Guidelines for B.Tech. Project Reports

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



A Project report on

**CRIC ALERTS**

A Dissertation submitted in partial fulfillment of the academic

requirements for the award of the degree.

**Bachelor of Technology**

**In**

**Computer Science and Engineering**

Submitted by

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**Department of Computer Science and Engineering**

**CMR COLLEGE OF ENGINEERING & TECHNOLOGY**

(An Autonomous Institution, Approved by AICTE, Affiliated to JNTUH, NAAC ’A+’)

KANDLAKOYA, MEDCHAL ROAD, HYDERABAD - 501401.

2020- 2024

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#### **CERTIFICATE**

This is to certify that the Project report on “Cric Alerts” being

submitted by A.Sai Prashanth (20H51A05A9), B.Triyagish Prayad (20H51A05B8), G.Hardhik (20H51A05C1) in partial fulfillment for the award of Bachelor of Technology in Computer Science and Engineering is a record of bonafide work carried out his/her under my guidance and supervision. The results embodies in this project report have not been submit any other University or Institute for the award of any Degree.

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**ABSTRACT**

Cricket alerts in python

As we all know we watch cricket we admire we get thrilled and sometimes we also want to share the cricket match scores . But for that we have to type the score manually or we have to say our friends please watch match is wonderful their batting or bowling excellently. So why can’t a platform be there where everyone knows the score and we can connect and share our reactions to that.

So by taking this as a problem statement for our mini Projects we have come with a solution.

For this we have to select a platform so we have selected telegram as a as our platform this is very simple and reliable application. This Product Architecture consists of 3 stages as follows:

\*Fetch live score from espncricinfo

\*Data Parser to extract critical information

\*Notification mechanism to send data to telegram

The primary goals include:

Build the Score Alerts functionality from scratch using python

Compile, test the functionality and publish

The skills that are required are:

Python

Rest

HTTP

**Guide Signature**

i

CHAPTER 1

# INTRODUCTION

1

1.1 Objective :

We all like the cricket game,especially india vs pakistan and india vs Australia

matchs are very intresting and we enjoy the match .As many people want to watch the match live in the stadium,but only some people can get the chance of watching the live, due to some reasons like not having enough seats in the stadium, money problem, etc.So people will search in the websites to watch the live score, but somtimes it takes some time for the process and etc.

We took the this problem as opertunity and we want to solve this problem

by creating the teligram bot.This bot can show the live score of live matchs and by

and this teligram bot can show the every detail of the match live.

But the thing with these websites is that you have to keep staring at the page or refreshing it to get the latest score which can be quite unproductive if you are in the middle of important work. Moreover, every time you want to share the joy of a SIX or a wicket with your friend, you have to manually share it via a messaging app.

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CHAPTER 2

BACKGROUND WORK

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BACKGROUND WORK

Web scraping is an automatic method to obtain large amounts of data from websites.

Most of this data is unstructured data in an HTML format which is then converted into

structured data in a spreadsheet or a database so that it can be used in various applications.

There are many different ways to perform web scraping to obtain data from websites.

These include using online services, particular API’s or even creating your code for

web scraping from scratch. Many large websites, like Google, Twitter, Facebook, StackOverflow, etc. have API’s that allow you to access their data in a structured format. This is the bestoption, but there are other sites that don’t allow users to access large amounts of data in a structured form or they are simply not that technologically advanced.

In that situation, it’s best to use Web Scraping to scrape the website for data.

This cricket bot which is deployed in Telegram application will allow us to get the details of the live scores of the live matches going across the world. Once we started chatting with the Cricket bot by sending /start or press the START button it will start fetching the ongoing live matches and it will send us the details. We can select the required match.Then bot will look into the API and it will throw us the details of the match which we have selected.

