



SRI RAMAKRISHNA INSTITUTE OF TECHNOLOGY, COIMBATORE-10
An Autonomous Institution
(Approved by AICTE, New Delhi – Affiliated to Anna University, Chennai)
COIMBATORE-10



Department of **ELECTRONIC AND COMMUNICATION ENGINEERING**

Certified that this is the bonafide Project work done by
HARI PRABHAKAR V , NAKUL SRI KUBER K S *in the*
UICE004 Computer Fundamentals and C programming
laboratory titled **CRICKET SCORE SHEET** *of this institution, as*
prescribed by the Anna University for the **FIRST** *Semester B.E., /*
B.Tech., during the year 2019-2020

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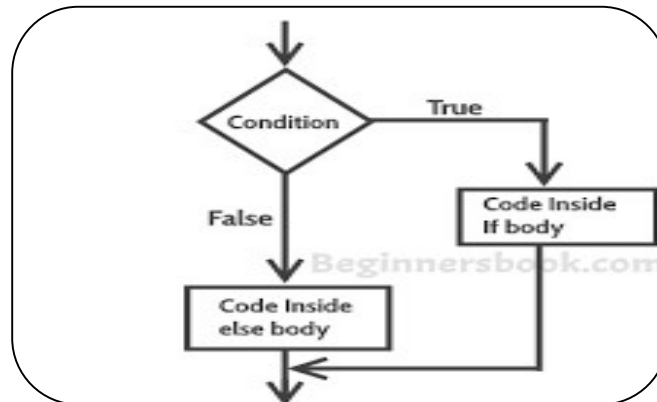
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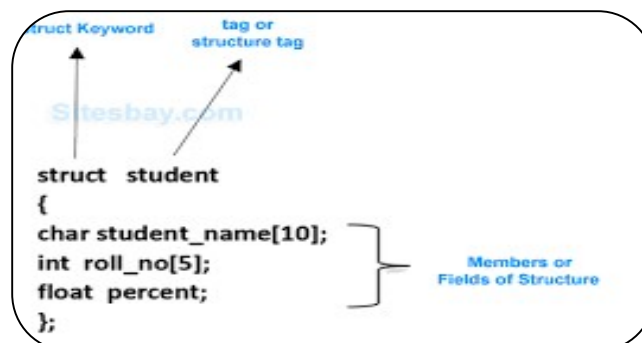
If statement :

Syntax of if statement: The **statements** inside the body of “**if**” only execute **if** the given condition returns true. **If** the condition returns false then the **statements** inside “**if**” are skipped.



Structure :

Structure is a user-defined datatype in **C** language which allows us to combine data of different types together. **Structure** helps to construct a complex data type which is more meaningful. It is somewhat similar to an Array, but an array holds data of similar type only. ... In **structure**, data is stored in form of records.



Printf statement :

The **printf** function in **C programming language** is used for output formatting. It is used to display information required **by** the user and also prints the value of the variables. It formats the output, like the width of the output, the sign of the output e.t.c We will learn those formatting using **printf()** C.

printf(“/n Enter the number of values :”);

Scanf statement :

In the **C programming language**, **scanf** is a function that reads formatted data from stdin (i.e, the standard input stream, which is usually the keyboard, unless redirected) and then writes the results into the arguments given.

Scanf(“%d (or) %c (or) %s (or) %f”,&a,&b,&c,&d);

Increment operator :

C programming has two **operators** increment ++ and decrement -- to change the value of an operand (constant or variable) by 1. Increment ++ increases the value by 1

It is usually used in for loop and in external program also

For(i=0;i<n;i++)

Decrement operator :

Increment and Decrement **Operator in C**. Increment **Operators** are used to **increased** the value of the variable by one and Decrement **Operators** are used to decrease the value of the variable by one in C programs.

