ALGORITHM

Class name : player

Data members : pname, department, age, jno,

matches, runs, inn, outs, bavg, nballs, economy, sr, avg, overs,

wickets, bruns, bsr.

Member functions: cprofile(), showprofile(), getjno(),

modifypro(), caverage(), cstrikerate(), ceconomy(), bowlingsr(), baverage().

Object used :p1

Function Name : cprofile()

Parameters passed: nil Return type: nil To add a player profile.

Function name : showprofile()

Parameters passed :nil Return type :nil

To display the profile of a added player.

Function name : getjno()

Parameters passed : nil Return type : int To return Jersey number.

Function name : modifypro()
Parameters passed : char *ch

Return type : nil

To modify profile details of a player.

Function name : caverage()

Parameters passed : nil Return type : nil

To calculate the batting average of the player.

Function name : cstrikerate()

Parameters passed : nil Return type : nil

To calculate the batting strikerate of the player.

Function name : ceconomy()

Parameters passed : nil Return type : nil

To calculate the bowling economy of a player.

Function name : bowlingsr()

Parameters passed : nil Return type : nil

To calculate the bowling strike rate of a player.

Function name : baverage()

Parameters passed : nil Return type : nil

To calculate the bowling average of a player.

Function name : writeprofile()

Parameters passed : nil Return type : nil

To write player data into the file.

Function name : specidisplay()

Parameters passed : nil Return type : nil

To display the player profile from the file.

Function name : modifyprofile()

Parameters passed : nil Return type : nil To modify a player profile.

Function name : deleteprofile()

Parameters passed : nil Return type : nil

To delete a player profile from the file.

Function name : intro()

Parameters passed : nil Return type : nil

Function name : menu()

Parameters passed : nil Return type : nil

To display the choices offered.

Function name : main()

Parameters passed : nil Return type : nil

Main module.

SOURCE CODE

```
//*********************************
             HEADER FILE USED IN PROJECT
//***********************************
#include<process.h>
#include<fstream.h>
#include<ctype.h>
#include<iomanip.h>
#include<conio.h>
#include<stdio.h>
#include<string.h>
#include<math.h>
//***********************************
             CLASS USED IN PROJECT
//***********************************
class player
char pname[30];
char department[30];
int age;
int jno;
double matches;
double runs:
double inn;
double outs, bavg;
double nballs;
double economy, sr, avg, overs;
double wickets, bruns;
double bsr;
public:
 void cprofile()
cout<<"\_
cout<<"\n ENTER NAME OF PLAYER:";</pre>
gets(pname);
cout<<"\n ENTER DEPARTMENT:";</pre>
gets(department);
cout<<"\n Enter jersey number:";</pre>
cin>>jno;
cout<<"\n ENTER AGE OF PLAYER:";
cin>>age;
cout<<"\n Enter no of matches:";</pre>
cin>>matches;
cout<<"\n ENTER NO OF RUNS SCORED:";
```

```
cin>>runs;
cout<<"\n ENTER NO OF INNINGS:";
cin>>inn;
cout<<"\n ENTER NO OF TIMES PLAYER GOT OUT:";
cin>>outs;
cout<<"\n Enter no of balls faced:";</pre>
cin>>nballs:
cout<<"\n ENter no of overs bowled by bowler:";
cin>>overs;
cout<<"\n Enter wickets taken by player:";
cin>>wickets;
cout<<"\n Runs left by player:";
cin>>bruns;
cout<<"_
void showprofile()
cout<<"\_____
cout<<"\n NAME OF PLAYER:";
puts(pname);
cout<<"\n DEPARTMENT:";</pre>
puts(department);
cout<<"\n JERSEY NUMBER OF PLAYER:";
cout<<jno;
cout<<"\n AGE OF PLAYER:";
cout<<age;
cout<<"\n no of matches:";
cout<<matches;
cout<<"\n NO OF RUNS SCORED:";
cout<<runs;
cout<<"\n NO OF INNINGS:";
cout<<inn;
cout<<"\n NO OF TIMES PLAYER GOT OUT:";
cout<<outs;
cout<<"\n NO of balls faced:";
cout<<nballs;
cout<<"\n no of overs bowled by bowler:";
cout<<overs;
cout<<"\n wickets taken by player:";
cout<<wickets;
cout<<"\n Runs left by player:";
cout<<br/>bruns;
cout<<"\n___
int getino()
```

```
return jno;
void modifypro(char *ch)
{ cout<<"\_
if(strcmpi(ch,"name")==0)
cout<<"\n ENTER NAME OF PLAYER:";</pre>
gets(pname);
else if(strcmpi(ch, "department")==0)
cout<<"\n ENTER DEPARTMENT:";</pre>
gets(department);
else if(strcmpi(ch, "age")==0)
cout<<"\n ENTER AGE OF PLAYER:";
cin>>age;
else if(strcmpi(ch, "matches")==0)
cout<<"\n ENter no of matches:";
cin>>matches;
else if(strcmpi(ch,"runs")==0)
cout<<"\n ENTER NO OF RUNS SCORED:";
cin>>runs;
else if(strcmpi(ch,"innings")==0)
cout<<"\n ENTER NO OF INNINGS:";
cin>>inn;
else if(strcmpi(ch,"out")==0)
cout<<"\n ENTER NO OF TIMES PLAYER GOT OUT:";
cin>>outs;
else if(strcmpi(ch, "balls")==0)
cout<<"\n Enter no of balls faced:";
cin>>nballs;
```

