National University of Sciences and Technology (NUST)
School of Electrical Engineering and Computer Science

Final Project

Fundamentals Of FOCP

Submit By:

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BS-CS 10-B

Submit To:

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"Code"

```
//Hamid Muzaffar Khan
//Cms Id : 356209
//BS-CS 10-B
#include<stdio.h>
#include<conio.h>
#include<math.h>
#include<stdlib.h>
#include<time.h>
#include<Windows.h>
#include<MMSystem.h>
#include "mygraphics.h"
#include "myconsole.h"
//--Color initialization--
COLORREF purple = RGB(128, 0, 128);
COLORREF black = RGB(0, 0, 0);
COLORREF white = RGB(255, 255, 255);
COLORREF turquoise = RGB(64, 224, 208);
COLORREF red = RGB(255, 0, 0);
COLORREF green = RGB(0, 255, 0);
COLORREF blue = RGB(0, 0, 255);
COLORREF light = RGB(255, 204, 153);
COLORREF yellow = RGB(255, 255, 0);
COLORREF skyblue = RGB(51, 51, 255);
//--Fuctions Declaration--
void border(void);//Border lines
void score_board(int);//Scoreboard graphics
int options(int& option,int& tos);//Option selection
void r_options(int& option, int& o_option, int& wicket, int& score,int& tos);//Random
option selection
int innings_1(int& overss,int& tos,int& innings);//First innings
int innings_2(int& overss, int& tos, int& innings,int);//2nd innings
int overs(void);//Overs selection
int toss(void);//Toss
int main_menu(int& m_option);//main menu
int exit_1(int);//Exit option
int main()
{
	int m_option = 0;//Menu option
	int e_option = 1;//Exit option
	m_option = main_menu(m_option);//Determine whether main menu option(Line 188)
	if (m_option == 1)//If new game is selected
	{
		while (e_option != 2)//If exit option is "No" then it runs infinitely
		{
			Sleep(300);//Pause the program
			system("cls");//Clear screen
			Sleep(300);
			//Local variables
```

```
                    //tos contains option that is bat or bowl
                    //score_1 stores score of first innings while score_2 of second
innings
                    //Inning in still equal 1 at the start
                    //Overss store over's option
                    int overss, score_1 = 0, tos, score_2, inning = 1;
                    //Toss funstion call
                    tos = toss();
                    Sleep(1000);
                    system("cls");
                    Sleep(300);
                    //Over selection
                    overss = overs();
                    Sleep(1000);
                    system("cls");
                    Sleep(300);
                    //innings_1 option is called
                    score_1 = innings_1(overss, tos, inning);//line 290
                    inning++;//innings become 2
                    system("cls");
                    Sleep(300);
                    border();
                    //sound generation
                    PlaySound(TEXT("Gets ready.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    //message dislpay
                    myDrawTextWithFont(10, 20, 50, "Innings Ends...", white, black);
                    myDrawTextWithFont(340, 300, 50, "---Get's Ready---", turquoise,
black);
                    myDrawTextWithFont(720, 600, 50, "Next Innings", white, black);
                    Sleep(4000);
                    system("cls");
                    Sleep(300);
                    if (tos == 1)//tos == 1 contains batting option
                          tos++;//As tos contains bat or bowl option so if first bat is
done then bowl will be
                    else
                          tos--;//First bowl then batting
                    score_2 = innings_2(overss, tos, inning, score_1+1);//Second innings
score,in this function target is also given. Line 310
                    //----Match results----
                    if (tos == 2)//if user batting first
                    {
                          if (score_1<score_2)//score 2 is greater then user lose
                          {
                                Sleep(300);
                                system("cls");
                                Sleep(300);
                                border();
                                PlaySound(TEXT("Disappointment.wav"), NULL,
SND_FILENAME | SND_ASYNC);//disapponitment sound generates
                                //message display inside border
                                myDrawTextWithFont(400, 210, 60, "Ooops!", red, black);
                                myDrawTextWithFont(350, 300, 50, "----You Lose----",
red, black);
```

```
                        myLine(340, 190, 600, 190, light);
                        myLine(340, 190, 340, 370, light);
                        myLine(600, 190, 600, 370, light);
                        myLine(340, 370, 600, 370, light);
                }
                else if (score_1>score_2)//If score 2 is small
                {
                        Sleep(300);
                        system("cls");
                        Sleep(300);
                        border();//line
                        PlaySound(TEXT("cheers.wav"), NULL, SND_FILENAME |
SND_ASYNC);
                        myDrawTextWithFont(300, 210, 60, "Congragulation",
green, black);
                        myDrawTextWithFont(340, 300, 50, "----You Win----",
green, black);
                        myLine(290, 190, 620, 190, light);
                        myLine(290, 190, 290, 370, light);
                        myLine(620, 190, 620, 370, light);
                        myLine(290, 370, 620, 370, light);
                }
                else if (score_1==score_2)//If equal
                {
                        Sleep(300);
                        system("cls");
                        Sleep(300);
                        border();
                        PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME |
SND_ASYNC);
                        myDrawTextWithFont(400, 210, 60, "Ooo Nooo!", red,
black);
                        myDrawTextWithFont(350, 300, 50, "----Draw----", blue,
black);
                        myLine(340, 190, 600, 190, light);
                        myLine(340, 190, 340, 370, light);
                        myLine(600, 190, 600, 370, light);
                        myLine(340, 370, 600, 370, light);
                }
        }
        else//if first bowling
        {
                if (score_1<score_2)//If score_1 is smaller then user wins
                {
                        Sleep(300);
                        system("cls");
                        Sleep(300);
                        border();
                        PlaySound(TEXT("cheers.wav"), NULL, SND_FILENAME |
SND_ASYNC);
                        myDrawTextWithFont(300, 210, 60, "Congragulation",
green, black);
                        myDrawTextWithFont(340, 300, 50, "----You Win----",
green, black);
```

```
                                myLine(290, 190, 620, 190, light);
                                myLine(290, 190, 290, 370, light);
                                myLine(620, 190, 620, 370, light);
                                myLine(290, 370, 620, 370, light);

                        }
                        else if (score_1>score_2)
                        {
                                Sleep(300);
                                system("cls");
                                Sleep(300);
                                border();
                                PlaySound(TEXT("Disappointment.wav"), NULL,
SND_FILENAME | SND_ASYNC);
                                myDrawTextWithFont(400, 210, 60, "Ooops!", red, black);
                                myDrawTextWithFont(350, 300, 50, "----You Lose----",
red, black);
                                myLine(340, 190, 600, 190, light);
                                myLine(340, 190, 340, 370, light);
                                myLine(600, 190, 600, 370, light);
                                myLine(340, 370, 600, 370, light);
                        }
                        else
                        {
                                Sleep(300);
                                system("cls");
                                Sleep(300);
                                border();
                                PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME |
SND_ASYNC);
                                myDrawTextWithFont(400, 210, 60, "Ooo Nooo!", red,
black);
                                myDrawTextWithFont(350, 300, 50, "----Draw----", blue,
black);
                                myLine(340, 190, 600, 190, light);
                                myLine(340, 190, 340, 370, light);
                                myLine(600, 190, 600, 370, light);
                                myLine(340, 370, 600, 370, light);
                        }
                }
                Sleep(2000);
                system("cls");
                Sleep(300);
                e_option = exit_1(e_option);//Line(238)
                system("cls");
                Sleep(300);
        }
    }
    system("cls");
    Sleep(300);
    border();
    //Message for thanking
    myDrawTextWithFont(340, 300, 50, "Thanks For Playing", turquoise, black);
    return 0;
```

```
}
int main_menu(int& m_option)
{
	border();
	myDrawTextWithFont(290, 50, 80, "---Heads Tail---", skyblue, black);
	myDrawTextWithFont(390, 200, 60, "New Game", white, black);
	myDrawTextWithFont(460, 300, 60, "Exit", white, black);
	myDrawTextWithFont(365, 400, 60, "------------------", red, black);
	PlaySound(TEXT("Hamid.wav"), NULL, SND_FILENAME | SND_ASYNC);//starting sound
	myDrawTextWithFont(820, 600, 30, "BY", red, black);
	myDrawTextWithFont(730, 640, 40, "HAMID MUZAFFAR", red, black);
	char chh;//initialization of a character
	myLine(380, 190, 600, 190, red);
	myLine(380, 190, 380, 270, red);
	myLine(380, 270, 600, 270, red);
	myLine(600, 190, 600, 270, red);
	m_option++;//menu option becomes 1 that is "New game"
	chh = _getch();//Character input
	while (chh != 13)
	{
		if (m_option == 1 && chh == 80)//If down key is pressed
		{
			myLine(380, 190, 600, 190, black);
			myLine(380, 190, 380, 270, black);
			myLine(380, 270, 600, 270, black);
			myLine(600, 190, 600, 270, black);
			myLine(450, 290, 540, 290, red);
			myLine(450, 290, 450, 370, red);
			myLine(450, 370, 540, 370, red);
			myLine(540, 290, 540, 370, red);
			PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
			m_option++;
		}
		if (m_option == 2 && chh == 72)//If up key is pressed
		{
			myLine(380, 190, 600, 190, red);
			myLine(380, 190, 380, 270, red);
			myLine(380, 270, 600, 270, red);
			myLine(600, 190, 600, 270, red);
			myLine(450, 290, 540, 290, black);
			myLine(450, 290, 450, 370, black);
			myLine(450, 370, 540, 370, black);
			myLine(540, 290, 540, 370, black);
			PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
			m_option--;
		}
		chh = _getch();
	}
	PlaySound(TEXT("Hamid2.wav"), NULL, SND_FILENAME | SND_ASYNC);
	return m_option;
}
int exit_1(int e_option)
{
	char chh;
```

```
	border();
	myLine(270, 190, 770, 190, light);
	myLine(270, 190, 270, 370, light);
	myLine(770, 190, 770, 370, light);
	myLine(270, 370, 770, 370, light);
	myDrawTextWithFont(280, 210, 50, "Would You like to play again?", skyblue, black);
	myDrawTextWithFont(420, 300, 50, "Yes", green, black);
	myDrawTextWithFont(580, 300, 50, "No", red, black);
	myLine(410, 290, 490, 290, green);
	myLine(410, 290, 410, 360, green);
	myLine(490, 290, 490, 360, green);
	myLine(410, 360, 490, 360, green);
	chh = _getch();
	while (chh != 13)//Until carriage return is pressed
	{
		if (chh == 77 && e_option == 1)//If right key is pressed
		{
			myLine(410, 290, 490, 290, black);
			myLine(410, 290, 410, 360, black);
			myLine(490, 290, 490, 360, black);
			myLine(410, 360, 490, 360, black);
			myLine(570, 290, 630, 290, red);
			myLine(570, 290, 570, 360, red);
			myLine(630, 290, 630, 360, red);
			myLine(570, 360, 630, 360, red);
			PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
			++e_option;
		}
		else if (chh == 75 && e_option == 2)//If left key is pressed
		{
			myLine(570, 290, 630, 290, black);
			myLine(570, 290, 570, 360, black);
			myLine(630, 290, 630, 360, black);
			myLine(570, 360, 630, 360, black);
			myLine(410, 290, 490, 290, green);
			myLine(410, 290, 410, 360, green);
			myLine(490, 290, 490, 360, green);
			myLine(410, 360, 490, 360, green);
			PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
			--e_option;
		}
		chh = _getch();
		PlaySound(TEXT("Hamid2.wav"), NULL, SND_FILENAME | SND_ASYNC);
	}
	return e_option;
}
int innings_1(int& overss,int& tos,int& inning)
{
	//Locla variables that is wicket ,over,score and balls
	int wicket = 0, over = 0, score = 0, balls = 0;
	for (size_t i = 1; i <= overss * 6 && wicket != 10; i++)//until balls finishes or
wicket is smaller than 10
	{
		int option = -1;
```

```
		//Printing scoreboard

	printf("\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\t
\t%d\t\t\t\t\t\t\t\t\t\t\t%d\n\n\t\t%d\t\t\t\t\t\t\t\t\t\t\t%d\n\n\t\t", score, over,
wicket, balls);
		border();
		score_board(inning);//Call score board
		option = options(option,tos);//Call option functon
		int o_option;//random option
		srand(time(0));
		o_option = rand() % 7;
		r_options(option, o_option, wicket, score,tos);//random option function
which displays option and random option simultaneously
		balls++;
		if (balls % 6 == 0)
		{
			over++;
		}
		Sleep(4000);
		system("cls");
		Sleep(50);
	}
	return score;
}
int innings_2(int& overss, int& tos, int& inning,int score_1)//Similar to innings 1
However in this target is compared with score
{
	int wicket = 0, over = 0, score = 0, balls = 0;
	for (size_t i = 1; i <= overss * 6 && wicket != 10 && score_1>score;
i++)//continue unless target, overs or wicket is comlpeted
	{
		int option = -1;

	printf("\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\t
\t%d\t\t\t\t\t\t\t\t\t\t\t%d\n\n\t\t%d\t\t\t\t\tTarget is %d\t\t\t\t\t%d\n\n\t\t\t",
score, over, wicket, score_1, balls);
		border();
		score_board(inning);
		option = options(option, tos);
		int o_option;
		srand(time(0));
		o_option = rand() % 7;
		r_options(option, o_option, wicket, score, tos);
		balls++;
		if (balls % 6 == 0)
		{
			over++;
		}
		Sleep(4000);
		system("cls");
		Sleep(50);
	}
	return score;
}
```

```
int toss(void)//toss selection
{
	int t_option = 0, rt_option, s_option = 0;//t_option is your selection
	srand(time(0));
	rt_option = 1 + rand() % 2;//rt_option is computer's selection
	border();
	myDrawTextWithFont(390, 20, 60, "---Toss---", red, black);
	myDrawTextWithFont(20, 100, 50, "Choose:", white, black);
	myDrawTextWithFont(290, 150, 50, "Heads", white, black);
	myDrawTextWithFont(570, 150, 50, "Tails", white, black);
	char chh;
	myLine(280, 145, 400, 145, blue);
	myLine(280, 145, 280, 205, blue);
	myLine(280, 205, 400, 205, blue);
	myLine(400, 145, 400, 205, blue);
	t_option++;
	chh = _getch();
	while (chh != 13)
	{
		if (t_option == 1 && chh == 77)//if right key is pressed
		{
			myLine(280, 145, 400, 145, black);
			myLine(280, 145, 280, 205, black);
			myLine(280, 205, 400, 205, black);
			myLine(400, 145, 400, 205, black);
			myLine(560, 145, 655, 145, yellow);
			myLine(560, 145, 560, 205, yellow);
			myLine(560, 205, 655, 205, yellow);
			myLine(655, 145, 655, 205, yellow);
			PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
			t_option++;
		}
		if (t_option == 2 && chh == 75)//if left key is pressed