It is usually used in for loop and in external program also

For(i=0;i<n;i--)

Looping Statement in C :

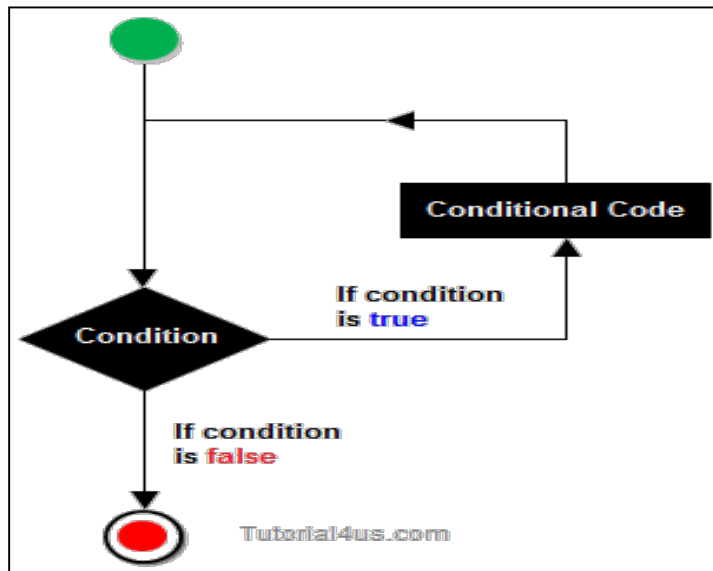
Looping statement are the statements execute one or more statement repeatedly several number of times. In C programming language there are three types of loops; while, for and do-while.

Why use loop ?

When you need to execute a block of code several number of times then you need to use looping concept in C language.

Advantage with looping statement

- ❖ Reduce length of Code
- ❖ Take less memory space.
- ❖ Burden on the developer is reducing.
- ❖ Time consuming process to execute the program is reduced.



Types of Loops:

There are three type of Loops available in 'C' programming language.

- ❖ while loop
- ❖ for loop
- ❖ do..while

Difference between conditional and looping statement :

Conditional statement executes only once in the program where as looping statements executes repeatedly several number of time.

While loop :

In While Loop in C First check the condition if condition is true then control goes inside the loop body other wise goes outside the body. while loop will be repeats in clock wise direction.

Syntax :

```
while(condition)
{
Statements;
.....
```

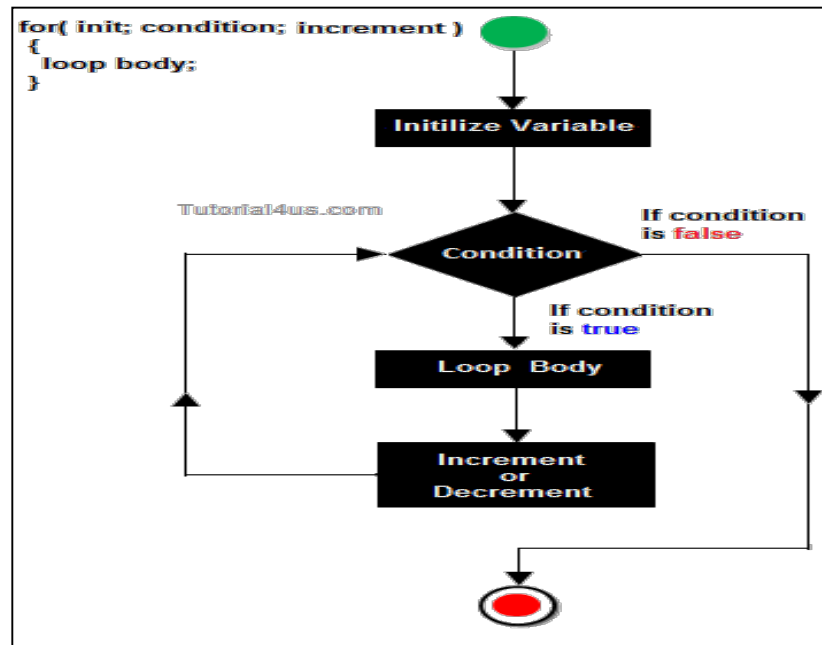
Increment For loop:

For Loop in C is a statement which allows code to be repeatedly executed. For loop contains 3 parts Initialization, Condition and Increment or Decrements.

```
/decrements (++ or --);
}
```

syntax

for (assign value; decision statement; increment operator
(or)decrement operator)



do-while :

A do-while Loop in C is similar to a while loop, except that a do-while loop is execute at least one time.