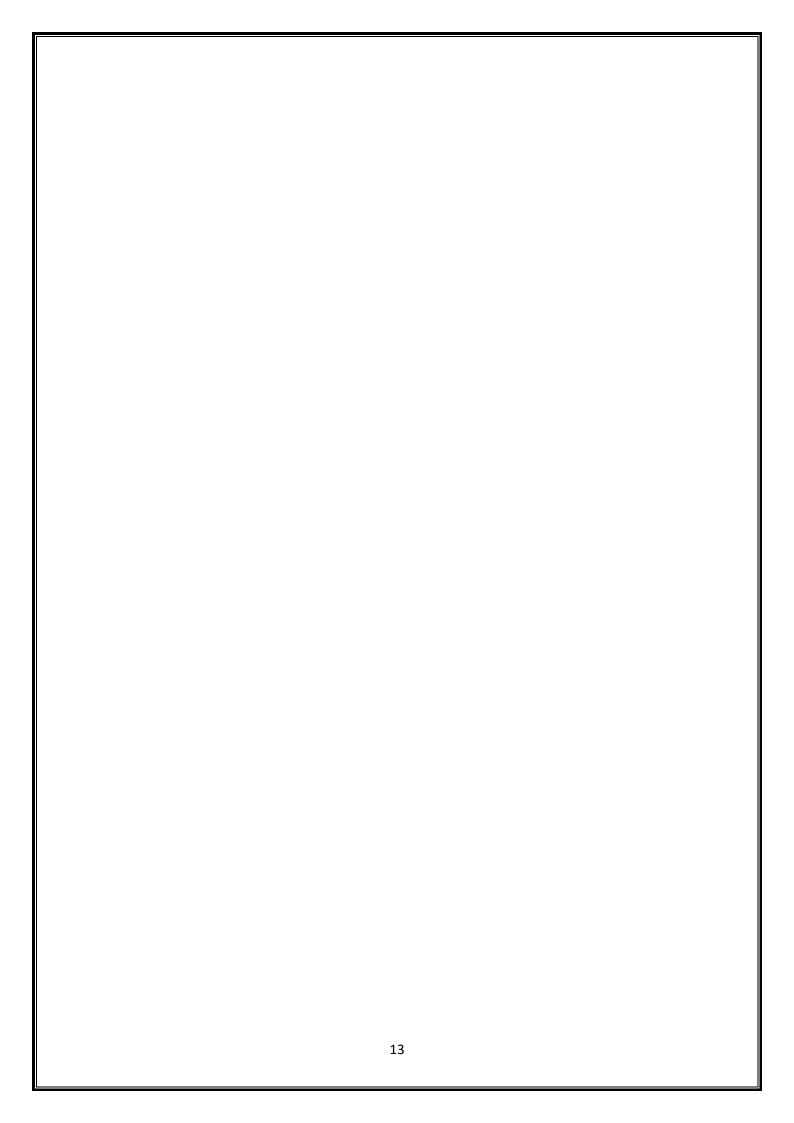
```
else if(strcmpi(ch,"over")==0)
cout<<"\n ENter no of overs bowled by bowler:";</pre>
cin>>overs;
else if(strcmpi(ch, "wickets")==0)
cout<<"\n Enter wickets taken by player:";
cin>>wickets;
else
cout<<"\n Runs left by player:";
cin>>bruns;
void caverage()
avg=(runs)/outs;
cout<<"\n Average of player:"<<avg;</pre>
void cstrikerate()
sr=(runs*100)/nballs;
cout<<"\n STRIKE RATE OF THE PLAYER:"<<sr;
void ceconomy()
economy=bruns/overs;
cout<<"\n ECONOMY OF THE PLAYER:"<<economy;</pre>
void bowlingsr()
bsr=(overs*6)/wickets;
cout<<"\n Bowling strike rate of player:"<<bsr;</pre>
void baverage()
bavg=bruns/wickets;
cout<<"\n BOWLING AVERAGE OF THE PLAYER:"<<bays;</pre>
}
          ****************
      global declaration for object
```

```
//*******************
player p1;
//********************
    function to write in file
//********************
void writeprofile()
{clrscr();
ofstream fout("player1.dat",ios::binary|ios::app);
p1.cprofile();
fout.write((char*)&p1,sizeof(p1));
fout.close();
//********************
     function to read specific record from file
void specidisplay()
player p1;
int found=0,n;
ifstream fin("player1.dat",ios::in);
cout<<"\n ENTER JERSEY NUMBER OF THE PLAYER: ";cin>>n;
while(fin.read((char*)&p1,sizeof(p1)))
 if(p1.getjno()==n)
 clrscr();
 p1.showprofile();
 p1.caverage();
 p1.cstrikerate();
 p1.ceconomy();
 p1.bowlingsr();
 p1.baverage();
 found=1;
}}
if(found==0)
cout<<"\n PLAYER DOES NOT EXIST:";
//*********************
        function to modify record of file
void modifyprofile()
```

```
clrscr();
char *ch;
int n, temp=0;
 cout<<"\n ENTER THE PLAYER JERSEY NUMBER:";cin>>n;
ifstream fin("player1.dat",ios::binary|ios::in);
ofstream fout("playertemp.dat",ios::binary|ios::app);
while(fin.read((char*)&p1,sizeof(p1)))
 if(p1.getjno()==n)
   { cout<<"\n ENTER THE AREA TO BE CHANGED:";
    gets(ch);
    cout<<"\n ENTER NEW DETAILS:";</pre>
    p1.modifypro(ch);
      fout.write((char*)&p1,sizeof(p1));
      cout<<"\n RECORD MODIFIED!!!!!!";
      temp=1;
   else
