**Visveswaraya Technological University**

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A Mini Project Report on

**“Python Handcricket Game”**

Project Report submitted in partial fulfilment of the requirement for Application Development using Python [18CS55]

**Bachelor of Engineering**

**In**

**Computer Science and Engineering**

**Submitted By**

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**1JT19CS004**

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**Department of Computer Science and Engineering**

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**Jyothy Institute of Technology,**

**Tataguni, Bengaluru – 560082**

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**ABSTRACT**

The aim of this mini project is to play the “Handcricket” game against a computer as opponent. The game starts off with a toss, and the player can either choose heads or tails. If he chooses correctly, he can choose whether to bat or bowl first, otherwise the computer will pick one at random. After the toss has concluded, the player plays either batting or bowling, according to the choice. He selects a number from 1 to 6, and the computer does the same. If both the numbers are the same, the batsman is out. Then they swap sides and repeat the procedure. After both teams are out, the team with the higher score wins.

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**CERTIFICATE**

Certified that the mini project work entitled **“Python Handcricket Game”** carried out by **Aditya Krishnan [1JT19CS004] and Abhishek Kumar [1JT19CS002]** bonafide students of Jyothy Institute of Technology, in partial fulfilment for the award of **Bachelor of Engineering** in **Computer Science and Engineering** department of the **Visvesvaraya Technological University, Belagavi** during the year **2021-2022**. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the Report deposited in the departmental library. The mini project report has been approved as it satisfies the academic requirements in respect of Project work prescribed for the said Degree

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