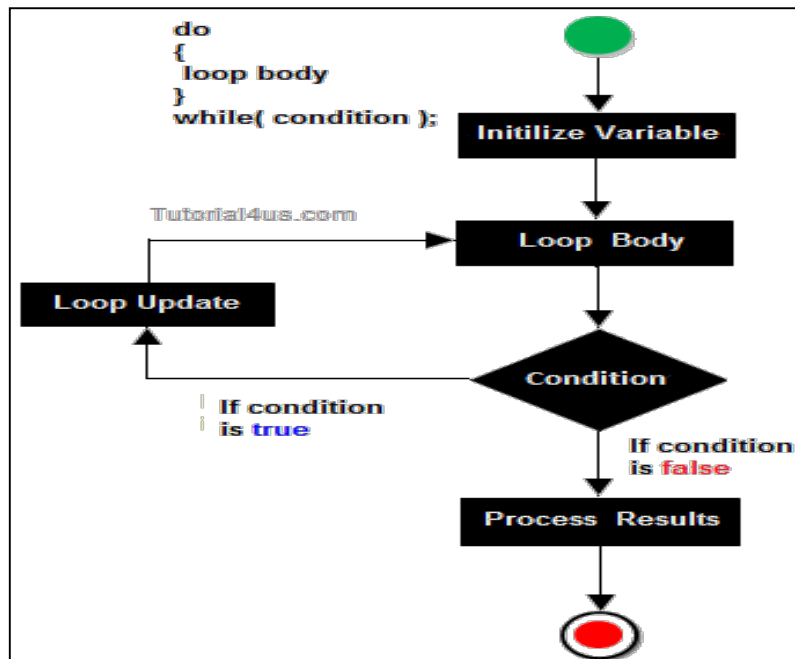
A do while loop is a control flow statement that executes a block of code at least once, and then repeatedly executes the block, or not, depending on a given condition at the end of the block (in while).

syntax

```
do
{
Statements;
.....
Increment/decrement (++ or --)
} while();
```

When use do..while Loop :

When we need to repeat the statement block at least 1 time then we use do-while loop.



Nested loop :

In Nested loop one loop is place within another loop body.

When we need to repeated loop body itself n number of times use nested loops. Nested loops can be design upto 255 blocks.

String :

A **string** is a sequence of characters stored in a character array. A **string** is a text enclosed in double quotation marks. A character such as 'd' is not a **string** and it is indicated by single quotation marks. 'C' provides standard library functions to manipulate **strings** in a **program**.

Strcmp() :

The strcmp() function is used to **compare** two **strings** two **strings** str1 and str2 . If two **strings** are same then strcmp() returns 0 , otherwise, it returns a non-zero value. This function compares **strings** character by character using ASCII value of the characters.

Goto :

goto is a jumping **statement** in **c language**, which transfer the **program's** control from one **statement** to another **statement** (where label is **defined**).

