**GUI for IPL LIVE SCORE**

END-TERM REPORT

**BACHELOR OF TECHNOLOGY**

**in**

**COMPUTER SCIENCE AND ENGINEERING**

By:

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**Courses Code: INT213**

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**Objective**

The primary objective of this project is to implement what we’ve learnt throughout our course of Python programming and use that to develop a Graphical User Interface (GUI) for IPL LIVE SCOREBOARD. This project also aims at providing a user friendly interface to the users to let them easily use the Scoreboard so that the lack of knowledge in technology also were able to use. To know the score of ongoing live match they just need to do a single click on the display score box so that they are able to know the score of that particular match. After that they have to click on clear score box to clear that score and to update that score , they need to tap on again display score.

In this project, the main scope of showing live cricket score involves two elements- the number of runs scored and the number of wickets lost by each team. It also helps scorer the required acknowledge immediately . In early times runs scored were sometimes simply recorded by carving notches on a stick this was some difficult task. As time grew new modern era has came up with many changes to show the absolute score and can be recorded definitely and also cricket authorities often require information about matters such as the rate at which teams bowled their overs.

**Introduction**

For this project, we need 4 major python libraries/modules

**tkinter** used for GUI(Graphical User Interface)

 Tkinter is the inbuilt python module that is used to create GUI applications. It is one of the most commonly used modules for creating GUI applications in Python as it is simple and easy to work with. You don’t need to worry about the installation of the Tkinter module separately as it comes with Python already. It gives an object-oriented interface to the Tk GUI toolkit.

**Python Image Library(PIL)** for opening, manipulating and saving many different image file formats.

**BeautifulSoup** for Web Scraping

**urllib** for fetching the url to our program

We need to install these libraries in our system by using pip command in CMD or Anaconda Prompt. First of all we need to import those 4 modules in to our program.

We will create one window for scoreboard and two buttons for displaying and clearing the scoreboard and a textbox for live scoreboard.

**GUI Screenshots:**

**1.** **INTERFACE OF THE PROJECT :**

**A person standing in front of a crowd posing for the camera

Description automatically generated**

**2.** **DISPLAYING SCORE :**

**A person standing in front of a crowd

Description automatically generated**

**3. CLEARING SCORE :**

A group of people posing for the camera

Description automatically generated

**Source Code**

from tkinter import \*

from PIL import ImageTk, Image

from os import \*

from bs4 import BeautifulSoup as BS

import urllib.requestimport urllib.request

score\_page = 'http://static.cricinfo.com/rss/livescores.xml'

page = urllib.request.urlopen(score\_page)

soup = BS(page, 'html.parser')

res = soup.find\_all('description')

liveScore = []

for score\_part in res:

liveScore.append(score\_part.get\_text())

def score():

T.insert(END, liveScore)

def clear():

T.delete(1.0, END)

root = Tk()

root.title("IPL LIVE SCORES 2020") #title of the window

root.geometry('800x600')#height and width of the window

root.configure(background="black")#background color inside the window

img = ImageTk.PhotoImage(Image.open ("Downloads/ipl.jpg"))

panel = Label(root, image=img)

panel.place(x=0, y=0)

T = Text(root)

T.place(x=200, y=250, height=100, width=400)

l = Label(root, text="LIVE SCORE", fg="white", bg="red")

l.place(x=200, y=350, height=30, width=400)

b1 = Button(root, text="DISPLAY SCORE", bg="black", fg="white", command=score)

b1.place(x=120, y=450, height=80, width=250)

b2 = Button(root, text="CLEAR SCORE", bg="black", fg="white", command=clear)

b2.place(x=420, y=450, height=80, width=250)

root.mainloop()

**Results**

* We finally got the end product as a ‘IPL LIVE SCOREBOARD’ that includes all the mentioned modules. We learnt how to make a GUI using Tkinter in Python.
* This scoreboard offers to clear and display the score of ongoing live match. The following are the end results that we yielded from our project.
* We have learnt to make a project with GUI using tkinter in python.
* The end output is obtained that includes all the information of the project.
* This project is capable of getting live score of cricket matches.
* We have implemented tkinter modules in this project.

**References**

* [**https://www.w3schools.com/python/**](https://www.w3schools.com/python/)
* [**https://stackoverflow.com/**](https://stackoverflow.com/)
* [**www.tutorialspoint.com**](http://www.tutorialspoint.com)
* [**www.reddit.com**](http://www.reddit.com)
* [**www.google.co.in**](http://www.google.co.in)
* [**www.quora.com**](http://www.quora.com)

**GITHUB PROJECT LINK :**

* [**https://github.com/rohitkumar1-coder/IPL-livescore-**](https://github.com/rohitkumar1-coder/IPL-livescore-)