Assignment # 6

Live Cricket Match

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Write code for a live match. You've to do following things. You can provide the output on console or browser.

\* Get the number of overs and two team names from user.

\* Show the message "The match is between two teams" <with their names>. (Delay: 1s)

\* Toss between two teams (Delay: 3s)

\* Winner team will go for bat. (Delay: 1s)

\* Start the first inning after showing the message for e.g. "5 Overs match started, Pakistan is to bat." (Delay: 2s)

\* On each over, show the message for e.g. "Over # 2 started" (Delay 2s)

\* On each ball, you should get the random numbers between 0 to 6.

- 0 is out, show the message for e.g. "It's out!" (Delay 2s)

- on 4 and 6, show some cool message (Delay 1s on all numbers except 0)

\* After each over, show the score with the wickets for e..g. "Score: 23 / 3"

\* On ending first inning, repeat the above for the 2nd team, but now 2nd team has a target to achieve, so if the team achieved it successfully, the 2nd team will won else lose.

\* Show the final scores and the winner at the end.

Bonus:

\* Add weather conditions like when ever foggy (Delay 10s) or rainy (Delay 5s) (BONUS: Applaud on stage)

\* Add player names, if he takes odd runs, the other player will play and show on each console (BONUS: Halwa Poori)

\* Show scorecard for player with balls and scores, after each innings. (BONUS: 100 Rs.)

For Delay, add this below code in your code and call it like sleepFor(2000) for 2 seconds delay.

function sleepFor( sleepDuration ){

var now = new Date().getTime();

while(new Date().getTime() < now + sleepDuration){ /\* do nothing \*/ }

}