

CAPSTONE PROJECT

Introduction to Programming and Data Structures Lab
(CS1P001)

CRICKET SCORECARD

A MINI SCORING PROJECT

DESCRIPTION

It is the mini cricket scorecard project. In this ,the scoring process of the cricket will be compiled using c language. By this we can score a cricket match briefly.

MOTIVATION

Cricket is the game not only played by professionals, this mini scoring project is mainly for the unprofessional cricketers who loves cricket. By creating a cricket score card, we can improve our learning programming skills like data management, data visualization, real time updates and designing the content. We can use this project for our gully cricket matches also. This project made us very excited and we had done this with great enthusiasm.

IMPORTANT HIGHLIGHTS

- It shows details about the participating teams, including teams names and player names.
- It also shows the venue, date and time of the match and overs format and toss result.
- It allows the user to enter the scores for each ball, including runs scored, extras(like wides, no balls and byes) and wickets taken.
- It also shows the type of wicket of the batsman(like bowled, caught, stump and etc).
- It gives the final result of the match.

LEARNT THROUGH THIS PROJECT

Topics: libraries

```
#include<stdio.h>      #include<conio.h>  
#include<string.h>     #include<time.h>  
#include<windows.h>    #include<stdlib.h>
```

We used the libraries for implementing our code and learnt the functions of the libraries in the project.

- In this project functions and structures played a key role in the whole process and we had learnt these thoroughly.
- Next to the functions, loops are mainly used in this project.

Execution:

- We had improved execution of the loops in this project like switch and for loops.
- And in this we had learnt the total execution process of the structures and inputs like fgets(), getchar() and getch().
- The complete process of using and presenting the switch case and break statements were executed in this project.

Other applications

- We used the applications like vs code, code blocks and ubuntu for the running and debugging of the code. We can use these in our future projects with this knowledge.
- We didn't use any source code for doing this project.
- We done the project unitedly by our own thoughts.

Skills

- The every team member's individual skill of dealing with the c language was improved far than before.
- We had learnt so many short cuts to write the code and saving the files and editing the codes in the given applications.
- We learned the most about nearly five libraries and its functions and how it gets compiled and executed.

AREAS OF IMPROVEMENT

- We can expand the project to include detailed player profile and statistics. We can provide information such as batting average, bowling average, current and required run rate, strike rate and individual stats of a player in the match.
- We can add user authentication functionality to allow users to create accounts and personalize their experience. Users could save their favorite teams, receive notifications for match updates.
- We need to write the code for the all out and move to the further process.

FUTURE SCOPE

- This is already in use, but we can modify and we can take this to the next level by adding wagon wheel and other elements which were used by the BCCI for national cricket tournaments cricket score .
- In the cricket there will be so many formats that we were played, so we can do the project for all type of tournaments such as T20,ODI and TEST cricket.

CONTRIBUTION OF EACH MEMBER

Main function and introducing of libraries

--Mahesh Syam

Ball to ball score and colouring

--Prem Chand

Details of the players and Details of the Match

--Maneesh

Output of the total score and time delay

--Sai Roop

Decoding and error finding

--All Team members