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2.1 Existing solutions:

CRICBUZZ:-

Cricbuzz is an Indian cricket news website owned by Times Internet. It features, news, articles and live coverage of cricket matches including videos, text commentary, player stats and team rankings. Their website also offers a mobile application and also telegram

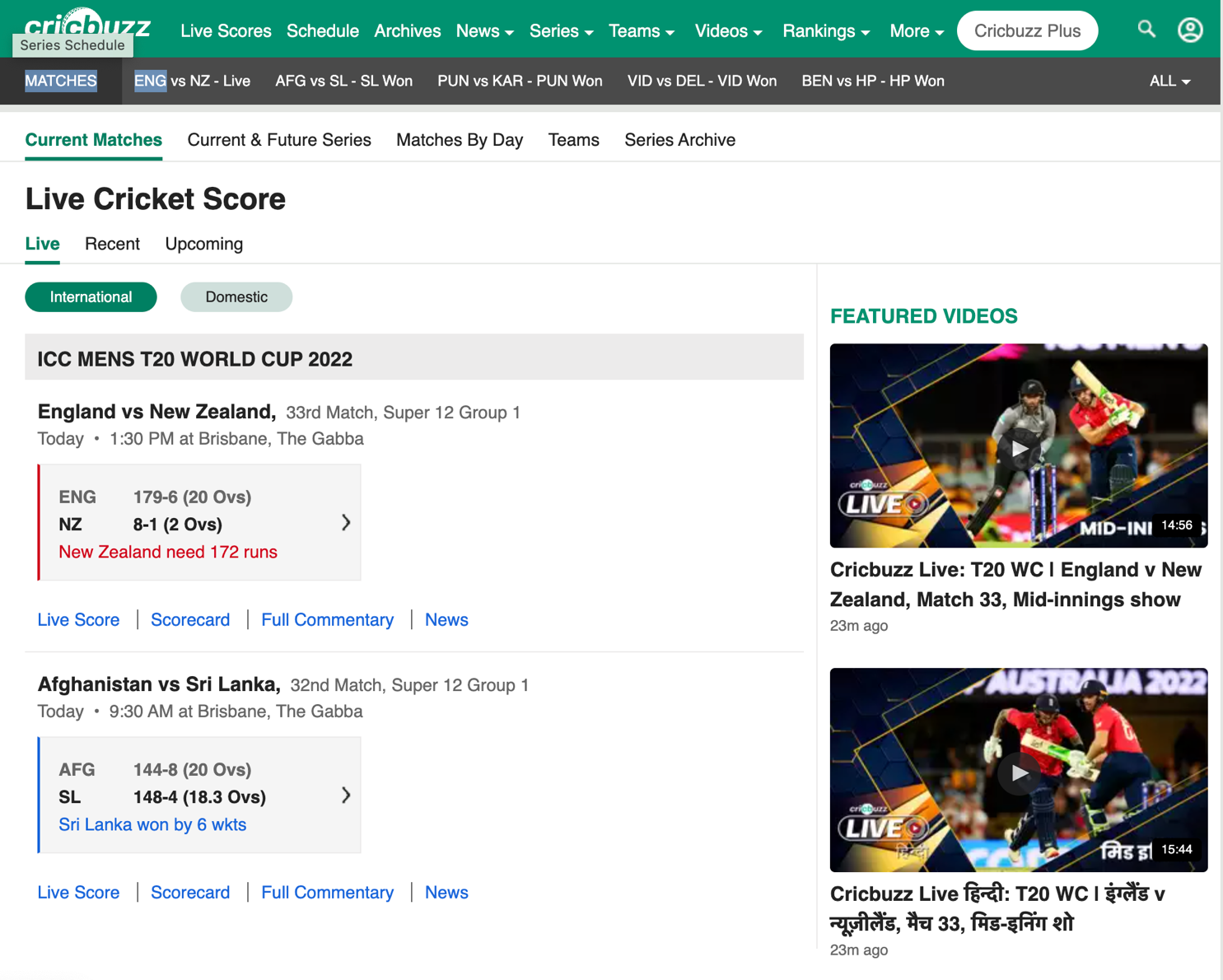


Fig no-(2.1.1)

5

CRICKET SOCIAL MEDIA BOTS

These Bots scrape the data by using api services and send the data to the user. The services are offered by many cricket websites and individual’s who contribute to opensource.

