MODULE 3 ASSIGNMENT

SOLUTION:

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class Player:
    def __init__(self, name, position, batting, bowling, fielding, points):
        self.name = name
        self.positon = position
        self.batting = batting
        self.bowling = bowling
        self.fielding = fielding
        self.points = points

    def playerStats(self):
        print("Name: " + self.name)
        print("Position: " + self.positon)
        self.battingStats()
        self.bowlingStats()
        self.fieldingStats()
        print("Player Points: ", self.points)
        print(" ")

    def battingStats(self):
        print("Batting Stats: ")
        print(" Runs: ", self.batting["runs"])
        print(" Fours: ", self.batting["fours"])
        print(" Sixes: ", self.batting["sixes"])
        print(" Strike Rate: ", self.batting["strikeRate"])

    def bowlingStats(self):
        print("Bowling Stats: ")
        print(" Wickets: ", self.bowling["wickets"])
        print(" Economy Rate: ", self.bowling["economyRate"])

    def fieldingStats(self):
        print("Fielding Stats: ")
        print(" Run Outs: ", self.fielding["runOuts"])
        print(" Catches: ", self.fielding["catches"])


def addPlayer(self):
    name = input("Enter player name: ")
    position = input("Enter player position: ")
    points = 0
    batting = {
        "runs": int(input("Enter the no. of runs scored: ")),
        "fours": int(input("Enter the no. of 4s hit: ")),
        "sixes": int(input("Enter the no. of 6s hit: ")),
        "strikeRate": int(input("Enter the strike rate: "))
```

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    }
    points = points + (batting["runs"] / 2)
    if batting["runs"] >= 100:
        points = points + 10
    if batting["runs"] >= 50:
        points = points + 5
    if 80 <= batting["strikeRate"] <= 100:
        points = points + 2
    if batting["strikeRate"] > 100:
        points = points + 4
    points = points + batting["fours"] + (2 * batting["sixes"])
    bowling = {
        "wickets": int(input("Enter the no. of wickets: ")),
        "economyRate": float(input("Enter the economy rate: ")),
    }
    points = points + bowling["wickets"]
    if bowling["wickets"] > 3:
        points = points + 5
    if bowling["wickets"] > 5:
        points = points + 10
    if 3.5 <= bowling["economyRate"] <= 4.5:
        points = points + 4
    if 2 <= bowling["economyRate"] <= 3.5:
        points = points + 7
    if bowling["economyRate"] < 2:
        points = points + 10
    fielding = {
        "catches": int(input("Enter the no. of catches: ")),
        "runOuts": int(input("Enter the no. of run outs: ")),
    }
    points = points + 10 * (fielding["catches"] + fielding["runOuts"])
    player = Player(name, position, batting, bowling, fielding, points)
    return player


def display(players):
    for player in players:
        player.playerStats()


ch = 'y'
players = []
for i in range(1, 5):
    players.append(addPlayer(i))
display(players)
```