		{
			myLine(280, 145, 400, 145, blue);
			myLine(280, 145, 280, 205, blue);
			myLine(280, 205, 400, 205, blue);
			myLine(400, 145, 400, 205, blue);
			myLine(560, 145, 655, 145, black);
			myLine(560, 145, 560, 205, black);
			myLine(560, 205, 655, 205, black);
			myLine(655, 145, 655, 205, black);
			PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
			t_option--;
		}
		chh = _getch();
		PlaySound(TEXT("Hamid2.wav"), NULL, SND_FILENAME | SND_ASYNC);
	}
	PlaySound(TEXT("coindrop.wav"), NULL, SND_FILENAME | SND_ASYNC);
	for (size_t i = 0; i <= rt_option + 16; i++)//This loop is ony for styling
	{
		//rt_option+16 actually the loops will run by 17 or 18 times
		if (i % 2 == 0)//if 18 then
		{
```

```
			myLine(280, 145, 400, 145, black);
			myLine(280, 145, 280, 205, black);
			myLine(280, 205, 400, 205, black);
			myLine(400, 145, 400, 205, black);
			myLine(560, 145, 655, 145, yellow);
			myLine(560, 145, 560, 205, yellow);
			myLine(560, 205, 655, 205, yellow);
			myLine(655, 145, 655, 205, yellow);
			Sleep(100);
		}
		else//if 17 then
		{
			myLine(280, 145, 400, 145, blue);
			myLine(280, 145, 280, 205, blue);
			myLine(280, 205, 400, 205, blue);
			myLine(400, 145, 400, 205, blue);
			myLine(560, 145, 655, 145, black);
			myLine(560, 145, 560, 205, black);
			myLine(560, 205, 655, 205, black);
			myLine(655, 145, 655, 205, black);
			Sleep(100);
		}
	}
	if (rt_option == t_option)//if your and opponent option matches
	{
		switch (rt_option)//display heads or tails
		{
		case 1:myDrawTextWithFont(430, 220, 50, "Heads", white, black);
			myLine(420, 210, 540, 210, blue);
			myLine(420, 210, 420, 270, blue);
			myLine(420, 270, 540, 270, blue);
			myLine(540, 210, 540, 270, blue);
			break;
		case 2:myDrawTextWithFont(440, 220, 50, "Tails", white, black);
			myLine(430, 210, 525, 210, yellow);
			myLine(430, 210, 430, 270, yellow);
			myLine(430, 270, 525, 270, yellow);
			myLine(525, 210, 525, 270, yellow);
			break;
		}
		PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
		myDrawTextWithFont(380, 300, 50, "Won the toss", light, black);
		myDrawTextWithFont(20, 330, 50, "Choose:", light, black);
		myDrawTextWithFont(290, 380, 40, "Bat", light, black);
		myDrawTextWithFont(600, 380, 40, "Bowl", light, black);
		char chh;
		myLine(280, 370, 360, 370, red);
		myLine(280, 370, 280, 430, red);
		myLine(280, 430, 360, 430, red);
		myLine(360, 370, 360, 430, red);
		s_option++;
		chh = _getch();
		while (chh != 13)//choose bat or bowl logic is same
		{
```

```
                        if (s_option == 1 && chh == 77)
                        {
                                myLine(280, 370, 360, 370, black);
                                myLine(280, 370, 280, 430, black);
                                myLine(280, 430, 360, 430, black);
                                myLine(360, 370, 360, 430, black);
                                myLine(590, 370, 680, 370, red);
                                myLine(590, 370, 590, 430, red);
                                myLine(590, 430, 680, 430, red);
                                myLine(680, 370, 680, 430, red);
                                PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
                                s_option++;
                        }
                        if (s_option == 2 && chh == 75)
                        {
                                myLine(280, 370, 360, 370, red);
                                myLine(280, 370, 280, 430, red);
                                myLine(280, 430, 360, 430, red);
                                myLine(360, 370, 360, 430, red);
                                myLine(590, 370, 680, 370, black);
                                myLine(590, 370, 590, 430, black);
                                myLine(590, 430, 680, 430, black);
                                myLine(680, 370, 680, 430, black);
                                PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
                                s_option--;
                        }
                        chh = _getch();
                }
                PlaySound(TEXT("Hamid2.wav"), NULL, SND_FILENAME | SND_ASYNC);
                switch (s_option)
                {
                case 1:myDrawTextWithFont(320, 440, 40, "You has decided to bat", light,
black);
                        break;
                case 2:myDrawTextWithFont(320, 440, 40, "You has decided to bowl", light,
black);
                        break;
                }
        }
        else if (t_option != rt_option)//if both option does not match
        {
                switch (rt_option)
                {
                case 1:myDrawTextWithFont(430, 220, 50, "Heads", white, black);
                        myLine(420, 210, 540, 210, blue);
                        myLine(420, 210, 420, 270, blue);
                        myLine(420, 270, 540, 270, blue);
                        myLine(540, 210, 540, 270, blue);
                        break;
                case 2:myDrawTextWithFont(440, 220, 50, "Tails", white, black);
                        myLine(430, 210, 525, 210, yellow);
                        myLine(430, 210, 430, 270, yellow);
                        myLine(430, 270, 525, 270, yellow);
                        myLine(525, 210, 525, 270, yellow);
```

```
                        break;
                }
                PlaySound(TEXT("Disappointment.wav"), NULL, SND_FILENAME | SND_ASYNC);
                myDrawTextWithFont(380, 300, 50, "Lost the toss", red, black);
                switch ( 1 + rand() % 2)//This will give the computer's option of batting
or bowling
                {
                case 1:myDrawTextWithFont(290, 380, 40, "Opponent has decided to bat",
light, black);
                        s_option = 2;
                        break;
                case 2:myDrawTextWithFont(290, 380, 40, "Opponent has decided to Bowl",
light, black);
                        s_option = 1;
                        break;
                }
        }
        myDrawTextWithFont(385, 540, 40, "Get's started", turquoise, black);
        Sleep(700);
        return s_option;
}
void border(void)//border lines
{
        myLine(5, 5, 5, 680, white);
        myLine(5, 5, 965, 5, white);
        myLine(5, 680, 965, 680, white);
        myLine(965, 5, 965, 680, white);
}
void score_board(int innings)//display the scoreboard
{
        if (innings==1)
                myDrawTextWithFont(330, 20, 60, "1st innings", red, black);
        else
                myDrawTextWithFont(330, 20, 60, "2nd innings", red, black);
        myLine(5, 500, 965, 500, white);
        myDrawTextWithFont(410, 515, 40, "Scoreboard", light, black);
        myDrawTextWithFont(100, 530, 30, "Batting", light, black);
        myDrawTextWithFont(50, 575, 20, "Score :", light, black);
        myDrawTextWithFont(50, 605, 20, "Wickets : ", light, black);
        myDrawTextWithFont(800, 530, 30, "Bowling", light, black);
        myDrawTextWithFont(750, 575, 20, "Overs :", light, black);
        myDrawTextWithFont(750, 605, 20, "Balls :", light, black);
}
int options(int &option,int& tos)//your option selector
{
        char chh;
        if (tos == 1)//If you are batting
        {
                //-----You-----
                myDrawTextWithFont(40, 80, 60, "You", red, black);
                myDrawTextWithFont(70, 150, 40, "0", turquoise, black);
                myDrawTextWithFont(70, 200, 40, "1", turquoise, black);
                myDrawTextWithFont(70, 250, 40, "2", turquoise, black);
                myDrawTextWithFont(70, 300, 40, "3", turquoise, black);
```

```
myDrawTextWithFont(70, 350, 40, "4", turquoise, black);
myDrawTextWithFont(70, 400, 40, "5", turquoise, black);
myDrawTextWithFont(70, 450, 40, "6", turquoise, black);
//----opponent------
myDrawTextWithFont(730, 80, 60, "Opponent", red, black);
myDrawTextWithFont(820, 150, 40, "0", turquoise, black);
myDrawTextWithFont(820, 200, 40, "1", turquoise, black);
myDrawTextWithFont(820, 250, 40, "2", turquoise, black);
myDrawTextWithFont(820, 300, 40, "3", turquoise, black);
myDrawTextWithFont(820, 350, 40, "4", turquoise, black);
myDrawTextWithFont(820, 400, 40, "5", turquoise, black);
myDrawTextWithFont(820, 450, 40, "6", turquoise, black);
//---moves-----
myLine(60, 147, 95, 147, white);
myLine(60, 147, 60, 190, white);
myLine(60, 190, 95, 190, white);
myLine(95, 147, 95, 190, white);
chh = _getch();
option++;
while (chh != 13)//Untill you choose an option
{
	if (chh == 80 && option == 0)
	{
		myLine(60, 147, 95, 147, black);
		myLine(60, 147, 60, 190, black);
		myLine(60, 190, 95, 190, black);
		myLine(95, 147, 95, 190, black);
		myLine(60, 197, 95, 197, white);
		myLine(60, 197, 60, 240, white);
		myLine(60, 240, 95, 240, white);
		myLine(95, 197, 95, 240, white);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option++;
	}
	else if (chh == 72 && option == 1)
	{
		myLine(60, 147, 95, 147, white);
		myLine(60, 147, 60, 190, white);
		myLine(60, 190, 95, 190, white);
		myLine(95, 147, 95, 190, white);
		myLine(60, 197, 95, 197, black);
		myLine(60, 197, 60, 240, black);
		myLine(60, 240, 95, 240, black);
		myLine(95, 197, 95, 240, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option--;
	}
	else if (chh == 80 && option == 1)
	{
		myLine(60, 247, 95, 247, white);
		myLine(60, 247, 60, 290, white);
		myLine(60, 290, 95, 290, white);
		myLine(95, 247, 95, 290, white);
		myLine(60, 197, 95, 197, black);
```

```
		myLine(60, 197, 60, 240, black);
		myLine(60, 240, 95, 240, black);
		myLine(95, 197, 95, 240, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option++;
	}
	else if (chh == 72 && option == 2)
	{
		myLine(60, 247, 95, 247, black);
		myLine(60, 247, 60, 290, black);
		myLine(60, 290, 95, 290, black);
		myLine(95, 247, 95, 290, black);
		myLine(60, 197, 95, 197, white);
		myLine(60, 197, 60, 240, white);
		myLine(60, 240, 95, 240, white);
		myLine(95, 197, 95, 240, white);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option--;
	}
	else if (chh == 80 && option == 2)
	{
		myLine(60, 247, 95, 247, black);
		myLine(60, 247, 60, 290, black);
		myLine(60, 290, 95, 290, black);
		myLine(95, 247, 95, 290, black);
		myLine(60, 297, 95, 297, white);
		myLine(60, 297, 60, 340, white);
		myLine(60, 340, 95, 340, white);
		myLine(95, 297, 95, 340, white);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option++;
	}
	else if (chh == 72 && option == 3)
	{
		myLine(60, 247, 95, 247, white);
		myLine(60, 247, 60, 290, white);
		myLine(60, 290, 95, 290, white);
		myLine(95, 247, 95, 290, white);
		myLine(60, 297, 95, 297, black);
		myLine(60, 297, 60, 340, black);
		myLine(60, 340, 95, 340, black);
		myLine(95, 297, 95, 340, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option--;
	}
	else if (chh == 80 && option == 3)
	{
		myLine(60, 297, 95, 297, black);
		myLine(60, 297, 60, 340, black);
		myLine(60, 340, 95, 340, black);
		myLine(95, 297, 95, 340, black);
		myLine(60, 347, 95, 347, white);
		myLine(60, 347, 60, 390, white);
		myLine(60, 390, 95, 390, white);
```

```
		myLine(95, 347, 95, 390, white);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option++;
	}
	else if (chh == 72 && option == 4)
	{
		myLine(60, 297, 95, 297, white);
		myLine(60, 297, 60, 340, white);
		myLine(60, 340, 95, 340, white);
		myLine(95, 297, 95, 340, white);
		myLine(60, 347, 95, 347, black);
		myLine(60, 347, 60, 390, black);
		myLine(60, 390, 95, 390, black);
		myLine(95, 347, 95, 390, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option--;
	}
	else if (chh == 80 && option == 4)
	{
		myLine(60, 347, 95, 347, black);
		myLine(60, 347, 60, 390, black);
		myLine(60, 390, 95, 390, black);
		myLine(95, 347, 95, 390, black);
		myLine(60, 397, 95, 397, white);
		myLine(60, 397, 60, 440, white);
		myLine(60, 440, 95, 440, white);
		myLine(95, 397, 95, 440, white);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option++;
	}
	else if (chh == 72 && option == 5)
	{
		myLine(60, 347, 95, 347, white);
		myLine(60, 347, 60, 390, white);
		myLine(60, 390, 95, 390, white);
		myLine(95, 347, 95, 390, white);
		myLine(60, 397, 95, 397, black);
		myLine(60, 397, 60, 440, black);
		myLine(60, 440, 95, 440, black);
		myLine(95, 397, 95, 440, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option--;
	}
	else if (chh == 80 && option == 5)
	{
		myLine(60, 447, 95, 447, white);
		myLine(60, 447, 60, 490, white);
		myLine(60, 490, 95, 490, white);
		myLine(95, 447, 95, 490, white);
		myLine(60, 397, 95, 397, black);
		myLine(60, 397, 60, 440, black);
		myLine(60, 440, 95, 440, black);
		myLine(95, 397, 95, 440, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
```

```
                option++;
            }
            else if (chh == 72 && option == 6)
            {
                myLine(60, 447, 95, 447, black);
                myLine(60, 447, 60, 490, black);
                myLine(60, 490, 95, 490, black);
                myLine(95, 447, 95, 490, black);
                myLine(60, 397, 95, 397, white);
                myLine(60, 397, 60, 440, white);
                myLine(60, 440, 95, 440, white);
                PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
                myLine(95, 397, 95, 440, white);
                option--;
            }
            chh = _getch();
        }
        PlaySound(TEXT("Hamid3.wav"), NULL, SND_FILENAME | SND_ASYNC);
}
else if (tos==2)//If you are bowling
{
        //-----Opponent-----
        myDrawTextWithFont(40, 80, 60, "Opponent", red, black);
        myDrawTextWithFont(120, 150, 40, "0", turquoise, black);
        myDrawTextWithFont(120, 200, 40, "1", turquoise, black);
        myDrawTextWithFont(120, 250, 40, "2", turquoise, black);
        myDrawTextWithFont(120, 300, 40, "3", turquoise, black);
        myDrawTextWithFont(120, 350, 40, "4", turquoise, black);
        myDrawTextWithFont(120, 400, 40, "5", turquoise, black);
        myDrawTextWithFont(120, 450, 40, "6", turquoise, black);
        //----You------
        myDrawTextWithFont(790, 80, 60, "You", red, black);
        myDrawTextWithFont(820, 150, 40, "0", turquoise, black);
        myDrawTextWithFont(820, 200, 40, "1", turquoise, black);
        myDrawTextWithFont(820, 250, 40, "2", turquoise, black);
        myDrawTextWithFont(820, 300, 40, "3", turquoise, black);
        myDrawTextWithFont(820, 350, 40, "4", turquoise, black);
        myDrawTextWithFont(820, 400, 40, "5", turquoise, black);
        myDrawTextWithFont(820, 450, 40, "6", turquoise, black);
        //---moves-----
        myLine(810, 147, 845, 147, white);
        myLine(810, 147, 810, 190, white);
        myLine(810, 190, 845, 190, white);
        myLine(845, 147, 845, 190, white);
        chh = _getch();
        option++;
        while (chh != 13)
        {
            if (chh == 80 && option == 0)
            {
                myLine(810, 147, 845, 147, black);
                myLine(810, 147, 810, 190, black);
                myLine(810, 190, 845, 190, black);
                myLine(845, 147, 845, 190, black);
```

```
		myLine(810, 197, 845, 197, white);
		myLine(810, 197, 810, 240, white);
		myLine(810, 240, 845, 240, white);
		myLine(845, 197, 845, 240, white);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option++;
	}
	else if (chh == 72 && option == 1)
	{
		myLine(810, 147, 845, 147, white);