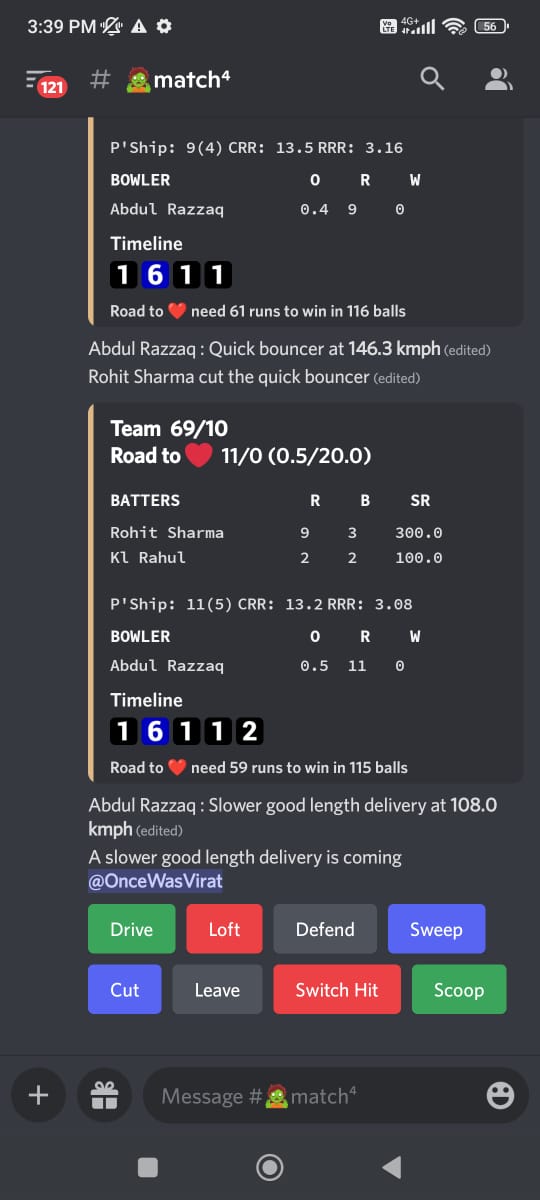
 

Fig no-(2.1.2) Fig no-(2.1.3)

These figures represent a discord cricket bot.

6

Fig no-(2.1.3) Fig no-(2.1.4)

These figures represent a twitter cricket bot.

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CHAPTER 3

PROPOSED SYSTEM

8

**3.1Proposed Solution :**

This cricket bot which is deployed in Telegram application will allow us to get the details of the live scores of the live matches going across the world. Once we started chatting with the Cricket bot by sending /score or press the score button it will start fetching the ongoing live matches and it will send us the details.Then bot will look into the API and it will throw us the details of the matches.

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**3.2 Source Code:**

import logging

import signal

import requests

import sys

import time

import json

from aiogram import Bot, Dispatcher, executor, types

API\_TOKEN = '5605931750:AAH5I2yMkqiKIXLobMjXPD6KCRLoP09lExQ'

#API\_TOKEN = '5164815705:AAHZuIrXz2CA-7dRPVfyBmX4HDK6NjjwPYA'

# Configure logging

logging.basicConfig(level=logging.INFO)

# Initialize bot and dispatcher

bot = Bot(token=API\_TOKEN)

dp = Dispatcher(bot)

def signal\_handler(signal, frame):

global interrupted

interrupted = True

signal.signal(signal.SIGINT, signal\_handler)

def wait\_time(g\_time):

interrupted = False

for remaining in range(g\_time, 0, -1):

sys.stdout.write("\r")

sys.stdout.write("{:2d} seconds remaining.".format(remaining))

sys.stdout.flush()

time.sleep(1)

if interrupted:

print("Gotta go")

break

scorelist = [0]\*100

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prevdata = " "

@dp.message\_handler(commands=['score','scor'])

async def echo(message: types.Message):

while True:

count = 0

response = requests.get('https://hs-consumer-api.espncricinfo.com/v1/pages/matches/live?')

