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**Name** - Gaurav Kumar

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**Department** - Computer Science and Engineering

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**Year** - 4th

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**Section** - B

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**Class Roll** - 1751132

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**Autonomous Roll No** - 12617001053

# Training Highlights

- **Platform** - Internshala
- **Training** - Programming with Python
- **Final Score** - 100%
- **Duration** - 6 weeks
- **Date of completion** – 31-05-2020



# Training Syllabus -

Introduction to Python

Using Variables in Python

Basics of Programming in Python

Principles of Object-oriented Programming (OOP)

Connecting to SQLite Database

Developing a GUI with PyQt

Application of Python in Various Disciplines

# Introduction to Python

## 1. Training Overview :

- Installation of Python
- Using the Python Interpreter IDLE

## 2. Salient Features of Python

- Basic Syntax of Python

# Data Types in Python

- Data Types and Variables
- Numeric Data Types
- Sequence Data Type
- Boolean Data Type
- String Data Type
- Set Data Type
- Dictionary Data Type



# Basics of Programming in Python

- Understanding Programs and Programming
- Using Conditionals
- Using Loops
- Using Functions
- Using Functions from Built-in Modules
- Constructing Modules and Packages

# Principles of OOP

- Overview of OOP
- Declaring Class and Creating Objects
- Understanding Inheritance
- Using Magic Methods

# Connecting to SQLite Database

- Introduction to SQL
- Creating a SQLite database
- Accessing SQLite Database through Python



# Developing a GUI with PyQt

- GUI and Event Driven Programming
- Qt Designer
- Layout Managers
- Using Common Widgets
- Designing a Menu System

# Application of Python

- Web Development
- Game Development
- Scientific and Numeric Applications
- Artificial Intelligence and Machine Learning
- Software Development
- Enterprise-level/Business Applications

# Final Project

## : Problem statement and rules



### Final Project

#### Problem Statement

Create a Fantasy Cricket game in Python. The game should have all the features displayed in the mock-up screens in the scenario. To calculate the points for each player, you can use rules similar to the sample rules displayed below.

#### Sample of Rules

##### Batting

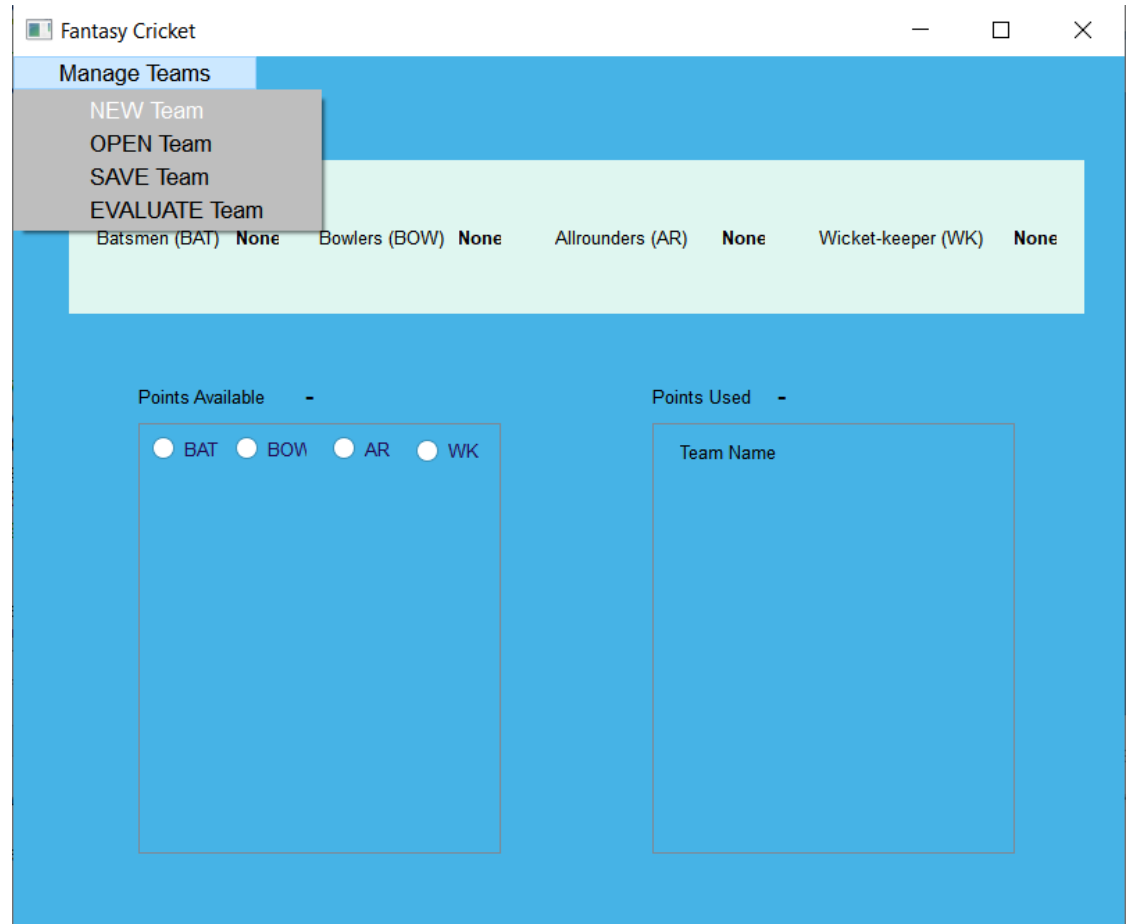
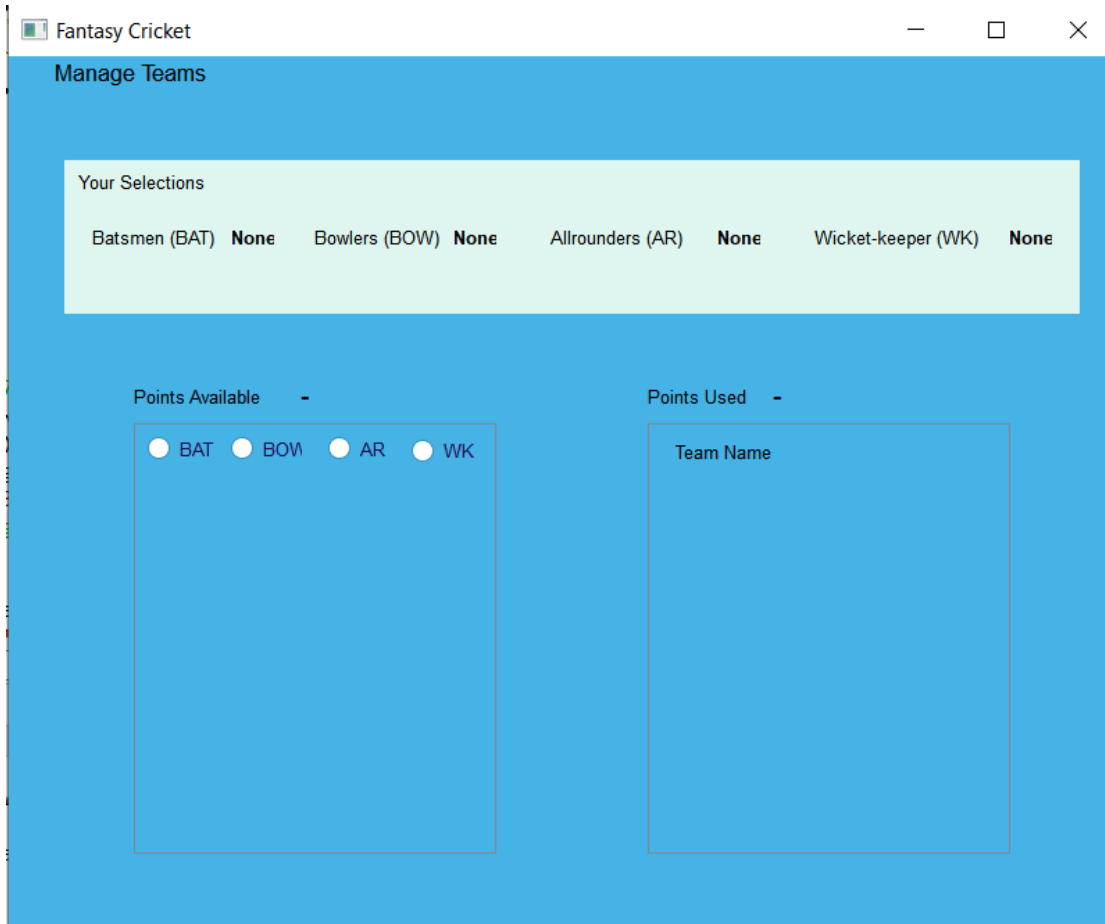
- 1 point for 2 runs scored
- Additional 5 points for half century
- Additional 10 points for century
- 2 points for strike rate (runs/balls faced) of 80-100
- Additional 4 points for strike rate > 100
- 1 point for hitting a boundary (four) and 2 points for over boundary (six)