		myLine(810, 147, 810, 190, white);
		myLine(810, 190, 845, 190, white);
		myLine(845, 147, 845, 190, white);
		myLine(810, 197, 845, 197, black);
		myLine(810, 197, 810, 240, black);
		myLine(810, 240, 845, 240, black);
		myLine(845, 197, 845, 240, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option--;
	}
	else if (chh == 80 && option == 1)
	{
		myLine(810, 247, 845, 247, white);
		myLine(810, 247, 810, 290, white);
		myLine(810, 290, 845, 290, white);
		myLine(845, 247, 845, 290, white);
		myLine(810, 197, 845, 197, black);
		myLine(810, 197, 810, 240, black);
		myLine(810, 240, 845, 240, black);
		myLine(845, 197, 845, 240, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option++;
	}
	else if (chh == 72 && option == 2)
	{
		myLine(810, 247, 845, 247, black);
		myLine(810, 247, 810, 290, black);
		myLine(810, 290, 845, 290, black);
		myLine(845, 247, 845, 290, black);
		myLine(810, 197, 845, 197, white);
		myLine(810, 197, 810, 240, white);
		myLine(810, 240, 845, 240, white);
		myLine(845, 197, 845, 240, white);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option--;
	}
	else if (chh == 80 && option == 2)
	{
		myLine(810, 247, 845, 247, black);
		myLine(810, 247, 810, 290, black);
		myLine(810, 290, 845, 290, black);
		myLine(845, 247, 845, 290, black);
		myLine(810, 297, 845, 297, white);
		myLine(810, 297, 810, 340, white);
```

```
		myLine(810, 340, 845, 340, white);
		myLine(845, 297, 845, 340, white);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option++;
	}
	else if (chh == 72 && option == 3)
	{
		myLine(810, 247, 845, 247, white);
		myLine(810, 247, 810, 290, white);
		myLine(810, 290, 845, 290, white);
		myLine(845, 247, 845, 290, white);
		myLine(810, 297, 845, 297, black);
		myLine(810, 297, 810, 340, black);
		myLine(810, 340, 845, 340, black);
		myLine(845, 297, 845, 340, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option--;
	}
	else if (chh == 80 && option == 3)
	{
		myLine(810, 297, 845, 297, black);
		myLine(810, 297, 810, 340, black);
		myLine(810, 340, 845, 340, black);
		myLine(845, 297, 845, 340, black);
		myLine(810, 347, 845, 347, white);
		myLine(810, 347, 810, 390, white);
		myLine(810, 390, 845, 390, white);
		myLine(845, 347, 845, 390, white);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option++;
	}
	else if (chh == 72 && option == 4)
	{
		myLine(810, 297, 845, 297, white);
		myLine(810, 297, 810, 340, white);
		myLine(810, 340, 845, 340, white);
		myLine(845, 297, 845, 340, white);
		myLine(810, 347, 845, 347, black);
		myLine(810, 347, 810, 390, black);
		myLine(810, 390, 845, 390, black);
		myLine(845, 347, 845, 390, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		option--;
	}
	else if (chh == 80 && option == 4)
	{
		myLine(810, 347, 845, 347, black);
		myLine(810, 347, 810, 390, black);
		myLine(810, 390, 845, 390, black);
		myLine(845, 347, 845, 390, black);
		myLine(810, 397, 845, 397, white);
		myLine(810, 397, 810, 440, white);
		myLine(810, 440, 845, 440, white);
		myLine(845, 397, 845, 440, white);
```

```
                        PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        option++;
                }
                else if (chh == 72 && option == 5)
                {
                        myLine(810, 347, 845, 347, white);
                        myLine(810, 347, 810, 390, white);
                        myLine(810, 390, 845, 390, white);
                        myLine(845, 347, 845, 390, white);
                        myLine(810, 397, 845, 397, black);
                        myLine(810, 397, 810, 440, black);
                        myLine(810, 440, 845, 440, black);
                        myLine(845, 397, 845, 440, black);
                        PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        option--;
                }
                else if (chh == 80 && option == 5)
                {
                        myLine(810, 447, 845, 447, white);
                        myLine(810, 447, 810, 490, white);
                        myLine(810, 490, 845, 490, white);
                        myLine(845, 447, 845, 490, white);
                        myLine(810, 397, 845, 397, black);
                        myLine(810, 397, 810, 440, black);
                        myLine(810, 440, 845, 440, black);
                        myLine(845, 397, 845, 440, black);
                        PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        option++;
                }
                else if (chh == 72 && option == 6)
                {
                        myLine(810, 447, 845, 447, black);
                        myLine(810, 447, 810, 490, black);
                        myLine(810, 490, 845, 490, black);
                        myLine(845, 447, 845, 490, black);
                        myLine(810, 397, 845, 397, white);
                        myLine(810, 397, 810, 440, white);
                        myLine(810, 440, 845, 440, white);
                        myLine(845, 397, 845, 440, white);
                        PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        option--;
                }
                chh = _getch();
        }
        PlaySound(TEXT("Hamid4.wav"), NULL, SND_FILENAME | SND_ASYNC);
    }
    return option;
}
void r_options(int& option, int& o_option, int& wicket, int& score,int& tos)//Selects
computer's option
{
    if (tos == 1)
    {
```

```
            int wick = option;//if you are batting then your runs and wickets is
calculated by your options
            int runs = option;
            switch (option)
            {
            case 0: myDrawTextWithFont(400, 250, 40, "0", turquoise, black);
                  break;
            case 1: myDrawTextWithFont(400, 250, 40, "1", turquoise, black);
                  break;
            case 2: myDrawTextWithFont(400, 250, 40, "2", turquoise, black);
                  break;
            case 3: myDrawTextWithFont(400, 250, 40, "3", turquoise, black);
                  break;
            case 4: myDrawTextWithFont(400, 250, 40, "4", turquoise, black);
                  break;
            case 5: myDrawTextWithFont(400, 250, 40, "5", turquoise, black);
                  break;
            case 6: myDrawTextWithFont(400, 250, 40, "6", turquoise, black);
                  break;
            }
            switch (option == o_option)//o_option is computer turn
            {
            case 1:myDrawTextWithFont(430, 250, 40, "=", turquoise, black);
                  wicket += 1;
                  switch (wick)
                  {
                  case 1: myDrawTextWithFont(360, 350, 40, "->>Run out<<-", red,
black);
                        PlaySound(TEXT("Disappointment.wav"), NULL, SND_FILENAME |
SND_ASYNC);
                        break;
                  case 4: myDrawTextWithFont(320, 350, 40, "---Caught behind---", red,
black);
                        PlaySound(TEXT("Disappointment.wav"), NULL, SND_FILENAME |
SND_ASYNC);
                        break;
                  case 6:myDrawTextWithFont(330, 350, 40, "Caught at straight", red,
black);
                        PlaySound(TEXT("Disappointment.wav"), NULL, SND_FILENAME |
SND_ASYNC);
                        break;
                  default:myDrawTextWithFont(330, 350, 40, "->Clean Bowled<-", red,
black);
                        PlaySound(TEXT("Disappointment.wav"), NULL, SND_FILENAME |
SND_ASYNC);
                        break;
                  }
                  break;
            case 0:myDrawTextWithFont(430, 250, 40, "!=", turquoise, black);
                  score += option;
                  switch (runs)
                  {
                  case 0:myDrawTextWithFont(390, 350, 40, "--Duck--", white, black);
                        PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
```

```
                        break;
                    case 1:myDrawTextWithFont(385, 350, 40, "--Single--", white, black);
                        PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        break;
                    case 2:myDrawTextWithFont(385, 350, 40, "--Double--", blue, black);
                        PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        break;
                    case 3:myDrawTextWithFont(385, 350, 40, "--Triple--", blue, black);
                        PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        break;
                    case 4:myDrawTextWithFont(390, 350, 40, "->Four<-", blue, black);
                        PlaySound(TEXT("cheers.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        break;
                    case 5:myDrawTextWithFont(385, 350, 40, "-->Five<--", green, black);
                        PlaySound(TEXT("cheers.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        break;
                    case 6:myDrawTextWithFont(380, 350, 40, ">>Sixer<<", green, black);
                        PlaySound(TEXT("cheers.wav"), NULL, SND_FILENAME | SND_ASYNC);
                        break;
                    }
                    break;
            }
            switch (o_option)
            {
            case 0: myDrawTextWithFont(470, 250, 40, "0", turquoise, black);
                    break;
            case 1: myDrawTextWithFont(470, 250, 40, "1", turquoise, black);
                    break;
            case 2: myDrawTextWithFont(470, 250, 40, "2", turquoise, black);
                    break;
            case 3: myDrawTextWithFont(470, 250, 40, "3", turquoise, black);
                    break;
            case 4: myDrawTextWithFont(470, 250, 40, "4", turquoise, black);
                    break;
            case 5: myDrawTextWithFont(470, 250, 40, "5", turquoise, black);
                    break;
            case 6: myDrawTextWithFont(470, 250, 40, "6", turquoise, black);
                    break;
            }
        }
        else if (tos==2)
        {
                int wick = o_option;//If you are bowling then runs and wickets are
calculated by computer's turn
                int runs = o_option;
                switch (o_option)
                {
                case 0: myDrawTextWithFont(400, 250, 40, "0", turquoise, black);
                        break;
                case 1: myDrawTextWithFont(400, 250, 40, "1", turquoise, black);
                        break;
                case 2: myDrawTextWithFont(400, 250, 40, "2", turquoise, black);
                        break;
                case 3: myDrawTextWithFont(400, 250, 40, "3", turquoise, black);
```

```
                break;
            case 4: myDrawTextWithFont(400, 250, 40, "4", turquoise, black);
                break;
            case 5: myDrawTextWithFont(400, 250, 40, "5", turquoise, black);
                break;
            case 6: myDrawTextWithFont(400, 250, 40, "6", turquoise, black);
                break;
            }
            switch (option == o_option)
            {
            case 1:myDrawTextWithFont(430, 250, 40, "=", turquoise, black);
                wicket += 1;
                switch (wick)
                {
                case 1: myDrawTextWithFont(360, 350, 40, "->>Run out<<-", red,
black);
                    PlaySound(TEXT("cheers.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
                case 4: myDrawTextWithFont(320, 350, 40, "---Caught behind---", red,
black);
                    PlaySound(TEXT("cheers.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
                case 6:myDrawTextWithFont(330, 350, 40, "Caught at straight", red,
black);
                    PlaySound(TEXT("cheers.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
                default:myDrawTextWithFont(330, 350, 40, "->Clean Bowled<-", red,
black);
                    PlaySound(TEXT("cheers.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
                }
                break;
            case 0:myDrawTextWithFont(430, 250, 40, "!=", turquoise, black);
                score += o_option;
                switch (runs)
                {
                case 0:myDrawTextWithFont(390, 350, 40, "--Duck--", white, black);
                    PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
                case 1:myDrawTextWithFont(385, 350, 40, "--Single--", white, black);
                    PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
                case 2:myDrawTextWithFont(385, 350, 40, "--Double--", blue, black);
                    PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
                case 3:myDrawTextWithFont(385, 350, 40, "--Triple--", blue, black);
                    PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
                case 4:myDrawTextWithFont(390, 350, 40, "->Four<-", blue, black);
                    PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
                case 5:myDrawTextWithFont(385, 350, 40, "-->Five<--", green, black);
                    PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                    break;
```

```
                        case 6:myDrawTextWithFont(380, 350, 40, ">>Sixer<<", green, black);
                               PlaySound(TEXT("claps.wav"), NULL, SND_FILENAME | SND_ASYNC);
                               break;
                        }
                        break;
                }
                switch (option)
                {
                case 0: myDrawTextWithFont(470, 250, 40, "0", turquoise, black);
                        break;
                case 1: myDrawTextWithFont(470, 250, 40, "1", turquoise, black);
                        break;
                case 2: myDrawTextWithFont(470, 250, 40, "2", turquoise, black);
                        break;
                case 3: myDrawTextWithFont(470, 250, 40, "3", turquoise, black);
                        break;
                case 4: myDrawTextWithFont(470, 250, 40, "4", turquoise, black);
                        break;
                case 5: myDrawTextWithFont(470, 250, 40, "5", turquoise, black);
                        break;
                case 6: myDrawTextWithFont(470, 250, 40, "6", turquoise, black);
                        break;
                }
        }
}
int overs(void)//Overs selection
{
        char chh;
        int ov_option = 0, tm_option = 0, rtm_option;
        srand(time(0));
        rtm_option = 1 + rand() % 4;
        border();
        myDrawTextWithFont(390, 20, 60, "---Overs---", red, black);
        myDrawTextWithFont(20, 100, 50, "Choose:", white, black);
        myDrawTextWithFont(150, 180, 50, "1", white, black);
        myDrawTextWithFont(350, 180, 50, "2", white, black);
        myDrawTextWithFont(550, 180, 50, "5", white, black);
        myDrawTextWithFont(750, 180, 50, "10", white, black);
        myLine(140, 177, 175, 177, red);
        myLine(140, 177, 140, 230, red);
        myLine(140, 230, 175, 230, red);
        myLine(175, 177, 175, 230, red);
        ov_option++;
        chh = _getch();
        while (chh != 13)
        {
                if (chh == 77 && ov_option == 1)
                {
                        myLine(140, 177, 175, 177, black);
                        myLine(140, 177, 140, 230, black);
                        myLine(140, 230, 175, 230, black);
                        myLine(175, 177, 175, 230, black);
                        myLine(340, 177, 375, 177, red);
                        myLine(340, 177, 340, 230, red);
```