time.sleep(1)

data = json.loads(response.text)

if prevdata != data:

for liveInning in data['content']['matches']:

if liveInning['liveInning'] != None:

msg = ""

txt = liveInning['slug']

x = txt.upper()

msg = msg + " " + x + " " + "\n"

msg = msg + liveInning['state'] + "\n"

msg = msg + liveInning['statusText'] + "\n"

flag = False

for isLive in liveInning['teams']:

if isLive['isLive'] == False:

if isLive['score'] == None:

msg = msg + "Bowling..." + "\n"

else:

msg = msg + isLive['team']['name'] + " scored: " + isLive['score'] + "\n"

if isLive['isLive'] == True:

if scorelist[count] == 0:

scorelist.insert(count, isLive['score'])

flag = True

elif scorelist[count] != isLive['score']:

flag = True

scorelist[count] = isLive['score']

else:

flag = False

msg = msg + isLive['team']['name'] + " current score: " + isLive['score'] + "\n"

msg = msg + "Score Info: " + isLive['scoreInfo'] + "\n"

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if flag == True:

await message.reply(msg)

await bot.send\_message('1778193674',msg)

count = count + 1

if \_name\_ == '\_main\_':

executor.start\_polling(dp,skip\_updates=True)

**3.3** **SYSTEM REQUIREMENTS**

**HARDWARE REQUIREMENTS:**

PROCESSOR: DUAL CORE 2 DUOS and above

RAM: 2GB DD HARD DISK: 250 GB

**SOFTWARE REQUIREMENTS:**

OPERATING SYSTEM: WINDOWS 8/8.1/10/11, MACOS, LINUX.

PLATFORM: PYCHARM

PROGRAMMING LANGUAGE: PYTHON

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CHAPTER 4

DESIGNING

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4.1Proposed System Architecture:

The proposed solution uses a systematic approach to display scores through telegram

with new functionalities and commands.

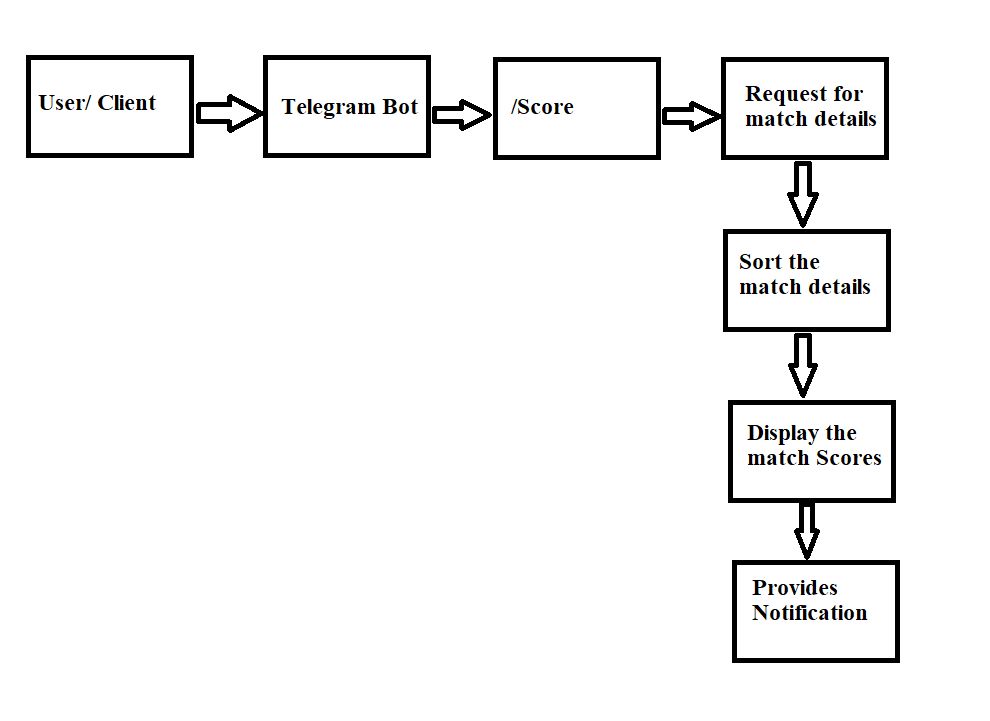


Fig no-(4.1.1)

