**Activity 1**

L&T organizes the cricket match every year. The Sport Administrator asked to create the win calculator for the cricket match. The name the file as win calulator.html. Here the scenario is

Initial Design

|  |  |
| --- | --- |
| Enter the Team Name 1 | Score 1 |
| Enter team name | score |
| Enter the Team Name 2 | Score 2 |
| Shining Star  Enter team name | score |
| Result (Button) | |
|  | |

Scenario 1:

|  |  |
| --- | --- |
| Enter the Team Name 1 | Score 1 |
| Stalwars | 123 / 3 |
| Enter the Team Name 2 | Score 2 |
| Shining Star  Shining Star | 120 / 10 |
| Result | |
| Stalwars won by **3** runs | |

Scenario 2:

|  |  |
| --- | --- |
| Enter the Team Name 1 | Score 1 |
| Stalwars | 134 / 3 |
| Enter the Team Name 2 | Score 2 |
| Shining Star  Rocking Star | 136 / 5 |
| Result | |
| Rocking Star won by **5** wickets | |

Field Description

1. Team name Fields must me in alphabets only.
2. If both team names are same ***“Invalid Input”.***
3. Score should be of format *"115/3"- ie.(Runs/wickets)-->Runs-1 to 3 digits, Wickets-1 to10 only. If user enter the wickets value above 10 it displays* ***“Invalid Input”.***
4. If the Score1 115 / 3 then Score2 will not be greater than 122. If that is case ***“Invalid Input”.***
5. If the user clicks on the "Result" button without entering valid input or leaving any field empty, specify the errors ***fill the fields required***.
6. If the user clicks on the "Result" button with valid inputs for all fields, then print the team which has scored the high score, as shown in the above scenarios.