**AMini ProjectReport**

**On**

# CRICBUZZ

Submitted to

### COMPUTERSCIENCE&ENGINEERING

### 20CSE104 DATA STRUCTURES

### Assignment 2

**SubmittedBy**

### N.ANIL KUMAR - (21691A0505)

**R.GANESH - (21691A0542)**

### G.HARSHAVARDHAN SAI - (21691A0558)

**B.GANESH REDDY - (21691A0541)**

**Under the Guidance**

**Of**

**Dr. R. Nidhya Ph.D,Professor**

**MADANAPALLEINSTITUTEOFTECHNOLGY&SCIENCE(UGC– AUTONOMOUS)**

**(Affiliated to JNTUA, Anantapuram)**

**AccreditedbyNBA,ApprovedbyAICTE,NewDelhi)**

**ANISO9001:2008CertifiedInstitution**

**P.B.No:14,Angallu,Madanapalle–**

**5173252022-2023**

****

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**

This is to certify that the mini project work entitled **“CRICBUZZ”** is a work carried out by

### N.ANIL KUMAR - (21691A0505)

**R.GANESH - (21691A0542)**

### G.HARSHAVARDHAN SAI - (21691A0558)

**B.GANESH REDDY - (21691A0541)**

And submitted as Assignment 2 for the subject **20CSE104 Data Structures.**

Guide

**Dr.R.NidhyaPh.D,**

**Professor,**

**DepartmentofCS­­­­­E.**

## LISTOFCONTENTS

|  |  |  |
| --- | --- | --- |
| S.NO | TITLE | PAGE NO |
| 1 | ABSTRACT | 5 |
| 2 | PROCEDURE |  |
| 3 | SOURCE CODE |  |
| 4 | RESULTS |  |
| 5 | CONCLUSION |  |

**ABSTRACT**

# CRICBUZZ project deals with live updates of ongoing cricket match, which helps people across the globe to know details about a ongoing match. It will give updates of match to user’s ball-by-ball. This project is done by using data structures such as STACK, LINKED LIST and SORTING. Here we used STACK to store runs scored each ball(top) in a over, LINKED LIST used to get and store team names ,team player details ,stats of players. Sorting used to get top runs and wickets taken by players. By considering all these data structures we made this project with the following source code:

**Procedure:**

In these project named cricbuzz, we used the data structure concepts using c language .

Basically we use the header files named <stdio.h>,<stdlib.h>&<string.h>.

Stdio.h:

The header file stdio.h stands for Standard Input Output. It has the information related to input/output functions.Here is the table that displays some of the functions in stdio.h in C language,

| **Sr.No.** | **Functions & Description** |
| --- | --- |
| 1 | **printf():**  It is used to print the strings, integer, character etc on the output screen. |
| 2 | **scanf():**  It reads the character, string, integer etc from the keyboard. |
| 3 | **getc():**  It reads the character from the file. |
| 4 | **putc():**  It writes the character to the file. |
| 5 | **fopen():**  It opens the file and all file handling functions are defined in stdio.h header file. |
| 6 | **fclose():**  It closes the opened file. |
| 7 | **remove():**  It deletes the file. |

Stdlib.h:

The header file stdlib.h stands for Standard Library. It has the information of memory allocation/freeing functions.Here is the table that displays some of the functions in stdlib.h in C language,

| **Sr.No.** | **Functions & Description** |
| --- | --- |
| 1 | **malloc():**  It allocates the memory during execution of program. |
| 2 | **free():**  It frees the allocated memory. |
| 3 | **abort():**  It terminates the C program. |
| 4 | **exit():**  It terminates the program and does not return any value. |
| 5 | **atol():**  It converts a string to long int. |
| 6 | **atoll()** I:t converts a string to long long int. |
| 7 | **atof():**  It converts a string to floating point value. |
| 8 | **rand():**  It returns a random integer value |

**String.h:**

String .h is header defines one variable type, one macro, and various functions for manipulating arrays of characters, library function -strcmp(), strcpy(),strstr().

**Step 1:**

Initially define the node structure with seven data members. That are name, runs, fours, sixes, balls, s\_rate, next with respective datatypes.

**Step 2:**

Again, declare the node structure which is related to the bowler with the help of seven data members name, runs, wkts, mdn, overs, econ, struct bowl\*next with respective datatypes.

**Step 3:**

Again, declare the node structure which is related to team name with help of two data members name and the next.

**Step 4:**

Declare the pointers of the team’s name that are team1(\*t1) and team2(\*t2).

**Step 5:**

Declare the node pointers that are team1(\*team1) and team2(\*team2).

**Step 6:**

Declare the bowler pointers that are \*tm1, \*tm2.

**Step 7:**

Declare the function names i.e inning\_1score (), inning\_2score(), match\_result(), insert(), display(), displaybl() to perform the specific function.

**Step 8:**

**Search () function:**

In this function we can search the bowler from the particular team by using the particular condition.

**Step 9:**

**Setname () function:**

In this function we can declare the particular team’s name, how many players are playing and the player names of the particular team.

**Step 10:**

**Insert function:**

In this function we can get the results after bowler bowled the over.

**Step 11:**

**Bowling () function:**

In this function we can declare the bowling details of bowler that are how many wickets taken by bowler, no.of maidens overs , economy of bowler, runs given by bowler of particular team as based on the input of user.

**Step 12:**

**Wktcount () function:**

In this function we can get total no.of wickets of the particular team of the particular

Innings.

**Step 13:**

**Inning\_1score () function:**

In this function we can display the batting details, bowling details, team name, total score and the wicketcount of the team of first innings by using the print statements and conditions.

**Step 14:**

**Innings\_2score () function:**

In this function we can display the batting details, bowling details, team name , total score and the wicketcount of the team of second innings by using the print statements and particular conditions.

**Step 15:**

**Match\_result () function:**

In this function we can get match results whether win or lose or draw (superover) by using

Conditional statements (if -else).

**Step 16:**

**Score () function:**

In this function we can calculate the score details of the particular team of particular player name with no.of fours, sixes ,total runs ,total no,of balls played by player and strike rate of the player.

**Step 17:**

**Over () function:**

In this we can give the particular player name their team’s name, strike and nonstrike

End players and bowler name, as per input of each ball in the over it gives the output that is

Total runs scored by player and runs given by the bowler and store the output of each over.

**Step18:**

**Toss function:**

In this function, we can declare the which team won the toss and whether team is selected to bat first or bowl first.

**Step19:**

**Display function:**

In this function we can display the player details like name ,runs, fours, sixes, strike rate regarding to the batsman.

**Step 20:**

**Displaybl () function:**

In this function, we can display the player details like name ,overs, maiden, runs, wickets, economy regarding to the bowler.

**Step 21:**

**Displayt1() function:**

In this function,

**Step 22:**

In main function enter the input and perform the task, we can get required output.