

CRICKET SCORECARD MANAGEMENT

A Mini Project

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**Department with Specialization :B.Tech. – Computer Science and
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**Course Title : Programming for Problem
Solving**

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Aim

To manage the scoresheet and details of a cricket match

Abstract

This Project is designed to maintain the cricket scorecard i.e., Match summary. Batsman and bowler Information.

This File Consist:

1. Input the details of batsman: - Name, no of balls played, one, two, three, four six runs,
strike rate
2. Input the details of bowler: name, overs, no of balls, wickets, economy
3. Display match summary, batsman details, bowlers' details according to user's choice

ALGORITHM

STEP 1 : Start

STEP 2 : Form a user defined function for batsman

STEP 3 : Declare character variable - name

STEP 4 : Declare integer variables - runs, score, balls, toruns, tobal, ones, twos, threes, fours, sixes, max_six, max_run, max_four

STEP 5 : Declare float variable – str

STEP 6 : Declare array – pl1[100],pl3

STEP 7 : Form a user defined function for bowler

STEP 8 : Declare character variable - name

STEP 9 : Declare integer variables -runsgv, wkttkn, overs, max_w

STEP 10 : Declare float variable – econ

STEP 11 : Declare array – pl2[100],pl4

STEP 12 : Declare integer variables - plno, choice, i, n, m

STEP 13 : Print the statements asking for the details of the batsman and his number

STEP 14 : Store the information that has been input in variable m

STEP 15 : Take inputs of details of batsman

STEP 16 : Store the inputs entered

STEP 17 : Take inputs of details of bowler

STEP 18 : Store the inputs entered

STEP 19 : Print a choice panel and take input – 1)Batsman details 2)Bowler details
3)Match summary 4)Exit

STEP 20 : Store the choice number input

STEP 21 : Under choice 1, print 'Enter batsman number to see details' and take input

STEP 22 : Store the input

STEP 23 : Print batsman details according to the number entered

STEP 24 : Under choice 2, print 'Enter bowler number to see details' and take input

STEP 25 : Store the input

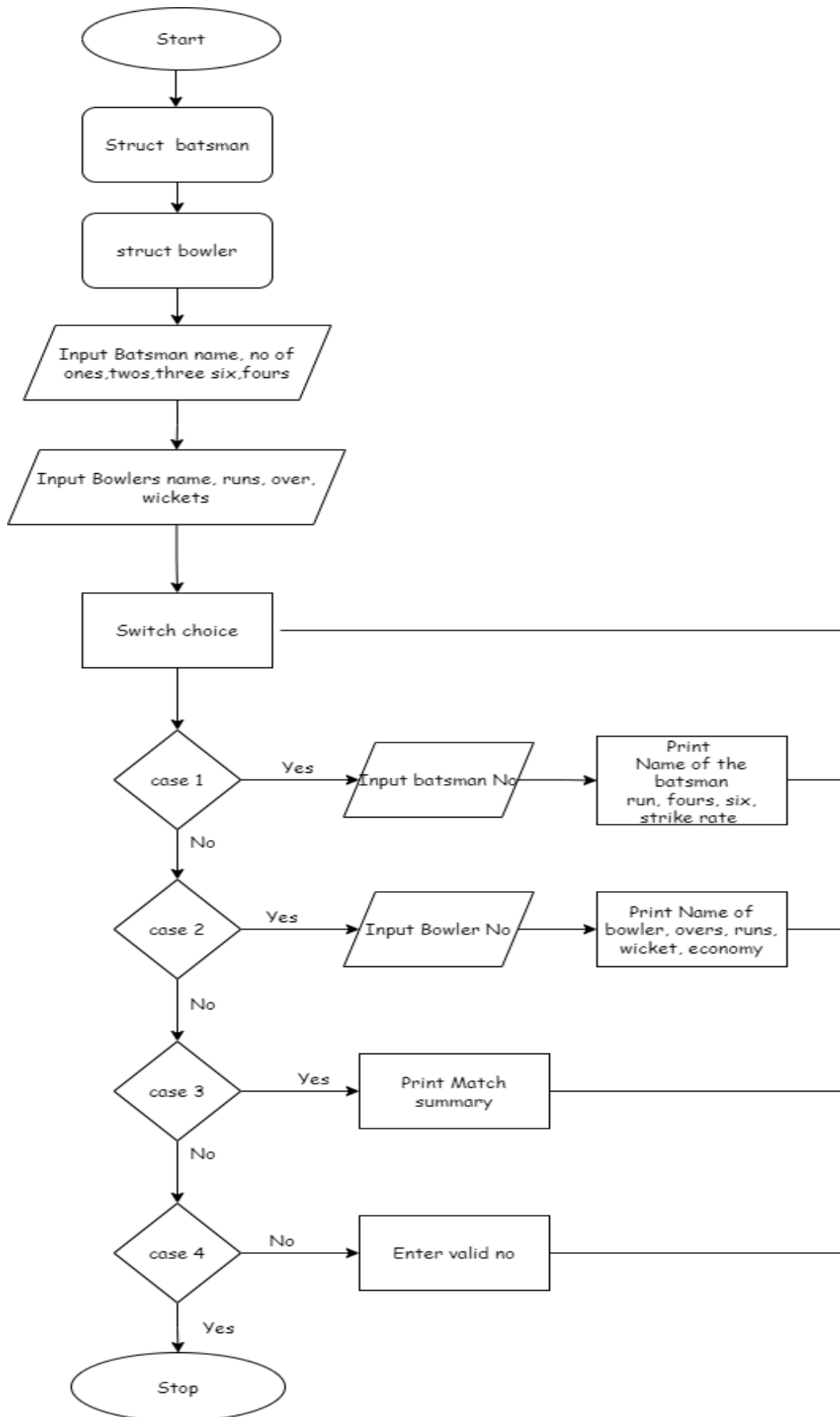
STEP 26 : Print bowler details according to number entered