14

4.2 Diagram of Components

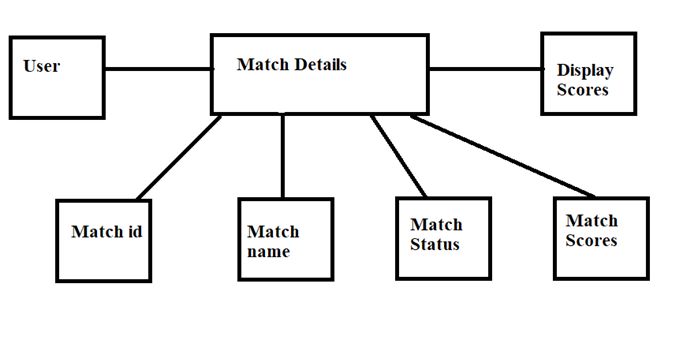


Fig no-(4.2.1)

15

CHAPTER 5

RESULTS AND

DISCUSSION

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5.1 Results

Output :-when we execute the program this the output on the terminal/Console.

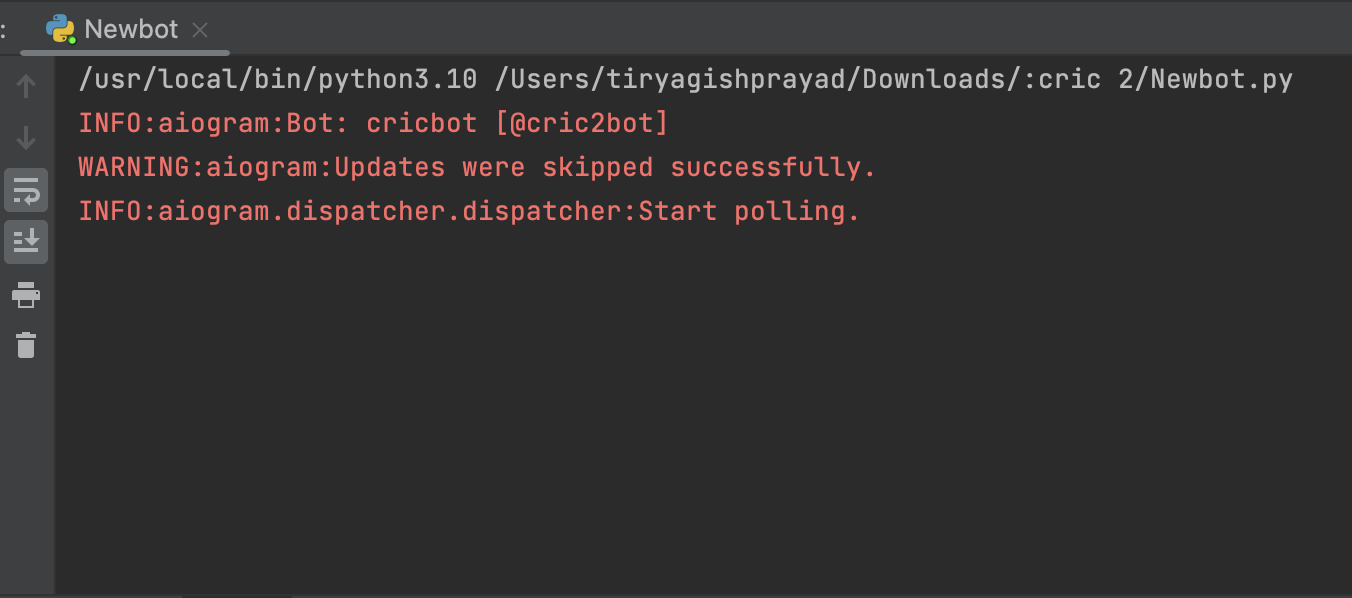


Fig no-(5.1.1)

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When we click on telegram app and click cricbot bot there is a feature where the bot can be added in groups and friends can discuss about the scores.

To start displaying scores there is a command :-“/score” which produces scores of all matches which are live.