##### Bowling

- 10 points for each wicket
- Additional 5 points for three wickets per innings
- Additional 10 points for 5 wickets or more in innings
- 4 points for economy rate (runs given per over) between 3.5 and 4.5
- 7 points for economy rate between 2 and 3.5
- 10 points for economy rate less than 2

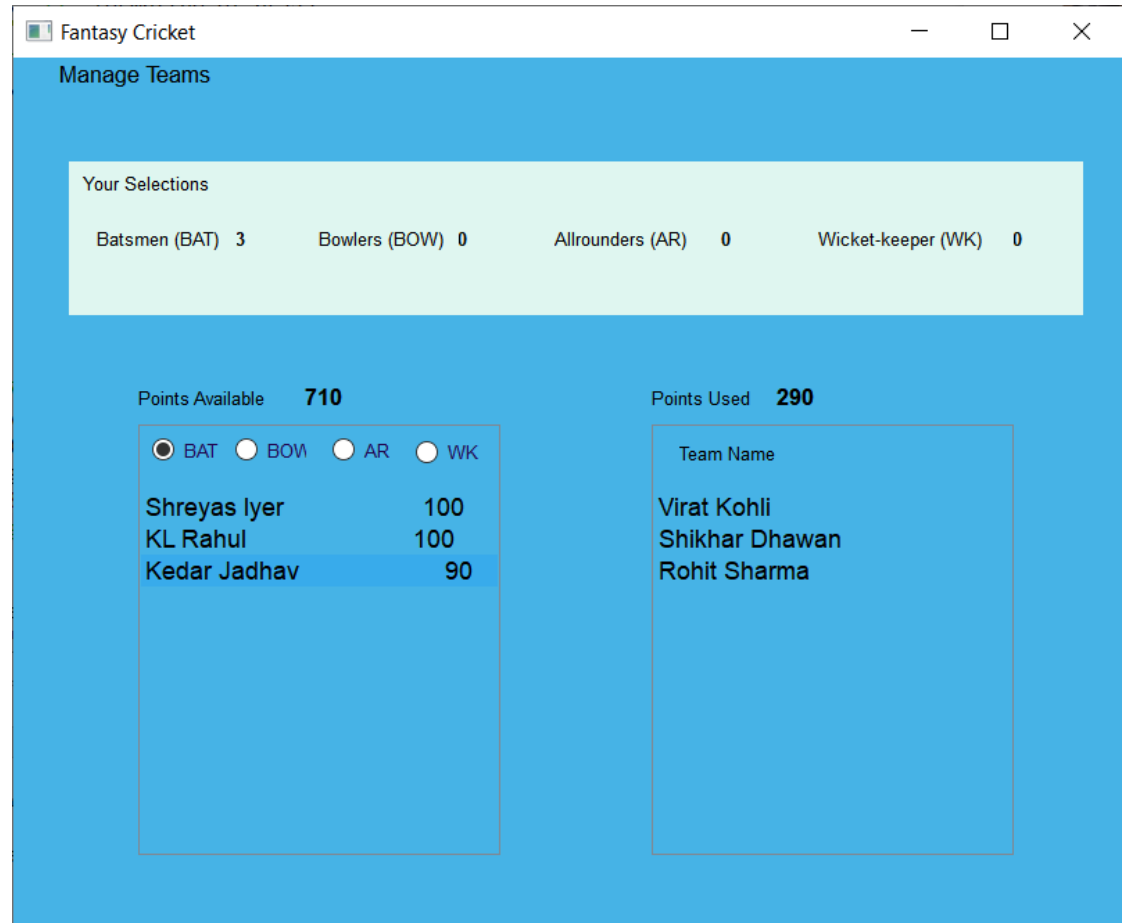
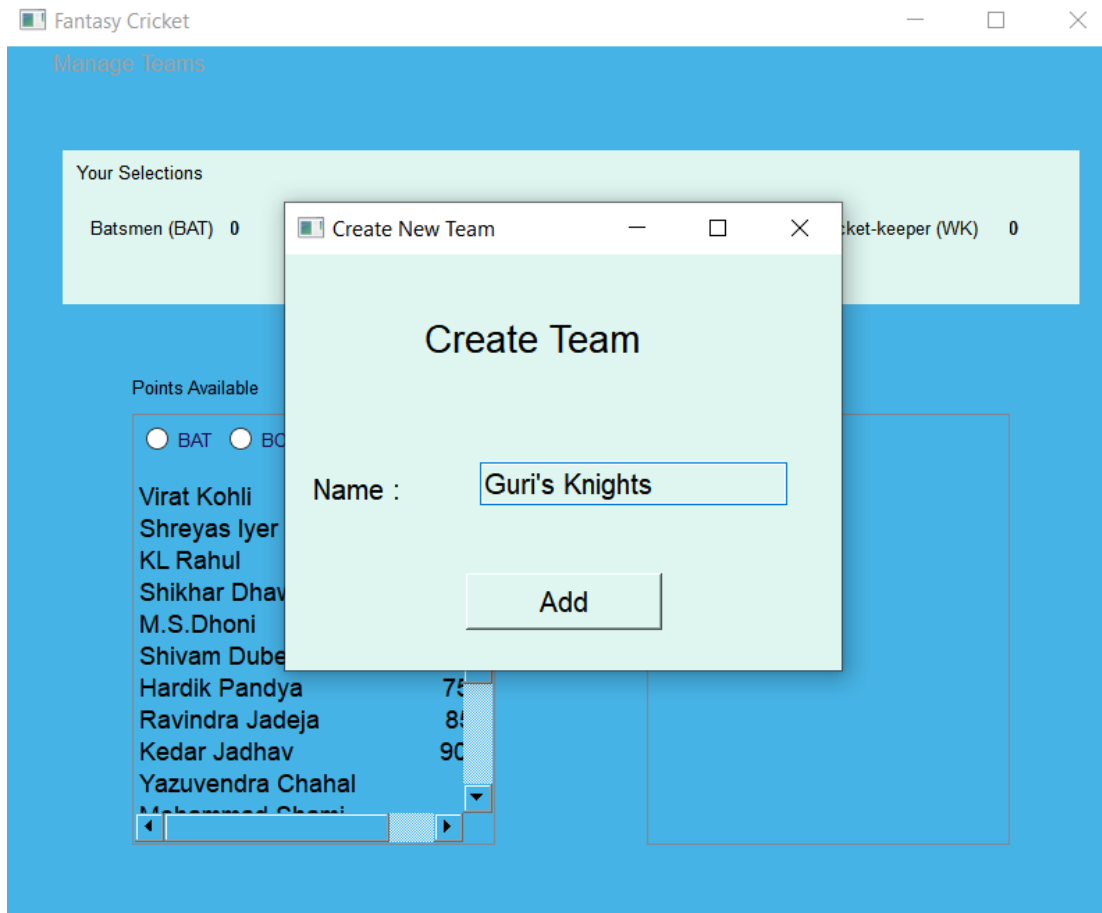
##### Fielding