STEP 27 : Under choice 3, print match summary

STEP 28 : Under choice 4, exit

STEP 29 : If any other choice number is entered except the given, print 'Enter the correct choice'

STEP 30 : End



SOURCE CODE

```
#include<stdio.h>
#include<stdlib.h>
struct batsman
{
    char name[25];
    int runs,score,balls,toruns,tobal,ones,twos,threes,fours,sixes;
    float str;
}p11[100],p13;
struct bowler
{
    char name[25];
    int runsgv,wkttkn,overs;
    float econ;
}p12[100],p14;

int main()
{
    int plno,choice;
    int i,n,m;
    printf("Enter the number of batsman \n");
    scanf("%d",&m);
    for(i=0;i<m;i++)
    {
        printf("Enter name of batsman%d:\n",i+1);
        scanf("%s",p11[i].name);
        printf("Enter the number of ones scored by player%d:\n ",i+1);
        scanf("%d",&p11[i].ones);
        printf("Enter the number of twos scored by player%d:\n ",i+1);
        scanf("%d",&p11[i].twos);
        printf("Enter the number of threes scored by player%d:\n ",i+1);
        scanf("%d",&p11[i].threes);
```

```

        printf("Enter the number of fours scored by player%d:\n ",i+1);
        scanf("%d",&p11[i].fours);
        printf("Enter the number of sixes scored by player%d:\n ",i+1);
        scanf("%d",&p11[i].sixes);

        printf("Enter the balls played by the player%d:\n",i+1);
        scanf("%d",&p11[i].balls);
    }

    printf("Enter the number of bowlers:\n");
    scanf("%d",&n);
    for(i=0;i<n;i++)
    {
        printf("\nEnter name of bowler%d:",i+1);
        scanf("%s",p12[i].name);
        printf("Enter the runs given by the bowler%d:\n ",i+1);
        scanf("%d",&p12[i].runsgv);
        printf("Enter the overs bowled by the bowler%d:\n",i+1);
        scanf("%d",&p12[i].overs);
        printf("Enter the wickets taken by the bowler%d\n",i+1);
        scanf("%d",&p12[i].wkttkn);

    }

    do
    {
        printf("Enter the choice:\n 1)Batsman detail\n 2)Bowlers detail\n 3)Match summary\n 4)Exit\n ");
        scanf("%d",&choice);

        switch(choice)
        {
            case 1:
                printf("Enter the batsman number\n");