PROGRAMING FOF CRICKET SCORE SHEET :

```
#include<stdio.h>
#include<conio.h>
#include <string.h>
struct cricket
{
    char name [100];
    char team_name[100];
    int batting_average;
};
void main()
{
    struct cricket player[200];
    int i,n;
    char ch,team[100];
    printf("HOW MANY PLAYERS\n");
    scanf("%d",&n);
    for (i=0;i<n;i++)
    {
        printf("\n INPUT THE NAME OF THE PLAYER %d : ",i+1);
        scanf("%s",player[i].name);
        printf("\n INPUT THE TEAM NAME OF THE PLAYER %d :",i+1);
        scanf("%s",player[i].team_name);
        printf("\n INPUT THE BATTING AVERAGE OF THE PLAYER %d
:",i+1);
        scanf("%d",&player[i].batting_average);
    }
    printf("=====\n");
    printf("  PLAYER'S NAME   COUNTRY   BATTING AVERAGE\n");
    printf("=====\n");
    for(i=0;i<=n;i++)
    printf("  %20s %20s%d\n",player[i].name, player[i].team_name,
player[i].batting_average);
    for(i=0;i<n;i++)
    {
        printf("\n INPUT THE NAME OF THE PLAYER %d : ",i+1);
        scanf("%s",player[i].name);
        printf("\n INPUT THE TEAM NAME OF THE PLAYER %d :",i+1);
        scanf("%s",player[i].team_name);
        printf("\n INPUT THE BATTING AVERAGE OF THE PLAYER %d
:",i+1);
```

```

scanf("%d",&player[i].batting_average);

}

printf("=====\n");
printf("    PLAYER'S NAME          COUNTRY          BATTING
AVERAGE\n");
printf("=====\n");
for(i=0;i<=n;i++)
printf("    %20s    %20s%d\n",player[i].name,    player[i].team_name,
player[i].batting_average);
for(i=0;i<n;i++)
{
printf("\n INPUT THE NAME OF THE PLAYER %d : ",i+1);
scanf("%s",player[i].name);
printf("\n INPUT THE TEAM NAME OF THE PLAYER %d : ",i+1);
scanf("%s",player[i].team_name);
printf("\n INPUT THE BATTING AVERAGE OF THE PLAYER %d
:",i+1);
scanf("%d",&player[i].batting_average);

}

printf("=====\n");
printf("    PLAYER'S NAME    COUNTRY    BATTING AVERAGE\n");
printf("=====\n");
for(i=0;i<=n;i++)
printf("%20s%d\n",player[i].name,player[i].team_name,player[i].batting_avera
ge);
read:
printf("\n\n INPUT FOR WHICH TEAM YOU WANT TO LIST : ");
scanf("%s",team);
printf("\n                %s                \n",team);
printf("=====\n");
printf("    PLAYER'S    NAME          BATTING    AVERAGE    \n");
printf("=====\n");
for(i=0;i<=n;i++)

printf("%20s%20s%d\n",player[i].name,player[i].team_name,player[i].batting_
average);
printf("\n\n DO YOU WANT TO LIST ANY OTHER TEAM ? (Y/N) : ");

```

```

        ch=getch();
        if (ch == 'Y' || ch == 'y')
            goto read;
        getch();
    }

```

OUTPUT :

THE PROGRAM IS VERRIFIED AND WORK PROPERLY WITHOUT MISTAKE’S.

PROGRAM OUTPUT IN PC :

```

C:\Users\Debi\Downloads\project.exe
HOW MANY PLAYERS
5
INPUT THE NAME OF THE PLAYER 1 : r
INPUT THE TEAM NAME OF THE PLAYER 1 :t
INPUT THE BATTING AVERAGE OF THE PLAYER 1 :5
INPUT THE NAME OF THE PLAYER 2 : f
INPUT THE TEAM NAME OF THE PLAYER 2 :t
INPUT THE BATTING AVERAGE OF THE PLAYER 2 :6
INPUT THE NAME OF THE PLAYER 3 : d
INPUT THE TEAM NAME OF THE PLAYER 3 :y
INPUT THE BATTING AVERAGE OF THE PLAYER 3 :6
INPUT THE NAME OF THE PLAYER 4 : s
INPUT THE TEAM NAME OF THE PLAYER 4 :y
INPUT THE BATTING AVERAGE OF THE PLAYER 4 :5
INPUT THE NAME OF THE PLAYER 5 : e
INPUT THE TEAM NAME OF THE PLAYER 5 :u
INPUT THE BATTING AVERAGE OF THE PLAYER 5 :6
=====
PLAYER'S NAME      COUNTRY      BATTING AVERAGE
=====
r                  t5
f                  t6
d                  y6
s                  y5
e                  u6
                   0
INPUT THE NAME OF THE PLAYER 1 : b
INPUT THE TEAM NAME OF THE PLAYER 1 :a
INPUT THE BATTING AVERAGE OF THE PLAYER 1 :6