- 10 points each for catch/stumping/run out

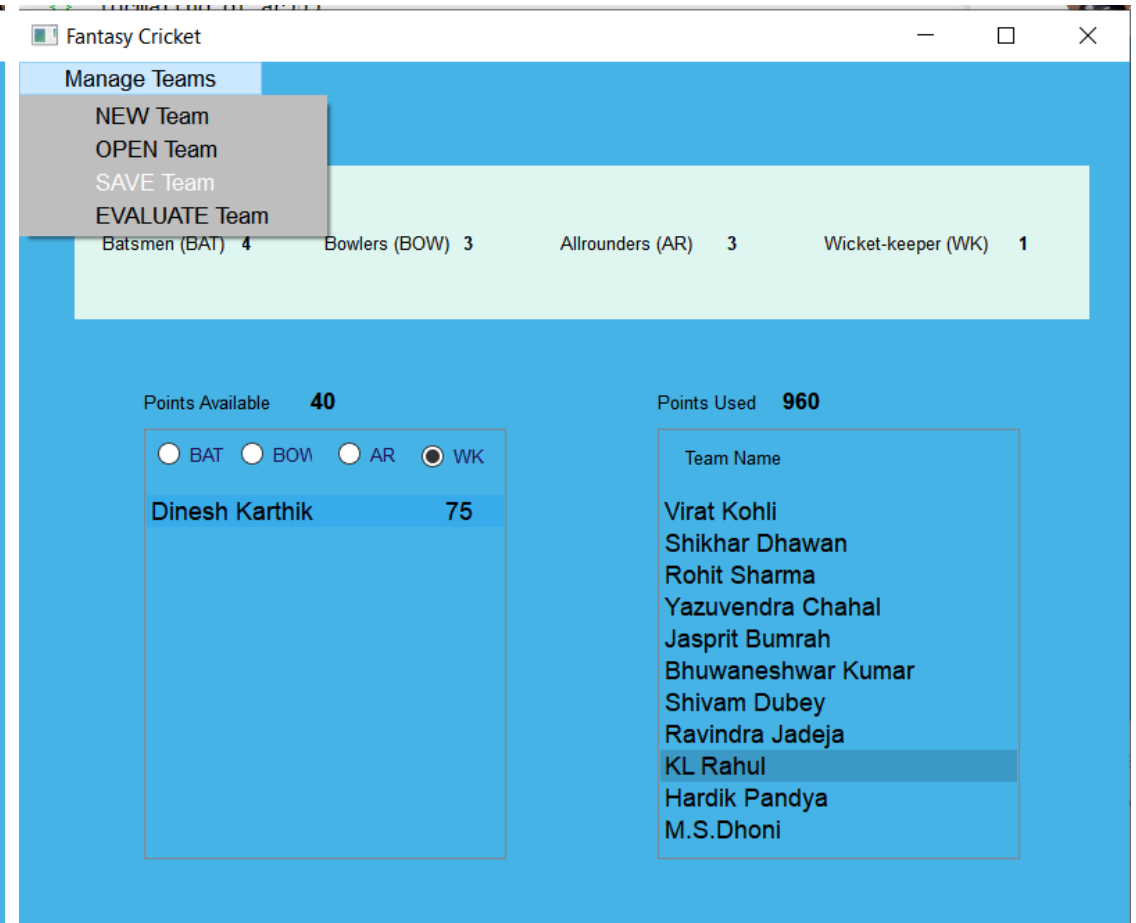
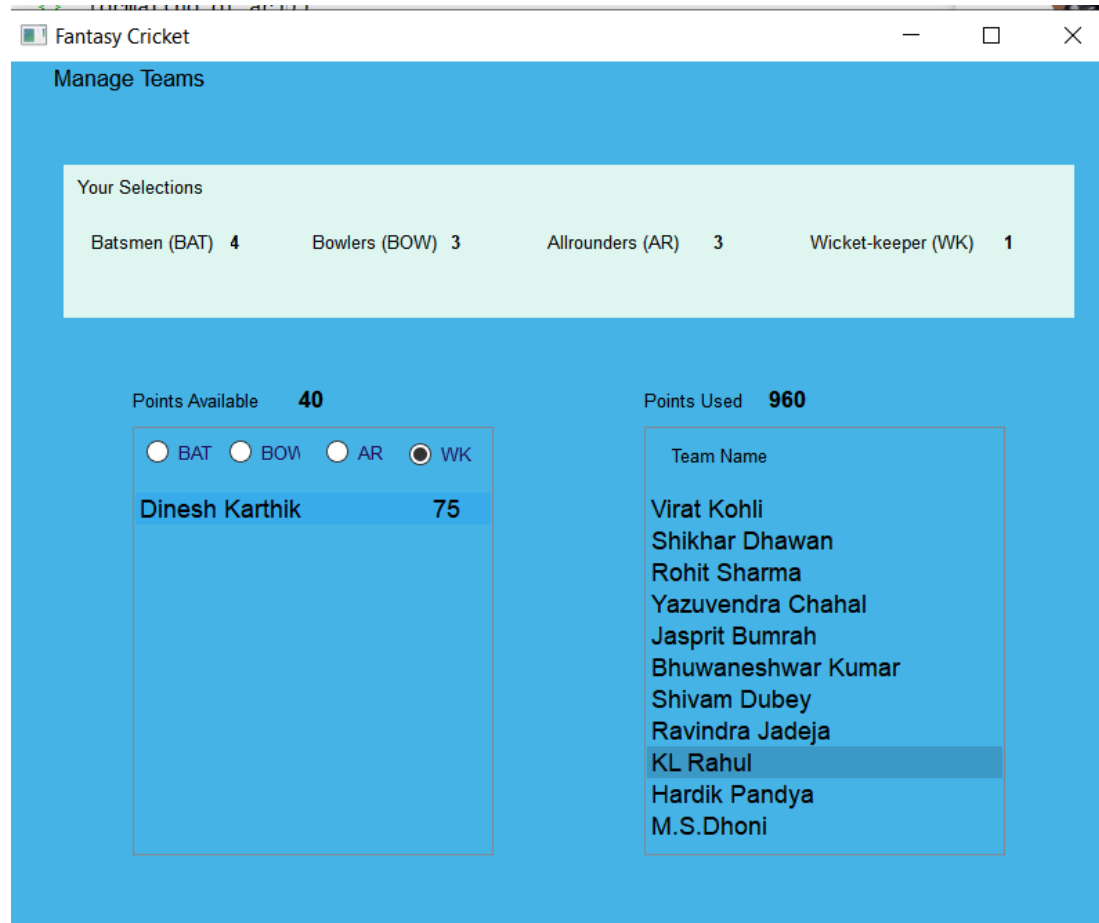