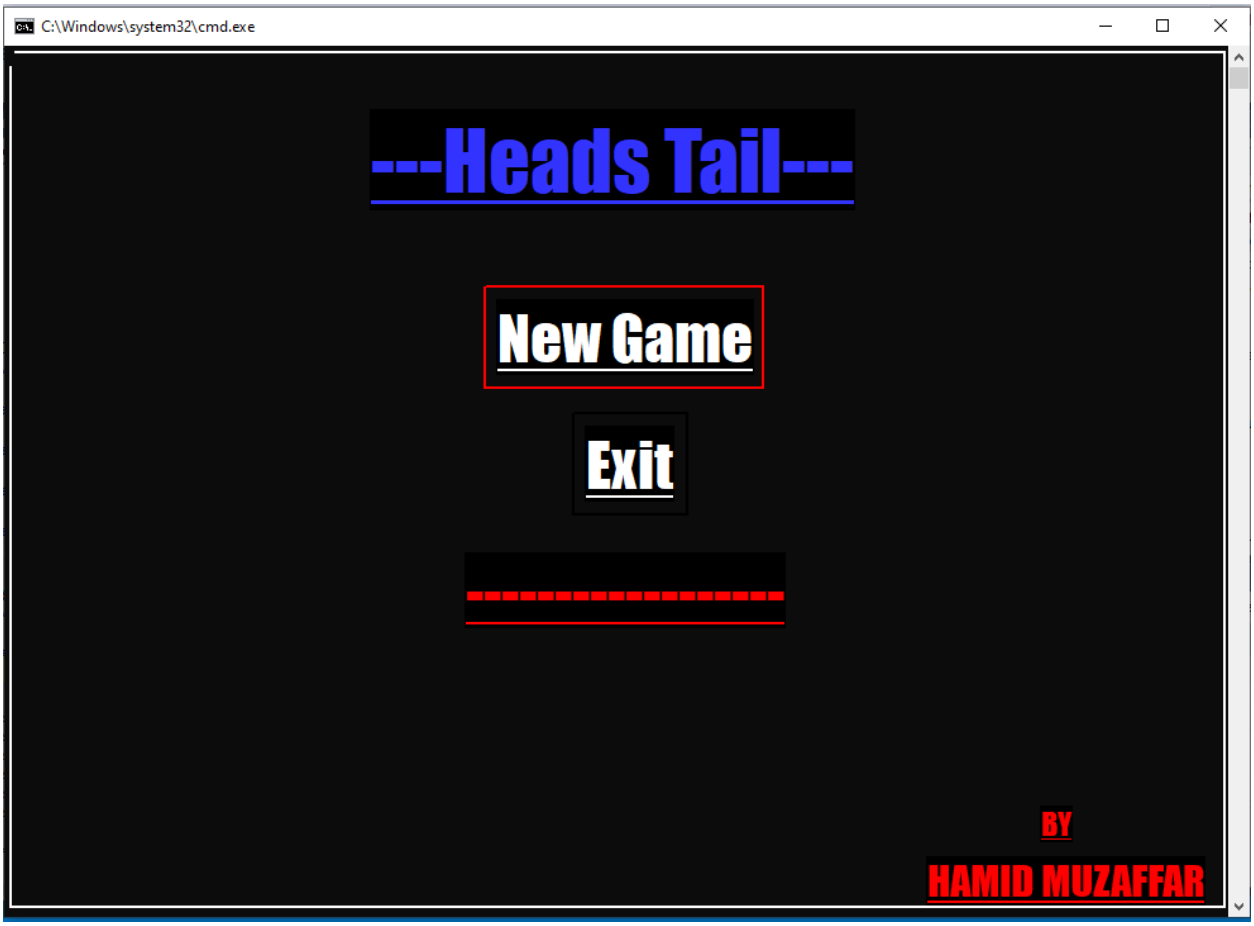
```
		myLine(340, 230, 375, 230, red);
		myLine(375, 177, 375, 230, red);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		ov_option++;
	}
	else if (chh == 75 && ov_option == 2)
	{
		myLine(140, 177, 175, 177, red);
		myLine(140, 177, 140, 230, red);
		myLine(140, 230, 175, 230, red);
		myLine(175, 177, 175, 230, red);
		myLine(340, 177, 375, 177, black);
		myLine(340, 177, 340, 230, black);
		myLine(340, 230, 375, 230, black);
		myLine(375, 177, 375, 230, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		ov_option--;
	}
	else if (chh == 77 && ov_option == 2)
	{
		myLine(540, 177, 575, 177, red);
		myLine(540, 177, 540, 230, red);
		myLine(540, 230, 575, 230, red);
		myLine(575, 177, 575, 230, red);
		myLine(340, 177, 375, 177, black);
		myLine(340, 177, 340, 230, black);
		myLine(340, 230, 375, 230, black);
		myLine(375, 177, 375, 230, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		ov_option++;
	}
	else if (chh == 75 && ov_option == 3)
	{
		myLine(540, 177, 575, 177, black);
		myLine(540, 177, 540, 230, black);
		myLine(540, 230, 575, 230, black);
		myLine(575, 177, 575, 230, black);
		myLine(340, 177, 375, 177, red);
		myLine(340, 177, 340, 230, red);
		myLine(340, 230, 375, 230, red);
		myLine(375, 177, 375, 230, red);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		ov_option--;
	}
	else if (chh == 77 && ov_option == 3)
	{
		myLine(540, 177, 575, 177, black);
		myLine(540, 177, 540, 230, black);
		myLine(540, 230, 575, 230, black);
		myLine(575, 177, 575, 230, black);
		myLine(740, 177, 790, 177, red);
		myLine(740, 177, 740, 230, red);
		myLine(740, 230, 790, 230, red);
		myLine(790, 177, 790, 230, red);
```

```
			PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
			ov_option++;
		}
		else if (chh == 75 && ov_option == 4)
		{
			myLine(540, 177, 575, 177, red);
			myLine(540, 177, 540, 230, red);
			myLine(540, 230, 575, 230, red);
			myLine(575, 177, 575, 230, red);
			myLine(740, 177, 790, 177, black);
			myLine(740, 177, 740, 230, black);
			myLine(740, 230, 790, 230, black);
			myLine(790, 177, 790, 230, black);
			PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
			ov_option--;
		}
		chh = _getch();
	}
	PlaySound(TEXT("Hamid2.wav"), NULL, SND_FILENAME | SND_ASYNC);
	myDrawTextWithFont(390, 300, 60, "---Team---", red, black);
	myDrawTextWithFont(20, 350, 50, "Choose:", white, black);
	myDrawTextWithFont(150, 420, 50, "I.U", red, black);
	myDrawTextWithFont(350, 420, 50, "Q.G", purple, black);
	myDrawTextWithFont(550, 420, 50, "L.Q", green, black);
	myDrawTextWithFont(750, 420, 50, "K.K", blue, black);
	myLine(140, 417, 200, 417, red);
	myLine(140, 417, 140, 470, red);
	myLine(140, 470, 200, 470, red);
	myLine(200, 417, 200, 470, red);
	tm_option++;
	chh = _getch();
	while (chh != 13)
	{
		if (chh == 77 && tm_option == 1)
		{
			myLine(140, 417, 200, 417, black);
			myLine(140, 417, 140, 470, black);
			myLine(140, 470, 200, 470, black);
			myLine(200, 417, 200, 470, black);
			myLine(340, 417, 410, 417, red);
			myLine(340, 417, 340, 470, red);
			myLine(340, 470, 410, 470, red);
			myLine(410, 417, 410, 470, red);
			PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
			tm_option++;
		}
		else if (chh == 75 && tm_option == 2)
		{
			myLine(140, 417, 200, 417, red);
			myLine(140, 417, 140, 470, red);
			myLine(140, 470, 200, 470, red);
			myLine(200, 417, 200, 470, red);
			myLine(340, 417, 410, 417, black);
			myLine(340, 417, 340, 470, black);
```

