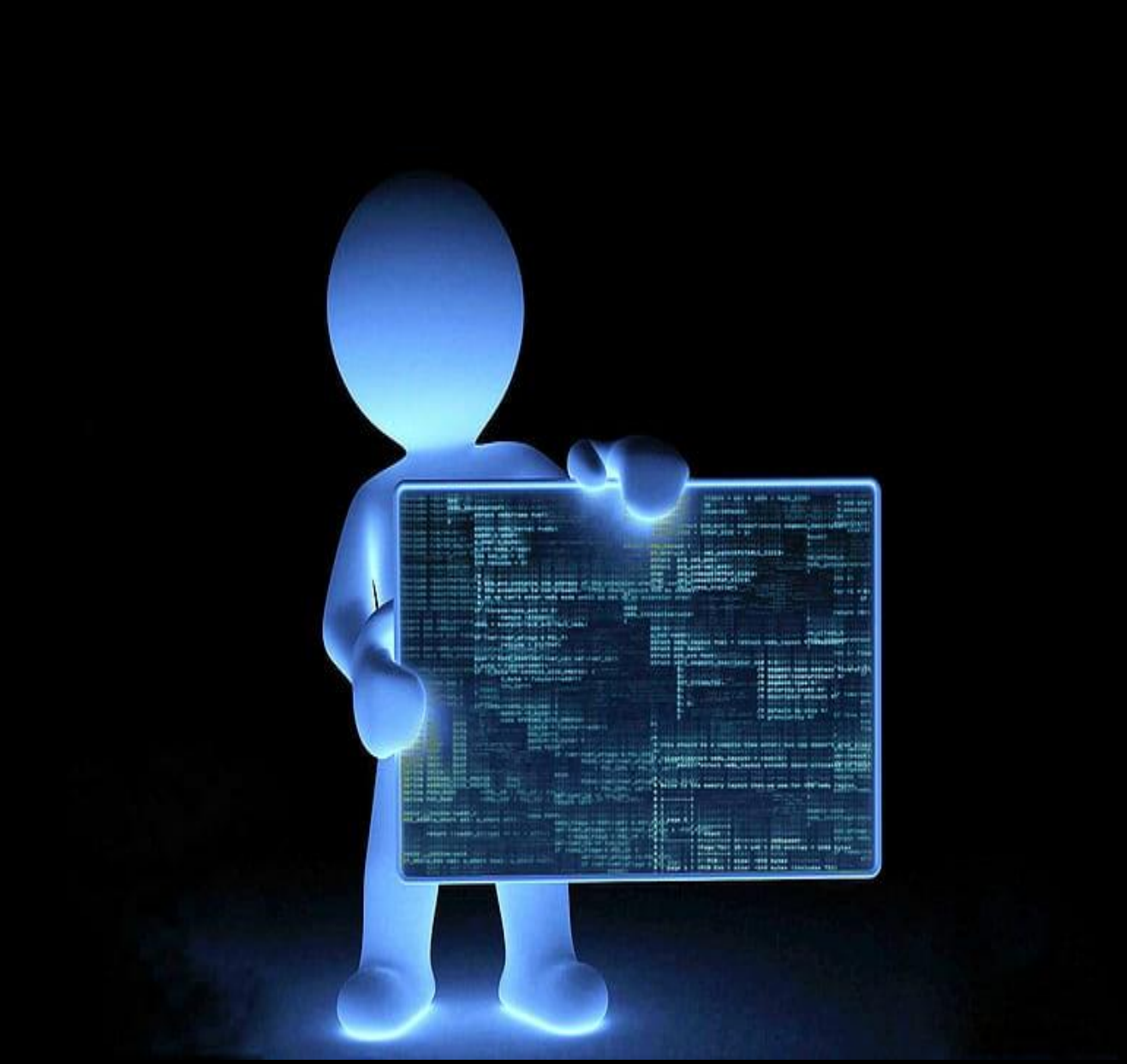


Cricket scorecard management system

Why do we need this system?