Final Project : Ui Design(Part 1)

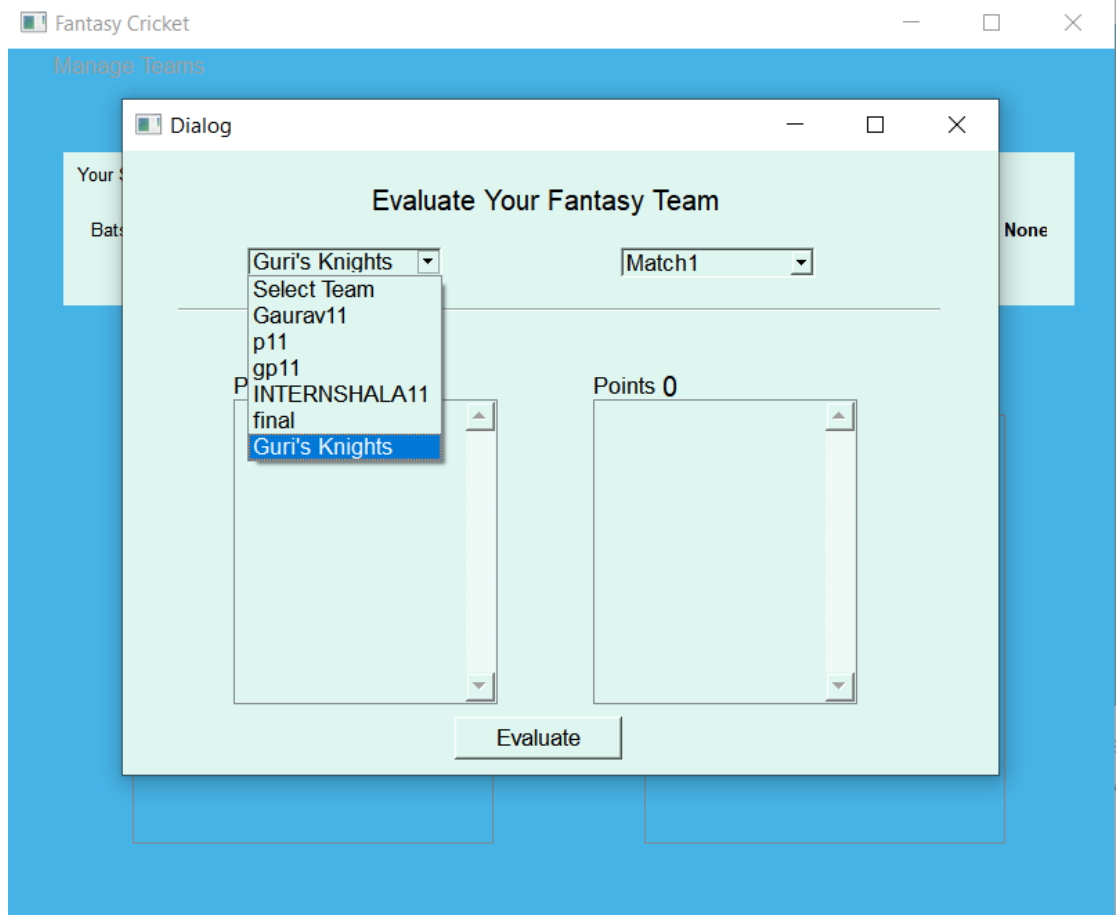
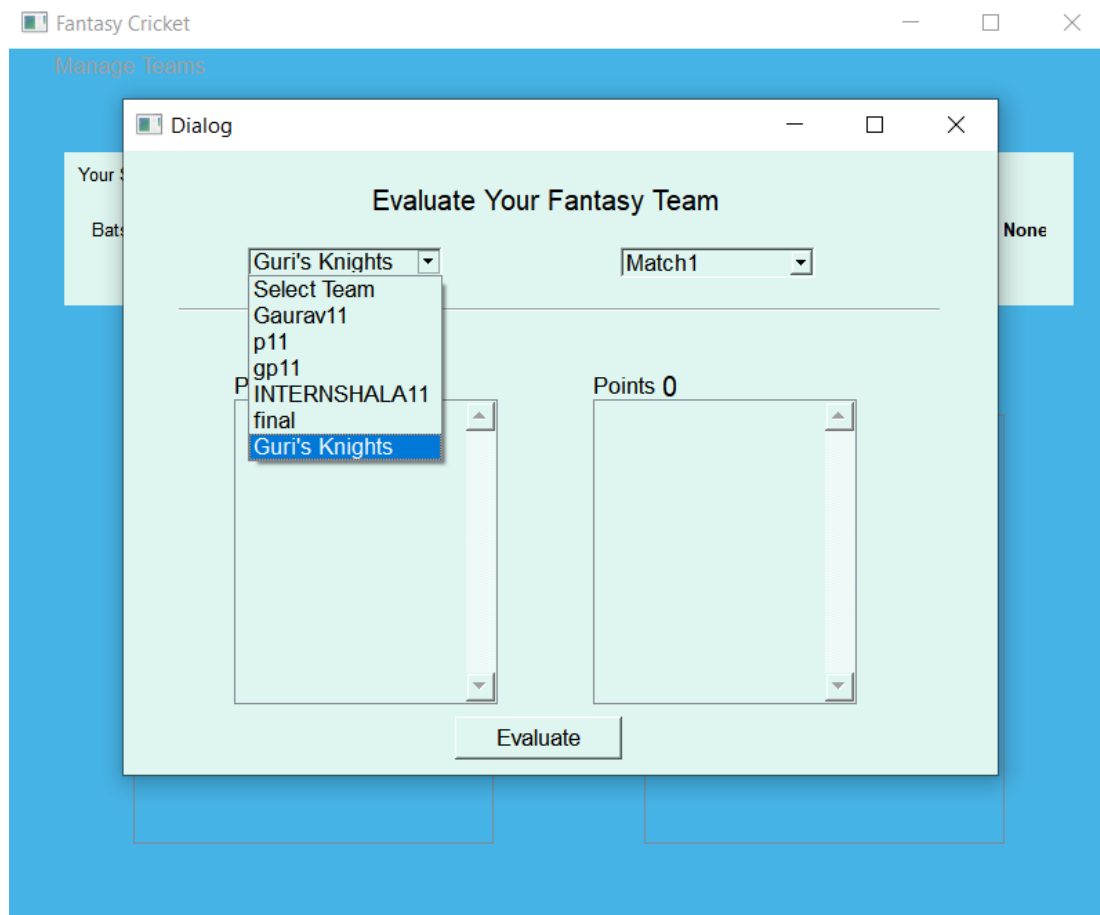