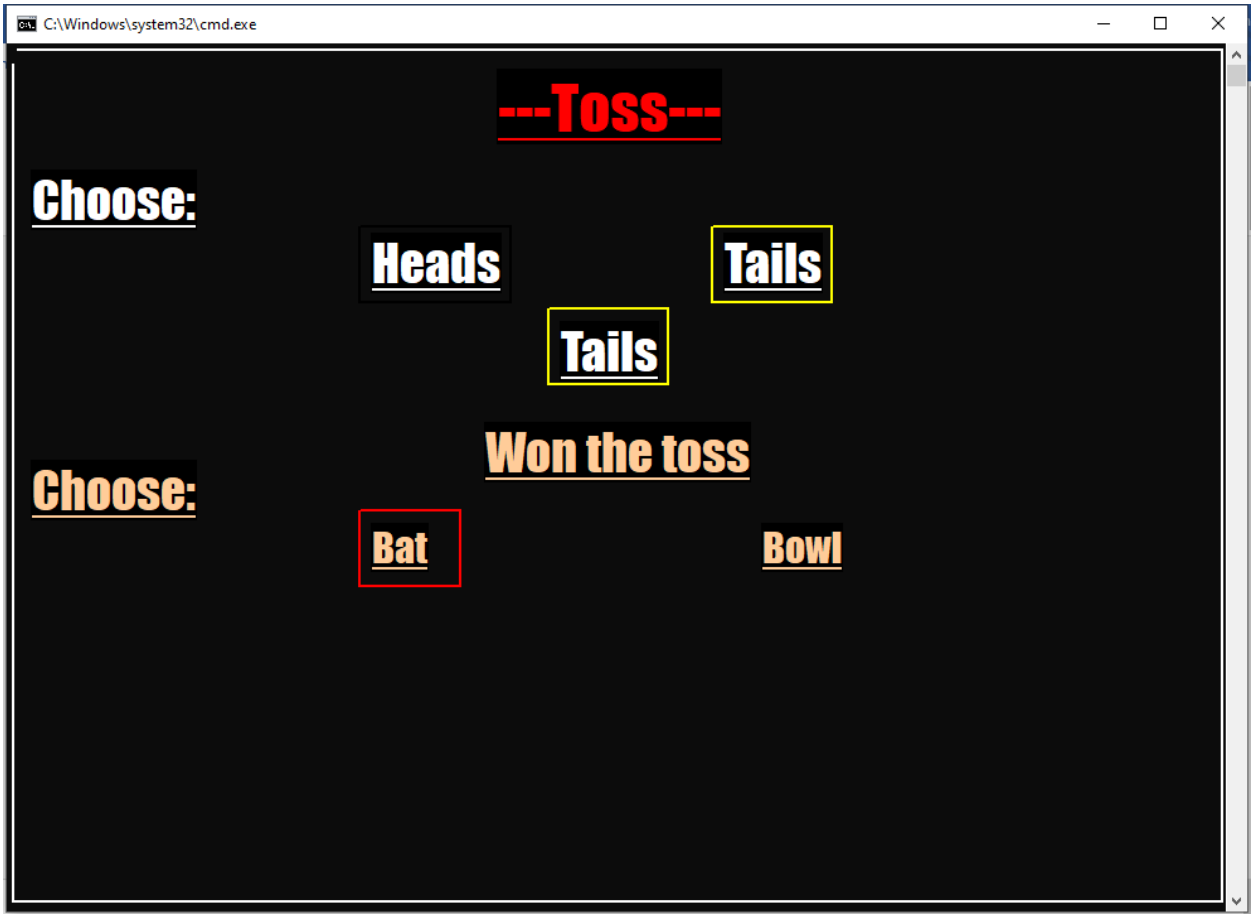
```
		myLine(340, 470, 410, 470, black);
		myLine(410, 417, 410, 470, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		tm_option--;
	}
	else if (chh == 77 && tm_option == 2)
	{
		myLine(540, 417, 600, 417, red);
		myLine(540, 417, 540, 470, red);
		myLine(540, 470, 600, 470, red);
		myLine(600, 417, 600, 470, red);
		myLine(340, 417, 410, 417, black);
		myLine(340, 417, 340, 470, black);
		myLine(340, 470, 410, 470, black);
		myLine(410, 417, 410, 470, black);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		tm_option++;
	}
	else if (chh == 75 && tm_option == 3)
	{
		myLine(540, 417, 600, 417, black);
		myLine(540, 417, 540, 470, black);
		myLine(540, 470, 600, 470, black);
		myLine(600, 417, 600, 470, black);
		myLine(340, 417, 410, 417, red);
		myLine(340, 417, 340, 470, red);
		myLine(340, 470, 410, 470, red);
		myLine(410, 417, 410, 470, red);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		tm_option--;
	}
	else if (chh == 77 && tm_option == 3)
	{
		myLine(540, 417, 600, 417, black);
		myLine(540, 417, 540, 470, black);
		myLine(540, 470, 600, 470, black);
		myLine(600, 417, 600, 470, black);
		myLine(740, 417, 810, 417, red);
		myLine(740, 417, 740, 470, red);
		myLine(740, 470, 810, 470, red);
		myLine(810, 417, 810, 470, red);
		PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
		tm_option++;
	}
	else if (chh == 75 && tm_option == 4)
	{
		myLine(540, 417, 600, 417, red);
		myLine(540, 417, 540, 470, red);
		myLine(540, 470, 600, 470, red);
		myLine(600, 417, 600, 470, red);
		myLine(740, 417, 810, 417, black);
		myLine(740, 417, 740, 470, black);
		myLine(740, 470, 810, 470, black);
		myLine(810, 417, 810, 470, black);
```