```

```
C:\Users\De\Downloads\project.exe
INPUT THE NAME OF THE PLAYER 5 : e
INPUT THE TEAM NAME OF THE PLAYER 5 :u
INPUT THE BATTING AVERAGE OF THE PLAYER 5 :6
=====
PLAYER'S NAME      COUNTRY      BATTING AVERAGE
=====
r                  t5
f                  t6
d                  y6
s                  y5
e                  u6
                   0

INPUT THE NAME OF THE PLAYER 1 : b
INPUT THE TEAM NAME OF THE PLAYER 1 :a
INPUT THE BATTING AVERAGE OF THE PLAYER 1 :5
INPUT THE NAME OF THE PLAYER 2 : f
INPUT THE TEAM NAME OF THE PLAYER 2 :a
INPUT THE BATTING AVERAGE OF THE PLAYER 2 :4
INPUT THE NAME OF THE PLAYER 3 : a
INPUT THE TEAM NAME OF THE PLAYER 3 :r
INPUT THE BATTING AVERAGE OF THE PLAYER 3 :5
INPUT THE NAME OF THE PLAYER 4 : s
INPUT THE TEAM NAME OF THE PLAYER 4 :r
INPUT THE BATTING AVERAGE OF THE PLAYER 4 :6
INPUT THE NAME OF THE PLAYER 5 : d
INPUT THE TEAM NAME OF THE PLAYER 5 :u
INPUT THE BATTING AVERAGE OF THE PLAYER 5 :7