Final Project : Ui Design(Part 2)

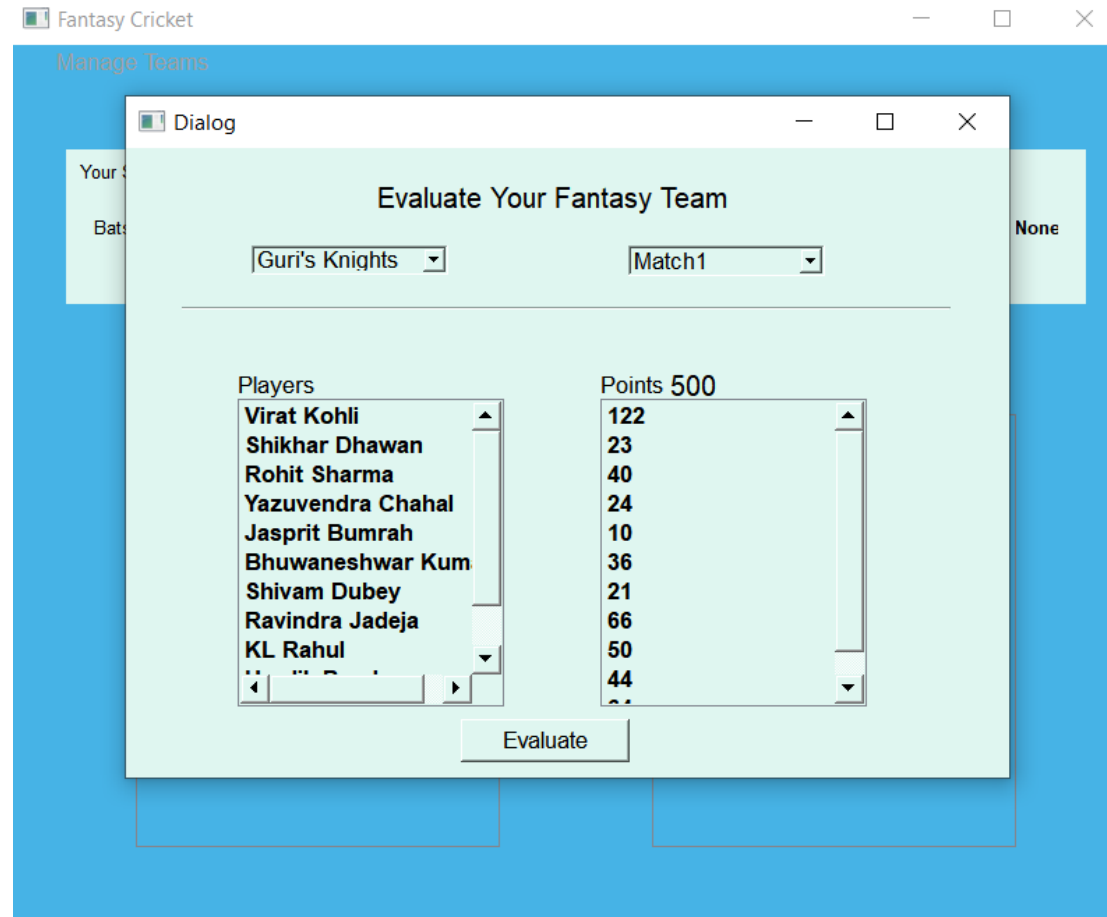


Final Project : Ui Design(Part 3)



Final Project : Ui Design(Part 4)

# Final Project : Ui Design(Part 5)





# Final Project : Database Design (Part 1)

DB Browser for SQLite - C:\Fantasy-11-Desktop-Application-master\mydatabase\_Matches.db

File Edit View Tools Help

New Database Open Database Write Changes Revert Changes Open Project Save Project Attach Database

Database Structure Browse Data Edit Pragmas Execute SQL

Table: Match1 Filter in any column

	name	runsscored	ballsaced	fours	sixes	bowled	runsgiven	wickets	catches	stumpings	runouts
	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter
1	Virat Kohli	150	90	12	3	0	0	0	1	0	0
2	Shreyas Iyer	40	20	3	1	0	0	0	1	0	1
3	KL Rahul	68	53	3	2	0	0	0	0	0	0
4	Shikhar Dhawan	15	7	2	0	0	0	0	1	0	0
5	M.S.Dhoni	56	45	3	2	0	0	0	1	1	0
6	Shivam Dubey	18	9	2	1	48	35	0	0	0	0
7	Hardik Pandya	42	36	3	3	30	25	0	1	0	0
8	Ravindra Jadeja	18	10	1	1	60	50	2	1	0	2
9	Kedar Jadhav	65	60	7	0	24	24	0	0	0	0
10	Yazuvendra Chahal	0	0	0	0	60	45	2	0	0	0
11	Mohammad Shami	0	0	0	0	54	50	3	1	0	0
12	Jasprit Bumrah	0	0	0	0	60	49	1	0	0	0
13	Bhuwaneshwar Kumar	20	14	2	0	60	46	2	0	0	0
14	Rohit Sharma	46	65	5	1	0	0	0	1	0	0
15	Dinesh Karthik	29	42	3	0	0	0	0	1	0	0

1 - 14 of 15 Go to: 1 UTF-8

DB Browser for SQLite - C:\Fantasy-11-Desktop-Application-master\mydatabase\_Matches.db

File Edit View Tools Help

New Database Open Database Write Changes Revert Changes Open Project Save Project Attach Database