- This cricket score management system project in c language is a simple console application using C programming language. It employs file handling to store data such as runs, Wickets, innings, overs, and extracts, among other things.
- We can store the scores by using scorecards for all matches.
- This cricket scorecard has many details of play from batsman runs to bowlers starts.
- This card is designed to include every minute start of the match.
- This system is used to provide users with an update of the cricket even when the user is not watching the match. The user can use this anytime to see the teams, matches, player's squad runs scored by each player and can view the reviews. This gives the original experience of watching the match by the user.

Introduction

Overview of the project:

- The cricket scorecard management system is easy to handle the score information.
- It is the quickest, easiest and most comprehensive method of cricket scoring.
- It has been designed to cater to the needs of both novice and experienced scores.
- The existing system is used software saves all the team and team members games format system manually.
- The proposed system “cricket scorecard system” is utilized by the particular player, can view their details.
- The report is useful to maintain the match and run rate system and complete the work as simple and as quick. The report is generated and saved in non-edible format. The proposed system commentary will be advantages of the proposed system

- Easily maintain all the player details.
- Report generation is easier
- Easy to maintain score details.
- Ensure user security.

Brief

- -Printf
- -Scanf
- -If statement
- -Switch Case
- -For
- -Array
- -Goto
- -Getch
- -Array
- -Increment Operator
- -Decrement Operator

If statement:

The statement inside the body of “if” only execute if the given condition returns true. If the condition returns false then the statement inside “if” is skipped.

Switch case:

Switch case statement evaluates a given expression and based on the evaluated value(matching a certain condition), it executes the statements associated with it. Basically, it is used to perform different actions based on different conditions(cases).

Array:

An array is defined as the collection of similar type of data items stored at contiguous memory locations. Arrays are the derived data type in C programming language which can store the primitive type of data such as int, char, double, float, etc. It also has the capability to store the collection of derived data types, such as pointers, structure, etc. The array is the simplest data structure where each data element can be randomly accessed by using its index number.

Algorithms

STEP:1- START

STEP:2-User defined function-First inning() & second inning().

STEP:3- Declare variables as Team1, Team2, Toss, Overs.

STEP:4- Read: Toss-If Team 1 is choose bat first then Team2 is going for chase otherwise Team2 is choosing bat first then Team 1 is going for a chase

STEP:5-Condition-If target>0 then a second inning will be played

STEP:6-Start of the first inning using function-first_inning()

STEP:7- use for loop to complete the first inning

STEP:8-In for loop we are calculate the ball count using switch case statement & corresponding run on that delivery will be also awarded using a switch case statement.

STEP:9- Then complete the first inning by using the condition- if(Wicket=10 or overs are completed)

STEP:10- Start of second inning by using the function –second_inning()

STEP:11-Then we will complete the second inning in the same way we completed the first inning.

STEP:12-Second inning will be completed by following this condition-if (Wicket =10 or overs are completed or score>target.

STEP:13-Print the result of the match using if else condition.

STEP:14-END

Functions

- Here we have used two user defined function :- first_inning() and second_inning().
- Both the functions are type of void means no return value is expected.
- We used both the functions in the main() functions and then we gave the definition of the both function.
- Definition of both the functions are same.
- We gave all the variable an initial value as 0.
- We used a for() loop to bowl the every single delivery of the game.
- We used switch case statement to select whether the previous delivery was Normal or a wide or a No ball.
- In that switch case statement if the delivery is normal then ball will be counted otherwise not.
- Then we used another switch case statement to select how many runs or wickets we want to award the team.
- Then we show the scorecard after every single delivery by using printf() function.
- Then using a simple if else statement we end the inning.
- This is all about the function we have used in this project.