=====
PLAYER'S NAME      COUNTRY      BATTING AVERAGE
=====
```

```
C:\Users\De\Downloads\project.exe
e                  u6
                   0

INPUT THE NAME OF THE PLAYER 1 : b
INPUT THE TEAM NAME OF THE PLAYER 1 :a
INPUT THE BATTING AVERAGE OF THE PLAYER 1 :5
INPUT THE NAME OF THE PLAYER 2 : f
INPUT THE TEAM NAME OF THE PLAYER 2 :a
INPUT THE BATTING AVERAGE OF THE PLAYER 2 :4
INPUT THE NAME OF THE PLAYER 3 : a
INPUT THE TEAM NAME OF THE PLAYER 3 :r
INPUT THE BATTING AVERAGE OF THE PLAYER 3 :5
INPUT THE NAME OF THE PLAYER 4 : s
INPUT THE TEAM NAME OF THE PLAYER 4 :r
INPUT THE BATTING AVERAGE OF THE PLAYER 4 :6
INPUT THE NAME OF THE PLAYER 5 : d
INPUT THE TEAM NAME OF THE PLAYER 5 :u
INPUT THE BATTING AVERAGE OF THE PLAYER 5 :7
=====
PLAYER'S NAME      COUNTRY      BATTING AVERAGE
=====
b                  a5
f                  a4
a                  r5
s                  r6
d                  u7