Database Structure Browse Data Edit Pragmas Execute SQL

Table: Match1 Match1 Match2 Match3 Match4 Match5 PlayerDetails Teams Filter in any column

	runsscored	ballsaced	fours	sixes	bowled	runsgiven	wickets	catches	stumpings	runouts
	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter
1	150	90	12	3	0	0	0	1	0	0
2	40	20	3	1	0	0	0	1	0	1
3	68	53	3	2	0	0	0	0	0	0
4	15	7	2	0	0	0	0	1	0	0
5	56	45	3	2	0	0	0	1	1	0
6	18	9	2	1	48	35	0	0	0	0
7	42	36	3	3	30	25	0	1	0	0
8	18	10	1	1	60	50	2	1	0	2
9	65	60	7	0	24	24	0	0	0	0
10	0	0	0	0	60	45	2	0	0	0
11	0	0	0	0	54	50	3	1	0	0
12	0	0	0	0	60	49	1	0	0	0
13	20	14	2	0	60	46	2	0	0	0
14	46	65	5	1	0	0	0	1	0	0
15	29	42	3	0	0	0	0	1	0	0

1 - 14 of 15 Go to: 1 UTF-8

# Final Project : Database Design (Part 2)

DB Browser for SQLite - C:\Fantasy-11-Desktop-Application-master\mydatabase\_Matches.db

File Edit View Tools Help

New Database Open Database Write Changes Revert Changes Open Project Save Project Attach Database

Database Structure Browse Data Edit Pragma Execute SQL

Table: PlayerDetails Filter in any column

	name	category	value
	Filter	Filter	Filter
1	Virat Kohli	BAT	120
2	Shreyas Iyer	BAT	100
3	KL Rahul	BAT	100
4	Shikhar Dhawan	BAT	85
5	M.S.Dhoni	WK	75
6	Shivam Dubey	AR	100
7	Hardik Pandya	AR	75
8	Ravindra Jadeja	AR	85
9	Kedar Jadhav	BAT	90
10	Yazuvendra Chahal	BWL	100
11	Mohammad Shami	BWL	110
12	Jasprit Bumrah	BWL	60
13	Bhuwaneshwar Kumar	BWL	75
14	Rohit Sharma	BAT	85
15	Dinesh Karthik	WK	75

1 - 15 of 15 Go to: 1 UTF-8

DB Browser for SQLite - C:\Fantasy-11-Desktop-Application-master\mydatabase\_Matches.db

File Edit View Tools Help

New Database Open Database Write Changes Revert Changes Open Project Save Project Attach Database Close Database

Database Structure Browse Data Edit Pragma Execute SQL

Table: Teams Filter in any column

	teamname	player1	player2	player3	player4	player5	player6	player7	player8	player9	player10	player11
	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter	Filter
1	Gaurav11	Virat Kohli	Shreyas Iyer	KL Rahul	Shikhar Dhawan	M.S.Dhoni	Shivam Dubey	Yazuvendra Chahal	Mohammad Shami	Jasprit Bumrah	Hardik Pandya	Bhuwaneshwar Kumar
2	p11	Shikhar Dhawan	M.S.Dhoni	Shivam Dubey	Hardik Pandya	Ravindra Jadeja	Yazuvendra Chahal	Mohammad Shami	Shreyas Iyer	Kedar Jadhav	Jasprit Bumrah	Bhuwaneshwar Kumar
3	gp11	Virat Kohli	Shreyas Iyer	KL Rahul	Shikhar Dhawan	M.S.Dhoni	Shivam Dubey	Hardik Pandya	Ravindra Jadeja	Mohammad Shami	Jasprit Bumrah	Bhuwaneshwar Kumar
4	INTERNSHALA11	Shreyas Iyer	KL Rahul	Shikhar Dhawan	M.S.Dhoni	Shivam Dubey	Hardik Pandya	Ravindra Jadeja	Yazuvendra Chahal	Mohammad Shami	Jasprit Bumrah	Bhuwaneshwar Kumar
5	final	Virat Kohli	Shreyas Iyer	KL Rahul	Shikhar Dhawan	M.S.Dhoni	Shivam Dubey	Hardik Pandya	Bhuwaneshwar Kumar	Jasprit Bumrah	Mohammad Shami	Yazuvendra Chahal
6	Guri's Knights	Virat Kohli	Shikhar Dhawan	Rohit Sharma	Yazuvendra Chahal	Jasprit Bumrah	Bhuwaneshwar Kumar	Shivam Dubey	Ravindra Jadeja	KL Rahul	Hardik Pandya	M.S.Dhoni

```
Spyder (Python 3.7)
File Edit Search Source Run Debug Consoles Projects Tools View Help
F:\Internshala Training\Final Project\Fantasy-11-Desktop-Application-master\Fantasy_Cricket.py
temp.py x Fantasy_Cricket.py x New_Team.py x Open_Team.py x Team_Evaluation.py x

1  -*- coding: utf-8 -*-
2
3  # Form implementation generated from reading ui file 'Fantasy_Cricket.ui'
4  #
5  # Created by: PyQt5 UI code generator 5.6
6  #
7  # WARNING! All changes made in this file will be lost!
8
9  from PyQt5 import QtCore, QtGui, QtWidgets
10 from New_Team import Ui_NewTeam
11 from Open_Team import Ui_Dialog
12 from Team_Evaluation import Ui_evaluate_team
13 import sqlite3
14
15 Team_name = 'Enter name here'
16 PointsAvailable = 1000
17 PointsUsed = 0
18 no_of_bat = 0
19 no_of_bwl = 0
20 no_of_ar = 0
21 no_of_wk = 0
22 AllPlayers = []
23 AvailablePlayers = []
24 SelectedPlayers = []
25 CurrentPlayers = []
26 CurrentCategory = ''
27
28
29 conn = sqlite3.connect('mydatabase_Matches.db')
30 c = conn.cursor()
31 c.execute("SELECT * from PlayerDetails")
32 AllPlayers = c.fetchall()
33 c.close()
34 conn.close()
35
36
37 class Ui_MainWindow(object):
38     def New_Team(self):
39         self.window = QtWidgets.QMainWindow()
40         self.new = Ui_NewTeam()
41         self.new.setupUi(self.window)
42         self.window.show()
43         self.EnableButtons()
44         self.Initialize()
45         self.DisplayAll()
46         self.ClearDB()
47
48
49     def EnableButtons(self):
50         self.bat_btn.setEnabled(True)
51         self.bow_btn.setEnabled(True)
52         self.ar_btn.setEnabled(True)
53         self.wk_btn.setEnabled(True)
54
55
56
57     def Initialize(self):
58         #INITIALIZE THE MAIN WINDOW
59         global Team_name
```

```
Spyder (Python 3.7)
File Edit Search Source Run Debug Consoles Projects Tools View Help
F:\Internshala Training\Final Project\Fantasy-11-Desktop-Application-master\Fantasy_Cricket.py
temp.py x Fantasy_Cricket.py x New_Team.py x Open_Team.py x Team_Evaluation.py x

864
865     self.evaluate_team = QtWidgets.QAction(MainWindow)
866     font = QtGui.QFont()
867     font.setFamily("Arial")
868     font.setPointSize(10)
869     self.evaluate_team.setFont(font)
870     self.evaluate_team.setObjectName("evaluate_team")
871
872     self.evaluate_team.triggered.connect(self.Evaluate_Team)
873
874     self.manage_teams.addAction(self.new_team)
875     self.manage_teams.addAction(self.open_team)
876     self.manage_teams.addAction(self.save_team)
877     self.manage_teams.addAction(self.evaluate_team)
878     self.menuBar.addAction(self.manage_teams.menuAction())
879
880     self.retranslateUi(MainWindow)
881     QtCore.QMetaObject.connectSlotsByName(MainWindow)
882
883     def retranslateUi(self, MainWindow):
884         _translate = QtCore.QCoreApplication.translate
885         MainWindow.setWindowTitle(_translate("MainWindow", "Fantasy Cricket"))
886         self.batsmen.setText(_translate("MainWindow", "None"))
887         self.bowlers.setText(_translate("MainWindow", "None"))
888         self.allrounders.setText(_translate("MainWindow", "None"))
889         self.wicketkeeper.setText(_translate("MainWindow", "None"))
890         self.points_available.setText(_translate("MainWindow", "-"))
891         self.points_used.setText(_translate("MainWindow", "-"))
892         self.team_name.setText(_translate("MainWindow", ""))
893         self.label_8.setText(_translate("MainWindow", "Your Selections"))
894         self.label_9.setText(_translate("MainWindow", "Batsmen (BAT)"))
895         self.label_10.setText(_translate("MainWindow", "Bowlers (BOW)"))
896         self.label_12.setText(_translate("MainWindow", "Allrounders (AR)"))
897         self.label_13.setText(_translate("MainWindow", "Wicket-keeper (WK)"))
898         self.label_14.setText(_translate("MainWindow", "Points Available"))
899         self.label_15.setText(_translate("MainWindow", "Points Used"))
900         self.label_16.setText(_translate("MainWindow", "Team Name"))
901         self.label_17.setText(_translate("MainWindow", ""))
902         self.bat_btn.setText(_translate("MainWindow", "BAT"))
903         self.bow_btn.setText(_translate("MainWindow", "BOW"))
904         self.ar_btn.setText(_translate("MainWindow", "AR"))
905         self.wk_btn.setText(_translate("MainWindow", "WK"))
906         self.manage_teams.setTitle(_translate("MainWindow", "& Manage Teams"))
907         self.new_team.setText(_translate("MainWindow", "& NEW Team"))
908         self.open_team.setText(_translate("MainWindow", "& OPEN Team"))
909         self.save_team.setText(_translate("MainWindow", "& SAVE Team"))
910         self.evaluate_team.setText(_translate("MainWindow", "& EVALUATE Team"))
911
912
913     if __name__ == "__main__":
914         import sys
915         app = QtWidgets.QApplication(sys.argv)
916         MainWindow = QtWidgets.QMainWindow()
917         ui = Ui_MainWindow()
918         ui.setupUi(MainWindow)
919         MainWindow.show()
920         sys.exit(app.exec_())
921
922
```