```

```

scanf("%d",&plno);

plno--;

printf("
                                Player Detail\n");

printf("=====\\n");
printf(" Batsman      runs      balls      fours      sixes      sr      \\n");
printf("=====\\n");

p11[plno].runs=(1*p11[plno].ones)+(2*p11[plno].twos)+(3*p11[plno].threes)+(4*p11[plno].fours)+
(6*p11[plno].sixes);

p11[plno].str=(p11[plno].runs*100.00)/p11[plno].balls;

printf(" %-15s %-14d %-13d %-11d %-11d %-
9.2f\\n\\n",p11[plno].name,p11[plno].runs,p11[plno].balls,p11[plno].fours,p11[plno].sixes,p11[pl
no].str);

break;

case 2:

printf("Enter the bowlers number\\n");

scanf("%d",&plno);

plno--;

printf("
                                Player Detail\\n ");

printf("=====\\n");
printf(" Bowler      overs      runs      wicket      economy\\n");
printf("=====\\n");

for(i=0;i<n;i++)
{
p12[plno].econ=p12[plno].runsgv/p12[plno].overs;

printf(" %-15s %-14d %-13d %-11d %-11.2f\\n \\n", p12[plno].name ,p12[plno].overs,
p12[plno].runsgv,p12[plno].wkttkn,p12[plno].econ); }

break;

```


case 3:

```
                printf("                      Match summary\n");

printf("=====\n");
printf(" Batsman      runs      balls      fours      sixes      sr      \n");
printf("=====\n");

    for(i=0;i<1;i++){

        pl1[i].runs=(1*pl1[i].ones)+(2*pl1[i].twos)+(3*pl1[i].threes)+(4*pl1[i].fours)+(
        6*pl1[i].sixes);

        pl3.toruns+=pl1[i].runs;

        pl1[i].str=(pl1[i].runs*100.00)/pl1[i].balls;

        printf(" %-15s %-14d %-13d %-11d %-11d %-9.2f\n\n", pl1[i].name, pl1[i].runs,
        pl1[i].balls,pl1[i].fours,pl1[i].sixes,pl1[i].str);

    }

    printf("TOTAL RUNS:%d\n\n",pl3.toruns);

    printf("\n\n");

    printf("=====\n");

    printf(" Bowler      overs      runs      wicket      economy\n");

    printf("=====\n");

    for(i=0;i<n;i++)

        {pl2[i].econ=pl2[i].runsgv/pl2[i].overs;

        printf("%-15s %-14d %-13d %-11d %-11.2f\n\n", pl2[i].name, pl2[i].overs,
        pl2[i].runsgv,pl2[i].wkttkn,pl2[i].econ);

        }

        break;

case 4:

    exit(1);

default:

    printf("Enter the correct choice\n");

    break;}

}while(choice!=4);

return 0;}
```

```
Enter the number of batsman
2
Enter name of batsman1:
viraj
Enter the number of ones scored by player1:
56
Enter the number of twos scored by player1:
23
Enter the number of threes scored by player1:
12
Enter the number of fours scored by player1:
3
Enter the number of sixes scored by player1:
3
Enter the balls played by the player1:
122
Enter name of batsman2:
niraj
Enter the number of ones scored by player2:
33
Enter the number of twos scored by player2:
44
Enter the number of threes scored by player2:
22
Enter the number of fours scored by player2:
5
Enter the number of sixes scored by player2:
6
Enter the balls played by the player2:
98
Enter the number of bowlers:
1

Enter name of bowler1: dhiraj
Enter the runs given by the bowler1:
202
```

Enter the overs bowled by the bowler1:

26

Enter the wickets taken by the bowler1

4

Enter the choice:

1)Batsman detail

2)Bowlers detail

3)Match summary

4)Exit

1

Enter the batsman number

1

Player Detail

=====					
Batsman	runs	balls	fours	sixes	sr
=====					
viraj	168	122	3	3	137.70

Enter the choice:

1)Batsman detail

2)Bowlers detail

3)Match summary

4)Exit

1

Enter the batsman number

2

Player Detail

=====					
Batsman	runs	balls	fours	sixes	sr
=====					
niraj	243	98	5	6	247.96

Enter the choice:

1)Batsman detail

2)Bowlers detail

3)Match summary

```

4)Exit
2
Enter the bowlers number
1

                        Player Detail
=====
Bowler      overs      runs      wicket      economy
=====
dhiraj      26          202        4          7.00

Enter the choice:
1)Batsman detail
2)Bowlers detail
3)Match summary
4)Exit
3

                        Match summary
=====
Batsman      runs      balls      fours      sixes      sr
=====
viraj        168        122        3          3          137.70

TOTAL RUNS:168

=====
Bowler      overs      runs      wicket      economy
=====
dhiraj      26          202        4          7.00

Enter the choice:
1)Batsman detail
2)Bowlers detail
3)Match summary
4)Exit
4
PS C:\Users\USER\Desktop>

```

Conclusion

The cricket score card has been successfully made and managed using C language.

Using various functions of C like struct(user define data type) and for loops and switch case, the program was able to accept data and print it according to user choice