                   0

INPUT FOR WHICH TEAM YOU WANT TO LIST : a
a
```

```
C:\Users\De\Downloads\project.exe
b      a5
f      a4
a      r5
s      r6
d      u7
      0

DO YOU WANT TO LIST ANY OTHER TEAM ? (Y/N) :
INPUT FOR WHICH TEAM YOU WANT TO LIST : u

u
=====
pLAYER'S NAME      BATting AVERAGE
=====
b      a5
f      a4
a      r5
s      r6
d      u7
      0

DO YOU WANT TO LIST ANY OTHER TEAM ? (Y/N) :
INPUT FOR WHICH TEAM YOU WANT TO LIST : b

b
=====
pLAYER'S NAME      BATting AVERAGE
=====
b      a5
f      a4
a      r5
s      r6
d      u7
      0

DO YOU WANT TO LIST ANY OTHER TEAM ? (Y/N) :
INPUT FOR WHICH TEAM YOU WANT TO LIST : t

t
=====
pLAYER'S NAME      BATting AVERAGE
=====
```

```
C:\Users\De\Downloads\project.exe
INPUT FOR WHICH TEAM YOU WANT TO LIST : b

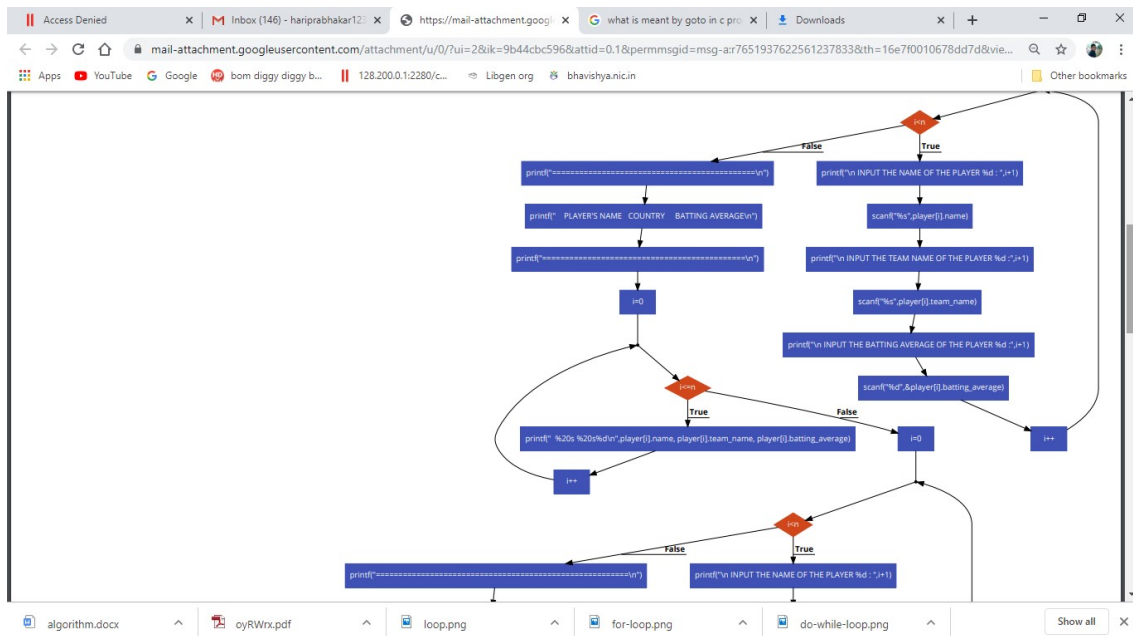
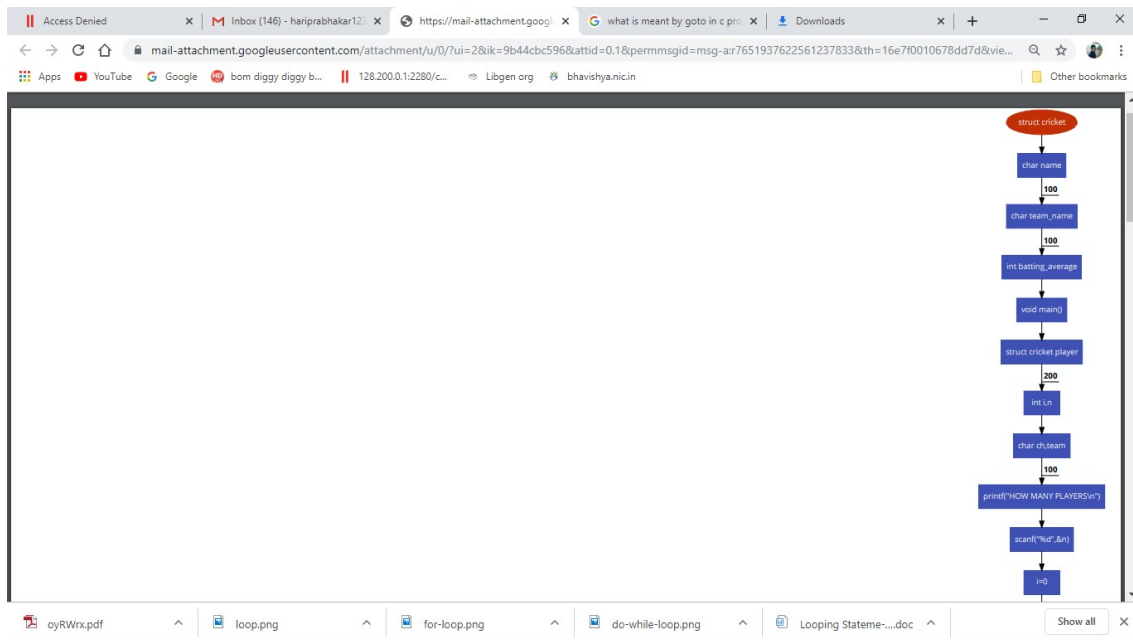
b
=====
pLAYER'S NAME      BATting AVERAGE
=====
b      a5
f      a4
a      r5
