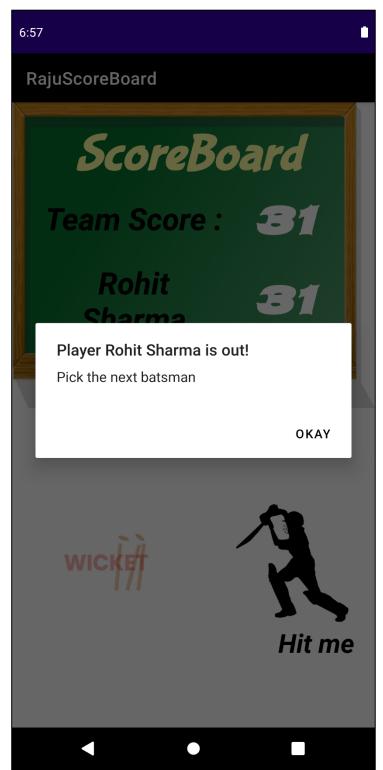


Here the team score is carried from the previous batsman and new score is set for the new batsman and updated accrdinly.

18. Player 2 Score Board - 03



19. Player 2 Score Board - 04



Clicking on Okay option will take back to the updated player list where the user can select the next batsman and this procedure follows until all players get out.

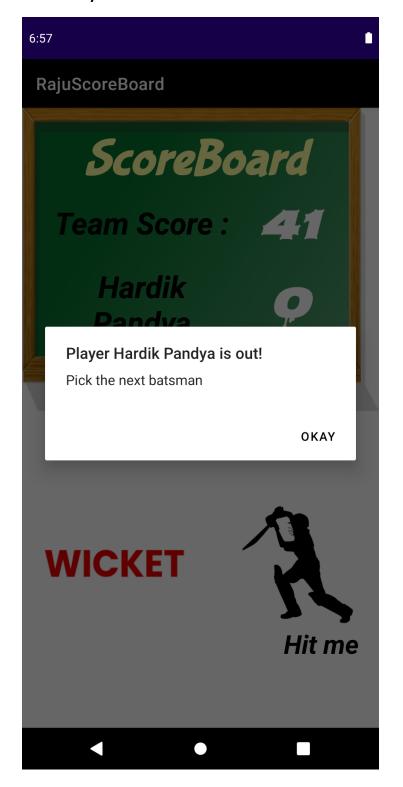
20. Selecting n-th batsman



21. Player n Score Board - 01

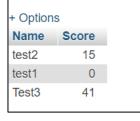


22. Player n Score Board - 02



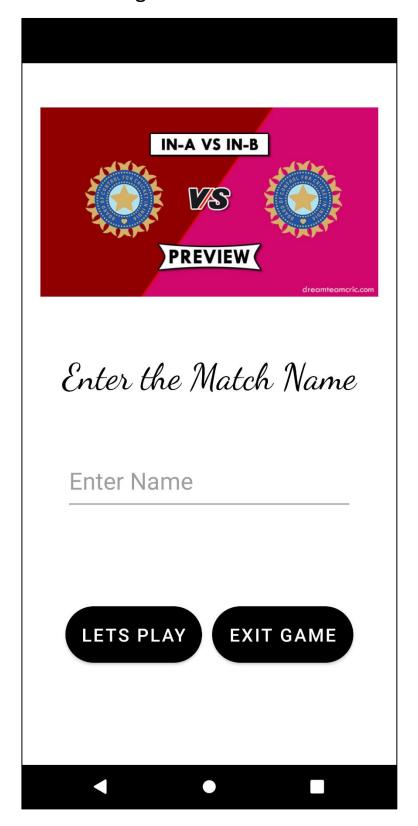
23. Exit after all players are out





The pic to the left shows the updation of match score after player n ending his batting. Exit from the player list activity after all players have been outed and also exit from the game.

24. Exit the game or start a new match



All necessary coding and video documents needed for this lab has been attached below for reference.