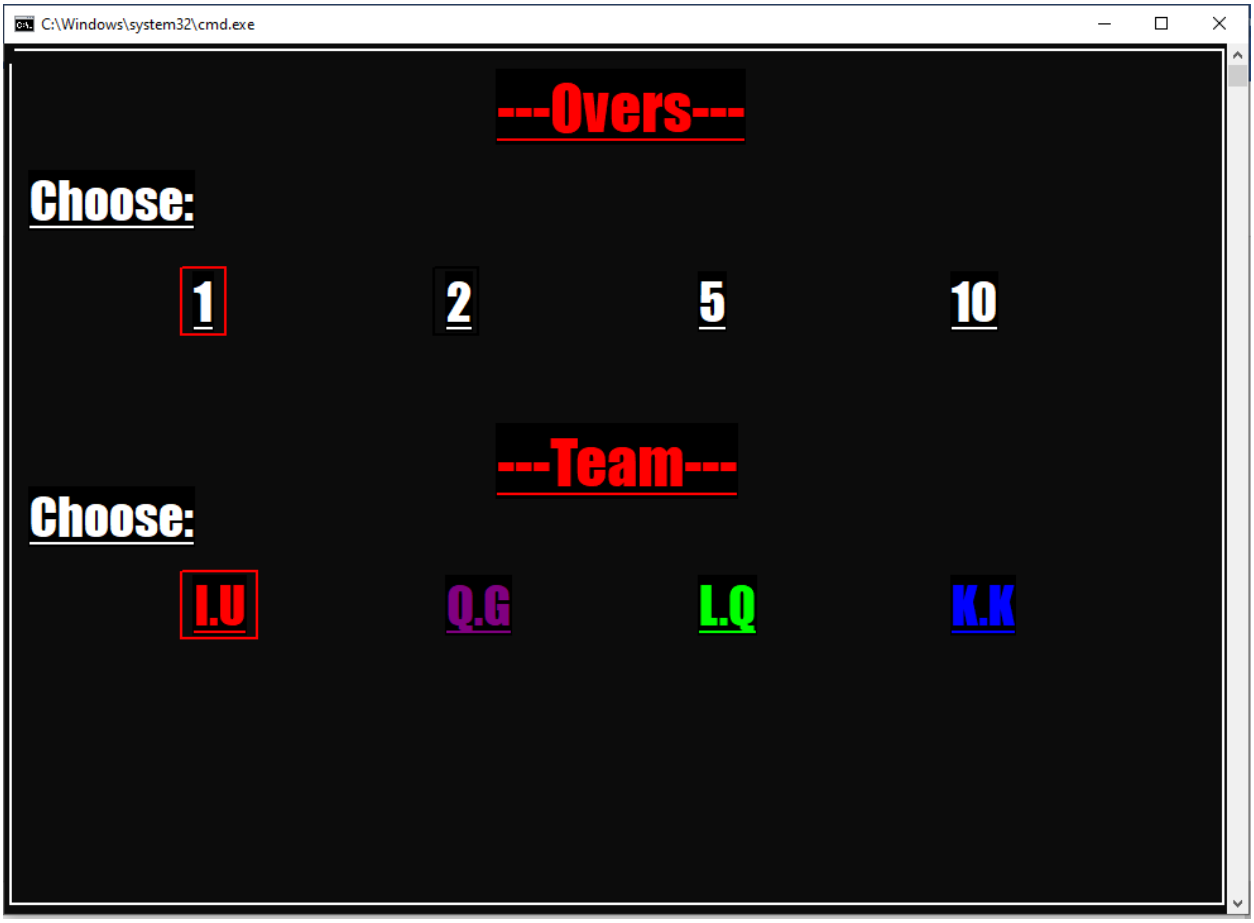
```
                PlaySound(TEXT("Hamid1.wav"), NULL, SND_FILENAME | SND_ASYNC);
                tm_option--;
            }
            chh = _getch();
        }
        PlaySound(TEXT("Hamid2.wav"), NULL, SND_FILENAME | SND_ASYNC);
        switch (tm_option)//team selection
        {
        case 1: myDrawTextWithFont(400, 500, 50, "I.U", red, black);
            break;
        case 2:       myDrawTextWithFont(400, 500, 50, "Q.G", purple, black);
            break;
        case 3:       myDrawTextWithFont(400, 500, 50, "L.Q", green, black);
            break;
        case 4:       myDrawTextWithFont(400, 500, 50, "K.K", blue, black);
            break;
        }
        myDrawTextWithFont(470, 500, 50, (char*)"VS", white, black);
        switch (rtm_option)
        {
        case 1: myDrawTextWithFont(530, 500, 50, "I.U", red, black);
            break;
        case 2:       myDrawTextWithFont(530, 500, 50, "Q.G", purple, black);
            break;
        case 3:       myDrawTextWithFont(530, 500, 50, "L.Q", green, black);
            break;
        case 4:       myDrawTextWithFont(530, 500, 50, "K.K", blue, black);
            break;
        }
        return ov_option;
}
```