      fout.write((char*)&p1,sizeof(p1));
 fin.close();
fout.close();
remove("player1.dat");
rename("playertemp.dat","player1.dat");
if(temp==0)
 cout<<"\n NO RECORDS ARE CREATED";
            function to delete record of file
//***********************************
void deleteprofile()
clrscr();
ifstream fin("player1.dat",ios::binary|ios::in);
ofstream fout("playertemp.dat",ios::binary|ios::app);
int n, temp=0;
cout<<"\n ENTER JERSEY NO OF THE PLAYER:";cin>>n;
```

```
while(fin.read((char*)&p1,sizeof(p1)))
 if(p1.getjno()==n)
     cout<<"\n RECORD DELETED!!!";
     temp=1;
  else
fout.write((char*)&p1,sizeof(p1));
fin.close();
fout.close();
remove("player1.dat");
rename("playertemp.dat","player1.dat");
if(temp==0)
 cout<<"\n NO RECORDS ARE CREATED!!!!!!!!!!";
//*******************
           INTRODUCTION FUNCTION
//********************
void intro()
 cout<<"\n
                    PLAYER PROFILE MANAGEMENT SYSTEM";
 cout << "\n\n
                                    MADE BY:";
 cout<<"\n \n
                                    PRADEEP.K.V";
cout << " \setminus n
                                  T.JEGADEESHWARAN";
getch();
MENU FUNCTION
//*****************
void menu()
{ char ch,c='y';
int n;
 clrscr();
intro();
 do
 { clrscr();
  cout<<"\n MAIN MENU:";</pre>
  cout<<"\n 1.CREATE NEW PROFILE:";</pre>
```

```
cout<<"\n 2.DISPLAY PROFILE OF CERTAIN PLAYER:";
   cout<<"\n 3.MODIFY ALL PLAYER PROFILES:";
  cout<<"\n 4.CLOSE A PLAYER PROFILE:";
  cout << " \ 5.EXIT:";
  cout<<"\n SELECT YOUR OPTION(1-5):";</pre>
  cin>>ch;
  clrscr();
   switch(ch)
     case '1':writeprofile();
           break;
     case '2':specidisplay();
           break;
     case '3':modifyprofile();
           break;
     case '4':deleteprofile();
           break;
     case '5':exit(0);
     default:cout<<"\n****************;
  cout<<"\n DO YOU WANT TO CONTINUE:";
  cin>>c;
  }while((c=='y') | | (c=='Y'));
//*********************
          MAIN FUNCTION OF THE PROGRAM
//**********************
void main()
textbackground(BLACK);
textcolor(WHITE);
clrscr();
menu();
getch();
```