Conclusion

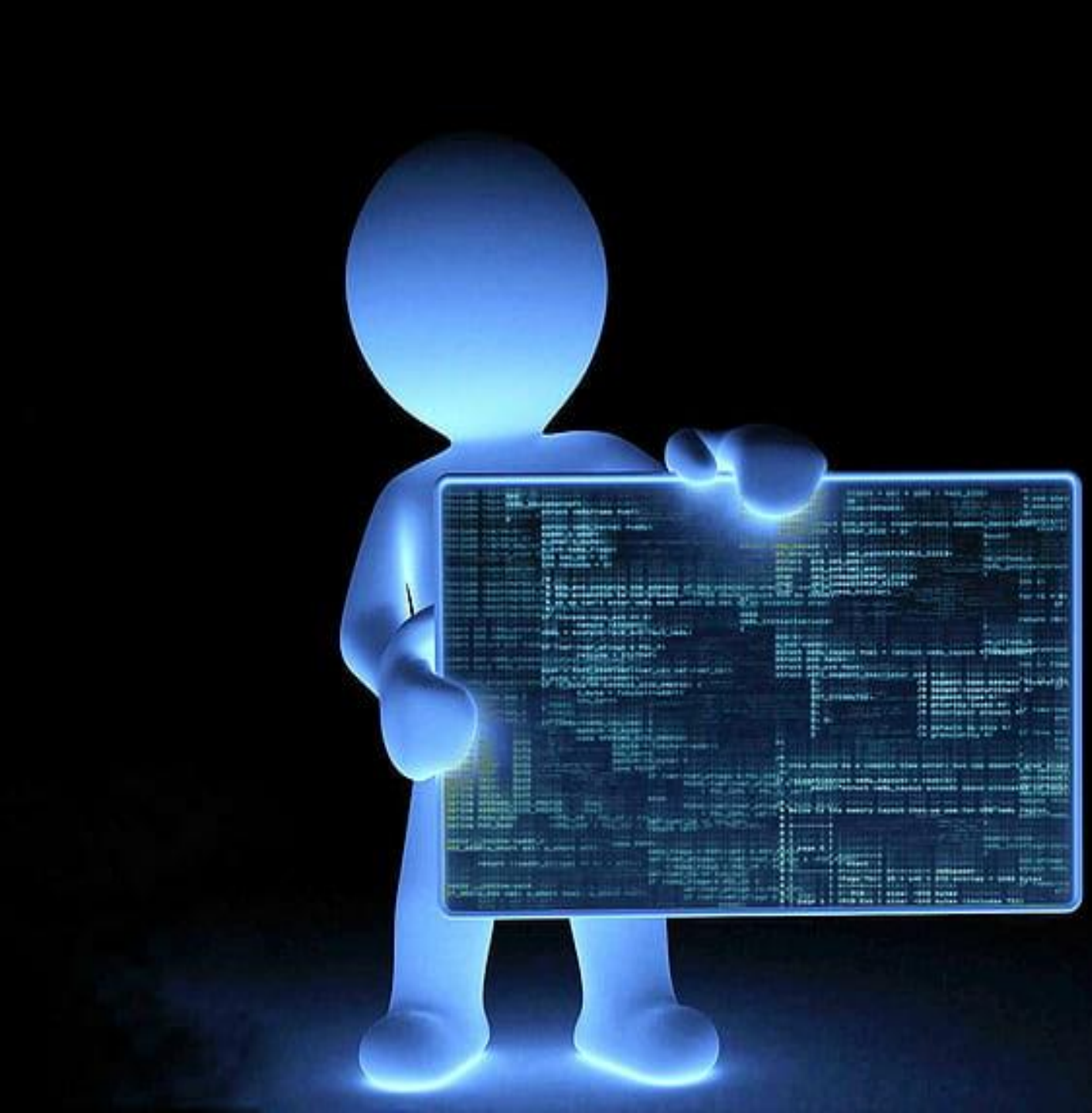
∆ It is concluded that the application works well and satisfies the end-users. The Application is tested very well and errors are properly debugged.

∆ The application development is designed in such a way that any further enhancements can be done with ease.

∆ The system has the capacity for easy integration with another system. New modules can be added to the existing system with less effort.

Scope for future enhancement

There is scope for future development of this project.The world of computer fields is not static; it is always subject to be dynamic. The technology which is famous today becomes outdated the very next day. To keep abstract of technical improvements, the system may be further refined. So, it is not concluded. Yet it will improve with improve with further modification establishment and can be integrated with minimal modification. Thus the project is flexible and can be enhanced at anytime with more advanced features.



Thank you

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