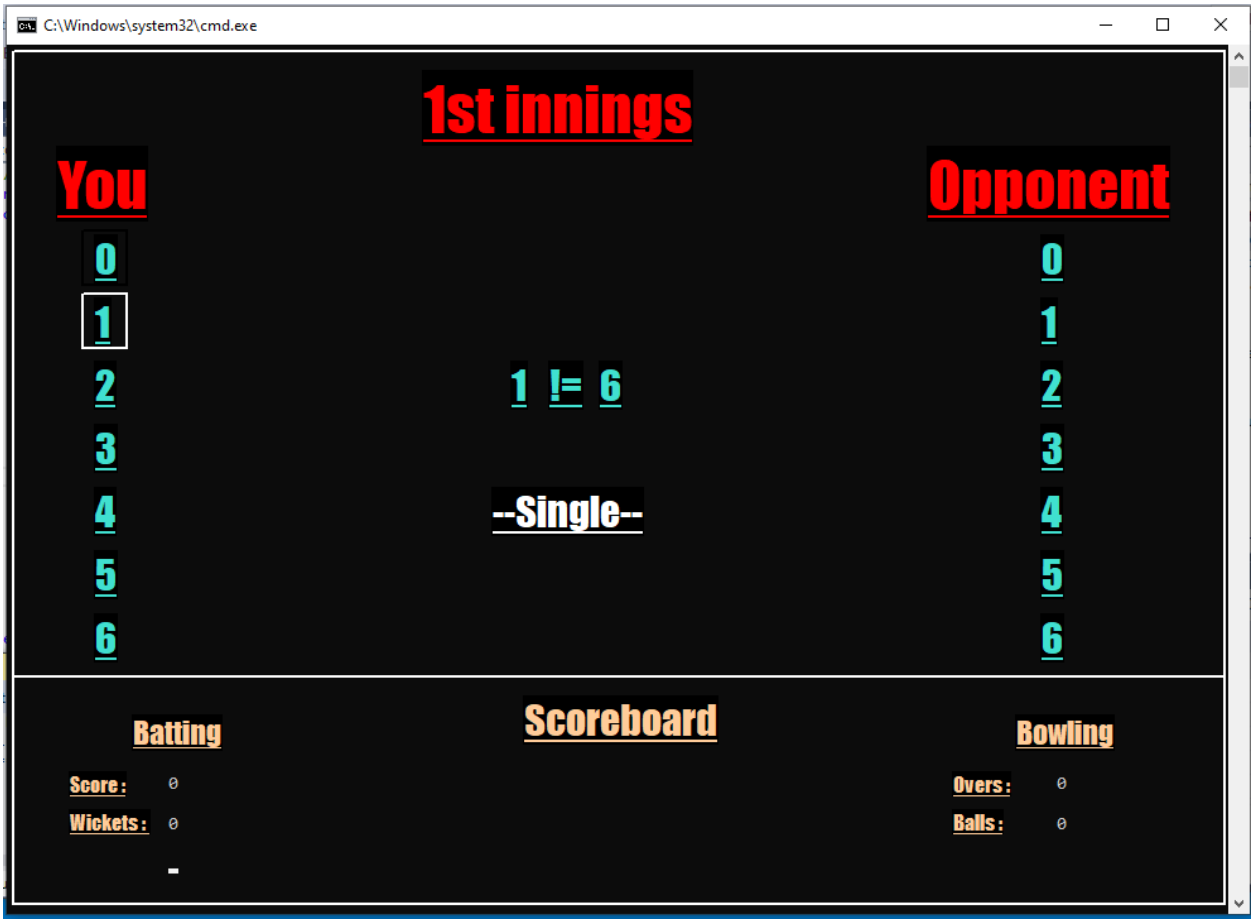
"Output"