# Final Project : Code Snippet(Part 1)





```
Spyder (Python 3.7)
File Edit Search Source Run Debug Consoles Projects Tools View Help
F:\Internshala Training\Final Project\Fantasy-11\Desktop-Application-master\Open_Team.py
temp.py x Fantasy_Cricket.py x New_Team.py x Open_Team.py x Team_Evaluation.py x

100 self.category.setGeometry(QtCore.QRect(220, 170, 131, 261))
101 self.category.setFont(font)
102 self.category.setSelectionMode(QtWidgets.QAbstractItemView.NoSelection)
103 self.category.setObjectName("category")
104 font = QtGui.QFont()
105 font.setFamily("Comic Sans MS")
106 font.setPointSize(10)
107 self.value = QtWidgets.QListWidget(Dialog)
108 self.value.setGeometry(QtCore.QRect(370, 170, 121, 261))
109 self.value.setFont(font)
110 self.value.setSelectionMode(QtWidgets.QAbstractItemView.NoSelection)
111 self.value.setObjectName("value")
112 self.label_2 = QtWidgets.QLabel(Dialog)
113 self.label_2.setGeometry(QtCore.QRect(30, 140, 171, 21))
114 font = QtGui.QFont()
115 font.setFamily("Comic Sans MS")
116 font.setPointSize(12)
117 self.label_2.setFont(font)
118 self.label_2.setAlignment(QtCore.Qt.AlignBottom|QtCore.Qt.AlignHCenter)
119 self.label_2.setObjectName("label_2")
120 self.label_3 = QtWidgets.QLabel(Dialog)
121 self.label_3.setGeometry(QtCore.QRect(220, 140, 131, 21))
122 font = QtGui.QFont()
123 font.setFamily("Comic Sans MS")
124 font.setPointSize(12)
125 self.label_3.setFont(font)
126 self.label_3.setAlignment(QtCore.Qt.AlignBottom|QtCore.Qt.AlignHCenter)
127 self.label_3.setObjectName("label_3")
128 self.label_4 = QtWidgets.QLabel(Dialog)
129 self.label_4.setGeometry(QtCore.QRect(370, 140, 121, 21))
130 font = QtGui.QFont()
131 font.setFamily("Comic Sans MS")
132 font.setPointSize(12)
133 self.label_4.setFont(font)
134 self.label_4.setAlignment(QtCore.Qt.AlignHCenter|QtCore.Qt.AlignTop)
135 self.label_4.setObjectName("label_4")
136 self.retranslateUi(Dialog)
137 QtCore.QMetaObject.connectSlotsByName(Dialog)
138
139
140 def retranslateUi(self, Dialog):
141     translate = QtCore.QCoreApplication.translate
142     Dialog.setWindowTitle(translate("Dialog", "Open Team"))
143     self.label.setText(translate("Dialog", "Select Team To View Players"))
144     self.label_2.setText(translate("Dialog", "Players"))
145     self.label_3.setText(translate("Dialog", "Category"))
146     self.label_4.setText(translate("Dialog", "Value"))
147
148
149 if __name__ == "__main__":
150     import sys
151     app = QtWidgets.QApplication(sys.argv)
152     Dialog = QtWidgets.QDialog()
153     ui = Ui_Dialog()
154     ui.setupUi(Dialog)
155     Dialog.show()
156     sys.exit(app.exec_())
157
158
```

```
Spyder (Python 3.7)
File Edit Search Source Run Debug Consoles Projects Tools View Help
F:\Internshala Training\Final Project\Fantasy-11\Desktop-Application-master\Open_Team.py
temp.py x Fantasy_Cricket.py x New_Team.py x Open_Team.py x Team_Evaluation.py x

1 #-*- coding: utf-8 -*-
2
3 # Form implementation generated from reading ui file 'Open_Team.ui'
4 #
5 # Created by: PyQt5 UI code generator 5.6
6 #
7 # WARNING! All changes made in this file will be lost!
8
9 from PyQt5 import QtCore, QtGui, QtWidgets
10 import sqlite3
11
12 selectedteam = 'Select Team'
13
14 class Ui_Dialog(object):
15     def TeamChanged(self):
16         global selectedteam
17         selectedteam = self.select_team.currentText()
18         if selectedteam == 'Select Team':
19             self.players.clear()
20             self.category.clear()
21             self.value.clear()
22         else:
23             self.players.clear()
24             self.category.clear()
25             self.value.clear()
26             conn = sqlite3.connect('mydatabase_Matches.db')
27             c = conn.cursor()
28             c.execute("SELECT * FROM PlayerDetails")
29             playerdetails = c.fetchall()
30             c.execute("SELECT * FROM Teams WHERE teamname = ?", (selectedteam,))
31             l = c.fetchone()
32             teamplayers = []
33             for i in range(1,12):
34                 teamplayers.append(l[i])
35             for i in teamplayers:
36                 name = i
37                 for j in playerdetails:
38                     if j[0] == name:
39                         cat = j[1]
40                         val = j[2]
41                         break
42                 self.players.addItem("{} {}".format(name));
43                 self.category.addItem("{} {}".format(cat));
44                 self.value.addItem("{} {}".format(val));
45             c.close()
46             conn.close()
47
48
49
50
51 def setupUi(self, Dialog):
52     Dialog.setObjectName("Dialog")
53     Dialog.resize(525, 449)
54     Dialog.setStyleSheet("background-color: rgb(255, 255, 255);")
55     self.label = QtWidgets.QLabel(Dialog)
56     self.label.setGeometry(QtCore.QRect(0, 30, 521, 31))
57     font = QtGui.QFont()
58     font.setFamily("Comic Sans MS")
59     font.setPointSize(14)
60     self.label.setFont(font)