s      r6
d      u7
      0

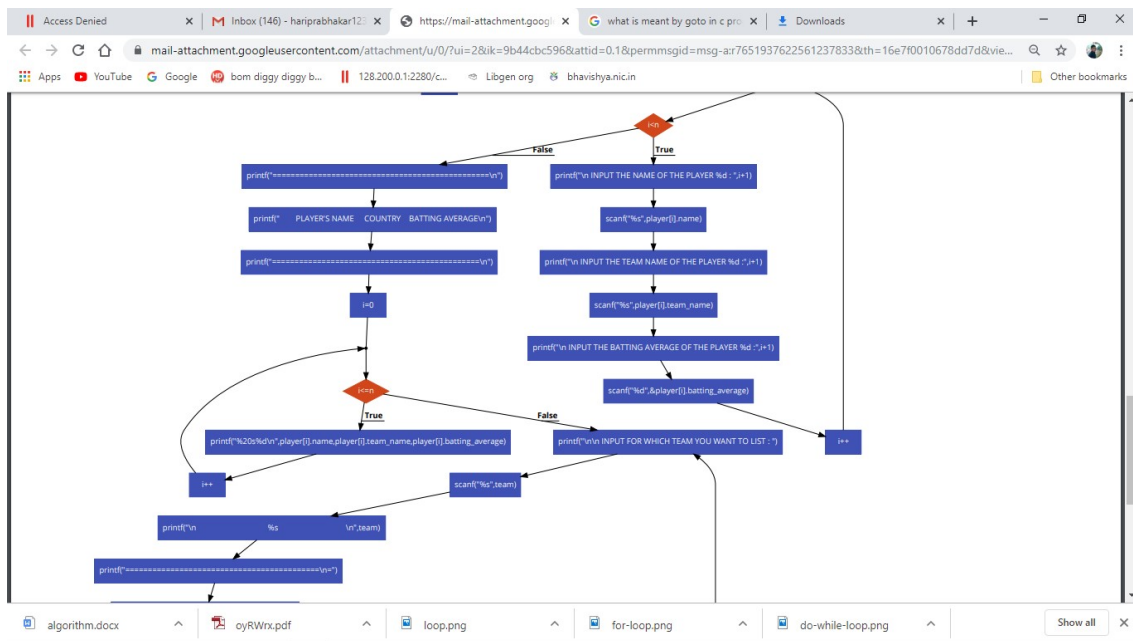
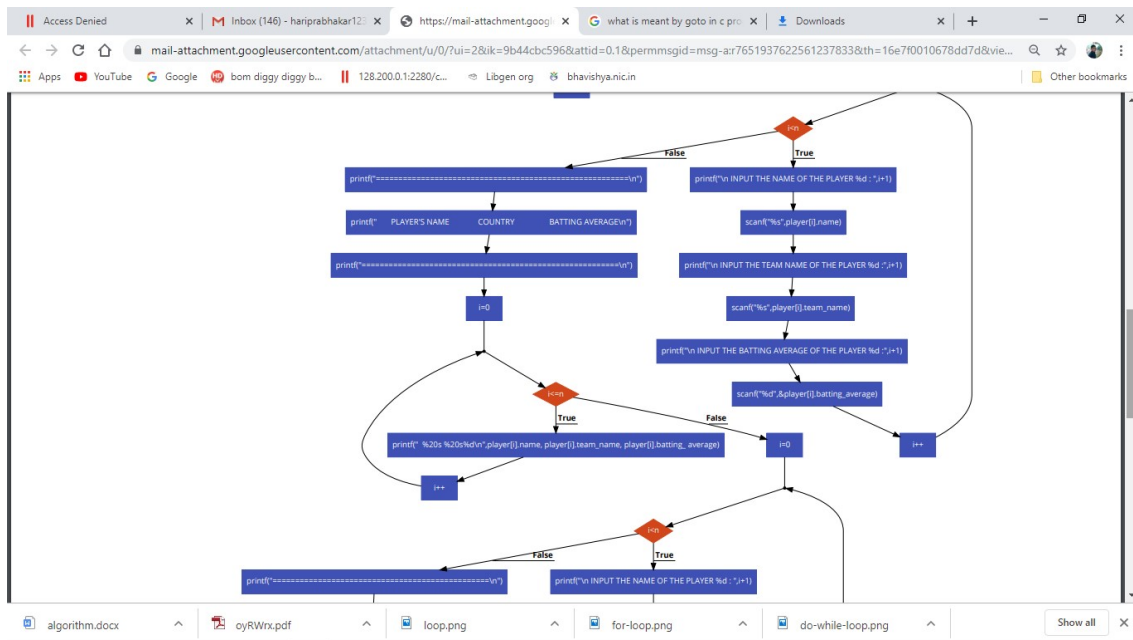
DO YOU WANT TO LIST ANY OTHER TEAM ? (Y/N) :
INPUT FOR WHICH TEAM YOU WANT TO LIST : t

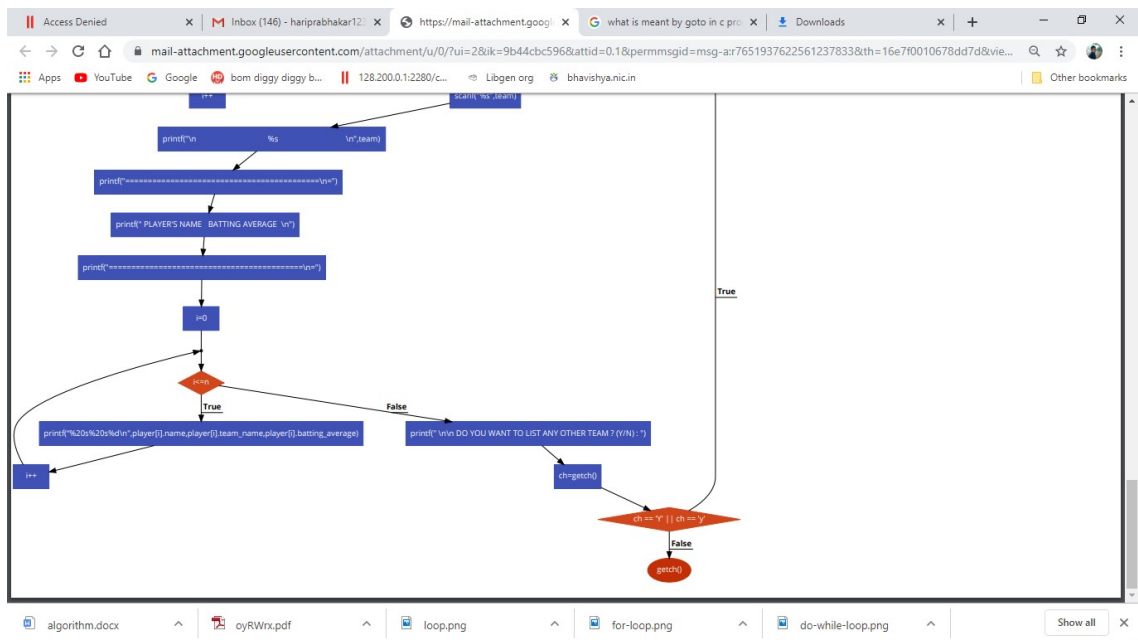
t
=====
pLAYER'S NAME      BATting AVERAGE
=====
b      a5
f      a4
a      r5
s      r6
d      u7
      0

DO YOU WANT TO LIST ANY OTHER TEAM ? (Y/N) :
Process returned 121 (0x79)   execution time : 144.503 s
Press any key to continue.
```

FLOWCHART FOR PROGRAM :







ALGORITHM :

Step1:START

Step2:Declare structure cricket .

Name as string.

Team name as string .

Batting average as integer .

Step3:Declare i,n and team name

Step4:Print “how many players” and get the value
of ‘n’

Step5:Get the names, team names and the batting
averages

Step6:Print the names, team names and batting
averages

Step7:Form a team using the data

Step8:Print the team players and average

Step9:Stop