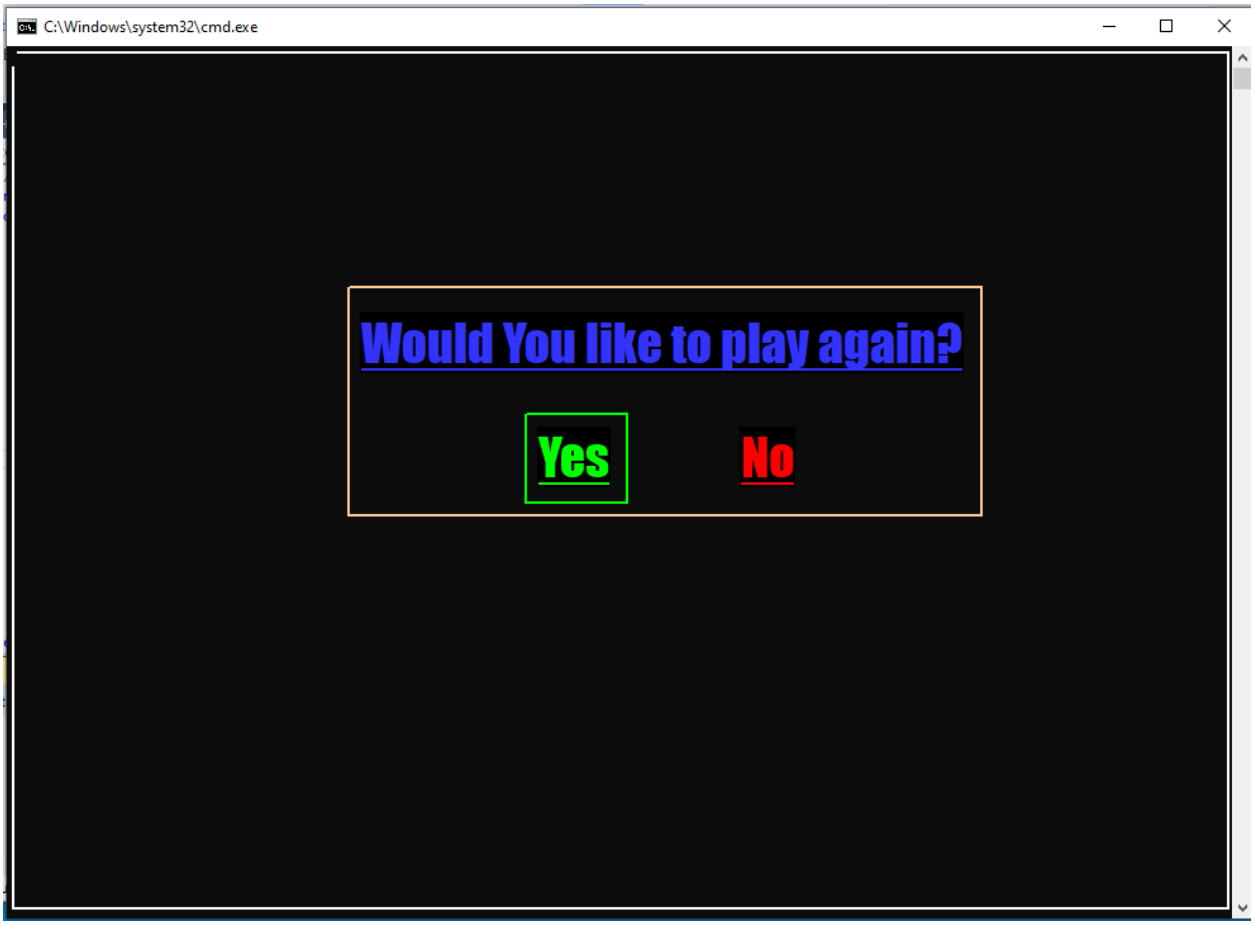

C:\Windows\system32\cmd.exe
---Heads Tail---
New Game
Exit

BY
HAMID MUZAFFAR


C:\Windows\system32\cmd.exe
---Toss---
Choose:
Heads
Tails
Tails
Won the toss
Choose:
Bat
Bowl


C:\Windows\system32\cmd.exe
---Overs---
Choose:
1
2
5
10
---Team---
Choose:
I.U
Q.G
L.Q
K.K


C:\Windows\system32\cmd.exe
1st innings
You
Opponent
0
1
2
3
4
5
6
1 != 6
--Single--
Batting
Score: 0
Wickets: 0
Scoreboard
Bowling
Overs: 0
Balls: 0


C:\Windows\system32\cmd.exe
Would You like to play again?
Yes
No