

Assignment (Live Cricket Match)

Write code for a live match. You've to do the following things. You can provide the output on console or browser.

- * Get the number of overs and two team names from the user.
- * Show the message "The match is between two teams" <with their names>.
(Delay: 1s)
- * Toss between two teams (Delay: 3s)
- * The Winning team will go for bat. (Delay: 1s)
- * Start the first inning after showing the message for e.g. "5 Overs match started, Pakistan is to bat." (Delay: 2s)
- * On each over, show the message for e.g. "Over # 2 started" (Delay 2s)
- * On each ball, you should get the random numbers between 0 to 6.
 - 0 is out, show the message for e.g. "It's out!" (Delay 2s)
 - on 4 and 6, show some cool message (Delay 1s on all numbers except 0)
- * After each over, show the score with the wickets for e..g. "Score: 23 / 3"
- * On ending first inning, repeat the above for the 2nd team, but now 2nd team has a target to achieve, so if the team achieved it successfully, the 2nd team will won else lose.
- * Show the final scores and the winner at the end.

Bonus:

- * Add weather conditions like when ever foggy (Delay 10s) or rainy (Delay 5s)
(BONUS: Applaud on stage)
- * Add player names, if he takes odd runs, the other player will play and show on each console (BONUS: Halwa Poori)
- * Show a scorecard for players with balls and scores, after each innings. (BONUS: 100 Rs.)

For Delay, add this below code in your code and call it like sleepFor(2000) for 2 seconds delay.

```
function sleepFor( sleepDuration ){
    var now = new Date().getTime();
    while(new Date().getTime() < now +
sleepDuration){ /* do nothing */ }
}
```