SCREEN SHOTS

PLAYER PROFILE MANAGEMENT SYSTEM

MADE BY:

PRADEEP.K.U T.JEGADEESHWARAN

MAIN MENU:

- 1.CREATE NEW PROFILE:
- 2.DISPLAY PROFILE OF CERTAIN PLAYER:
- 3.MODIFY ALL PLAYER PROFILES:
- 4.CLOSE A PLAYER PROFILE:
- 5.EXIT:

SELECT YOUR OPTION(1-5):1

ENTER NAME OF PLAYER:MSD

ENTER DEPARTMENT: WK, BATSMAN

Enter jersey number:10

ENTER AGE OF PLAYER:36

ENter no of matches:304

ENTER NO OF RUNS SCORED: 264_

ENTER NO OF INNINGS:200

ENTER NO OF TIMES PLAYER GOT OUT: 200

Enter no of balls faced:13000

ENter no of overs bowled by bowler:1

Enter wickets taken by player:1

Runs left by player:1

DO YOU WANT TO CONTINUE:Y

MAIN MENU:

- 1.CREATE NEW PROFILE:
- 2.DISPLAY PROFILE OF CERTAIN PLAYER:
- 3.MODIFY ALL PLAYER PROFILES:
- 4.CLOSE A PLAYER PROFILE:
- 5.EXIT:

SELECT YOUR OPTION(1-5):2

ENTER JERSEY NUMBER OF THE PLAYER: 10_

NAME OF PLAYER:MSD

DEPARTMENT: WK, BATSMAN

JERSEY NUMBER OF PLAYER:10

AGE OF PLAYER:36 no of matches:304 NO OF RUNS SCORED:264 NO OF INNINGS:200

NO OF TIMES PLAYER GOT OUT:200

NO of balls faced:13000

no of overs bowled by bowler:1 wickets taken by player:1 Runs left by player:1

Average of player:1.32 STRIKE RATE OF THE PLAYER:2.030769 ECONOMY OF THE PLAYER:1

Bowling strike rate of player:6 BOWLING AVERAGE OF THE PLAYER:1 DO YOU WANT TO CONTINUE:Y_

MAIN MENU:

- 1.CREATE NEW PROFILE:
- 2.DISPLAY PROFILE OF CERTAIN PLAYER:
- 3.MODIFY ALL PLAYER PROFILES:
- 4.CLOSE A PLAYER PROFILE:
- 5.EXIT:

SELECT YOUR OPTION(1-5):3_

ENTER THE PLAYER JERSEY NUMBER: 10

ENTER THE AREA TO BE CHANGED: RUNS

ENTER NEW DETAILS:
ENTER NO OF RUNS SCORED: 10000

RECORD MODIFIED!!!!!!

DO YOU WANT TO CONTINUE: Y

MAIN MENU:
1.CREATE NEW PROFILE:
2.DISPLAY PROFILE OF CERTAIN PLAYER:
3.MODIFY ALL PLAYER PROFILES:
4.CLOSE A PLAYER PROFILE:
5.EXIT:
SELECT YOUR OPTION(1-5):2

ENTER JERSEY NUMBER OF THE PLAYER: 10

NAME OF PLAYER:MSD

DEPARTMENT: WK, BATSMAN

JERSEY NUMBER OF PLAYER:10

JERSEY NUMBER OF PLAYER:10
AGE OF PLAYER:36
no of matches:304
NO OF RUNS SCORED:10000
NO OF INNINGS:200
NO OF TIMES PLAYER GOT OUT:200

NO of balls faced:13000

no of overs bowled by bowler:1

wickets taken by player:1 Runs left by player:1

Average of player:50

STRIKE RATE OF THE PLAYER:76.923077 ECONOMY OF THE PLAYER:1

Bowling strike rate of player:6
BOWLING AVERAGE OF THE PLAYER:1

DO YOU WANT TO CONTINUE:Y_

MAIN MENU:

1.CREATE NEW PROFILE:

2.DISPLAY PROFILE OF CERTAIN PLAYER: 3.MODIFY ALL PLAYER PROFILES:

4.CLOSE A PLAYER PROFILE:

5.EXIT:

SELECT YOUR OPTION(1-5):4

ENTER JERSEY NO OF THE PLAYER: 10

RECORD DELETED !!!

DO YOU WANT TO CONTINUE:Y_

MAIN MENU:

- 1.CREATE NEW PROFILE:
- 2.DISPLAY PROFILE OF CERTAIN PLAYER:
- 3.MODIFY ALL PLAYER PROFILES:
- 4.CLOSE A PLAYER PROFILE:
- 5.EXIT:

SELECT YOUR OPTION(1-5):2

ENTER JERSEY NUMBER OF THE PLAYER: 10

PLAYER DOES NOT EXIST: DO YOU WANT TO CONTINUE:Y

MAIN MENU:

- 1.CREATE NEW PROFILE:
 2.DISPLAY PROFILE OF CERTAIN PLAYER:
 3.MODIFY ALL PLAYER PROFILES:
 4.CLOSE A PLAYER PROFILE:

- 5.EXIT:

SELECT YOUR OPTION(1-5):5