```

# Final Project : Code Snippet(Part 3)

```
Spyder (Python 3.7)
File Edit Search Source Run Debug Consoles Projects Tools View Help
F:\Internshala Training\Final Project\Fantasy-11-Desktop-Application-master\Team_Evaluation.py
temp.py Fantasy_Cricket.py New_Team.py Open_Team.py Team_Evaluation.py

219 self.points.setObjectName("points")
220 self.Evaluate_btn = QtWidgets.QPushButton(evaluate_team)
221 self.Evaluate_btn.setEnabled(False)
222 self.Evaluate_btn.setGeometry(QtCore.QRect(240, 410, 121, 31))
223 font = QtGui.QFont()
224 font.setFamily("Arial")
225 font.setPointSize(10)
226 self.Evaluate_btn.setFont(font)
227 self.Evaluate_btn.setObjectName("Evaluate_btn")
228
229 self.Evaluate_btn.clicked.connect(self.CalculateMatchScore)
230
231 self.players = QtWidgets.QListWidget(evaluate_team)
232 self.players.setGeometry(QtCore.QRect(80, 180, 191, 221))
233 font = QtGui.QFont()
234 font.setFamily("Arial")
235 font.setPointSize(10)
236 font.setBold(True)
237 font.setWeight(75)
238 self.players.setFont(font)
239 self.players.setVerticalScrollBarPolicy(QtCore.Qt.ScrollBarAlwaysOn)
240 self.players.setDefaultDropAction(QtCore.Qt.IgnoreAction)
241 self.players.setSelectionMode(QtWidgets.QAbstractItemView.NoSelection)
242 self.players.setObjectName("players")
243 self.scores = QtWidgets.QListWidget(evaluate_team)
244 self.scores.setGeometry(QtCore.QRect(340, 180, 191, 221))
245 font = QtGui.QFont()
246 font.setFamily("Arial")
247 font.setPointSize(10)
248 font.setBold(True)
249 font.setWeight(75)
250 self.scores.setFont(font)
251 self.scores.setVerticalScrollBarPolicy(QtCore.Qt.ScrollBarAlwaysOn)
252 self.scores.setSelectionMode(QtWidgets.QAbstractItemView.NoSelection)
253 self.scores.setObjectName("scores")
254
255 self.retranslateUi(evaluate_team)
256 QtCore.QMetaObject.connectSlotsByName(evaluate_team)
257
258 def retranslateUi(self, evaluate_team):
259     _translate = QtCore.QCoreApplication.translate
260     evaluate_team.setWindowTitle(_translate("evaluate_team", "Dialog"))
261     self.label.setText(_translate("evaluate_team", "Evaluate Your Fantasy Team"))
262     self.label_2.setText(_translate("evaluate_team", "Players"))
263     self.label_3.setText(_translate("evaluate_team", "Points"))
264     self.points.setText(_translate("evaluate_team", "-"))
265     self.Evaluate_btn.setText(_translate("evaluate_team", "Evaluate"))
266
267
268 if __name__ == "__main__":
269     import sys
270     app = QtWidgets.QApplication(sys.argv)
271     evaluate_team = QtWidgets.QDialog()
272     ui = Ui_evaluate_team()
273     ui.setupUi(evaluate_team)
274     evaluate_team.show()
275     sys.exit(app.exec_())
276
277
```

```
Spyder (Python 3.7)
File Edit Search Source Run Debug Consoles Projects Tools View Help
F:\Internshala Training\Final Project\Fantasy-11-Desktop-Application-master\Team_Evaluation.py
temp.py Fantasy_Cricket.py New_Team.py Open_Team.py Team_Evaluation.py

10 import sqlite3
11
12 selectedteam = 'Select Team'
13 selectedmatch = 'Select Match'
14
15
16
17 class Ui_evaluate_team(object):
18     def CalculatePlayerScore(self, l):
19         """
20         INPUT: A tuple containing the stats of a player
21         OUTPUT: An integer denoting the score of the player
22         """
23
24         #INITIALIZE ALL THE VARIABLES REQUIRED TO CALCULATE THE SCORE
25         score = 0
26         name = l[0]
27         runsscored = l[1]
28         ballsfaced = l[2]
29         fours = l[3]
30         sixes = l[4]
31         bowled = l[5]
32         runsgiven = l[6]
33         wickets = l[7]
34         catches = l[8]
35         stumpings = l[9]
36         runouts = l[10]
37
38         #CALCULATE THE BATTING SCORES
39         score += runsscored//2
40         if runsscored >= 50:
41             score += 5
42         if runsscored >= 100:
43             score += 10
44         if ballsfaced > 0:
45             strike_rate = (runsscored / ballsfaced) * 100
46             if strike_rate > 100:
47                 score += 4
48             elif strike_rate >= 80:
49                 score += 2
50         score += fours + (2 * sixes)
51
52         #CALCULATE THE BOWLING SCORES
53         score += (10 * wickets)
54         if wickets >= 3:
55             score += 5
56         if wickets >= 5:
57             score += 10
58         if bowled > 0:
59             economy_rate = (runsgiven / bowled) * 6
60             if economy_rate >= 3.5 and economy_rate <= 4.5:
61                 score += 4
62             elif economy_rate >= 2 and economy_rate < 3.5:
63                 score += 7
64             elif economy_rate < 2:
65                 score += 10
66
67         #CALCULATE THE FIELDING SCORES
68         score += 10 * (catches + stumpings + runouts)
69
```

# Final Project : Code Snippet(Part 4)

# Certificate of completion





## References

- Providing Github Link For Detailed Codes : [Fantasy11 - Desktop Application](#)
- Training Resources : [Programming with python](#)





**Thank You**