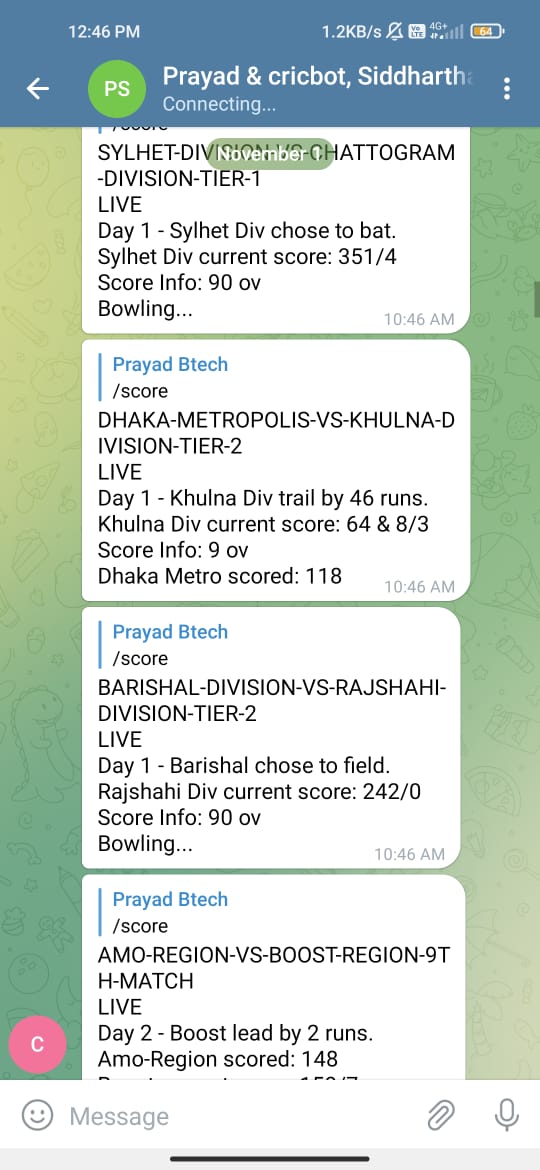
 

Fig no-(5.1.2) Fig no-(5.1.3)

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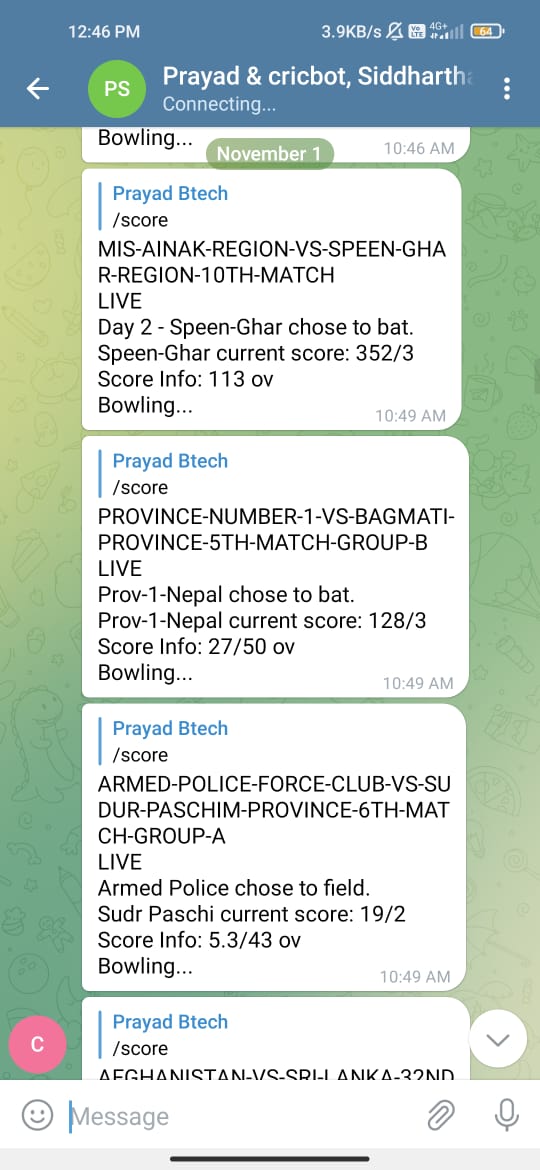


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5.2 Discussion:

This cricket bot is made up of several components.One of the major component is programming language that is used is python & Aiogram is a pretty simple and fully asynchronous framework for Telegram Bots  written in Python 3.7 with asyncio and aiohttp. It helps you to make your bots faster and simpler.

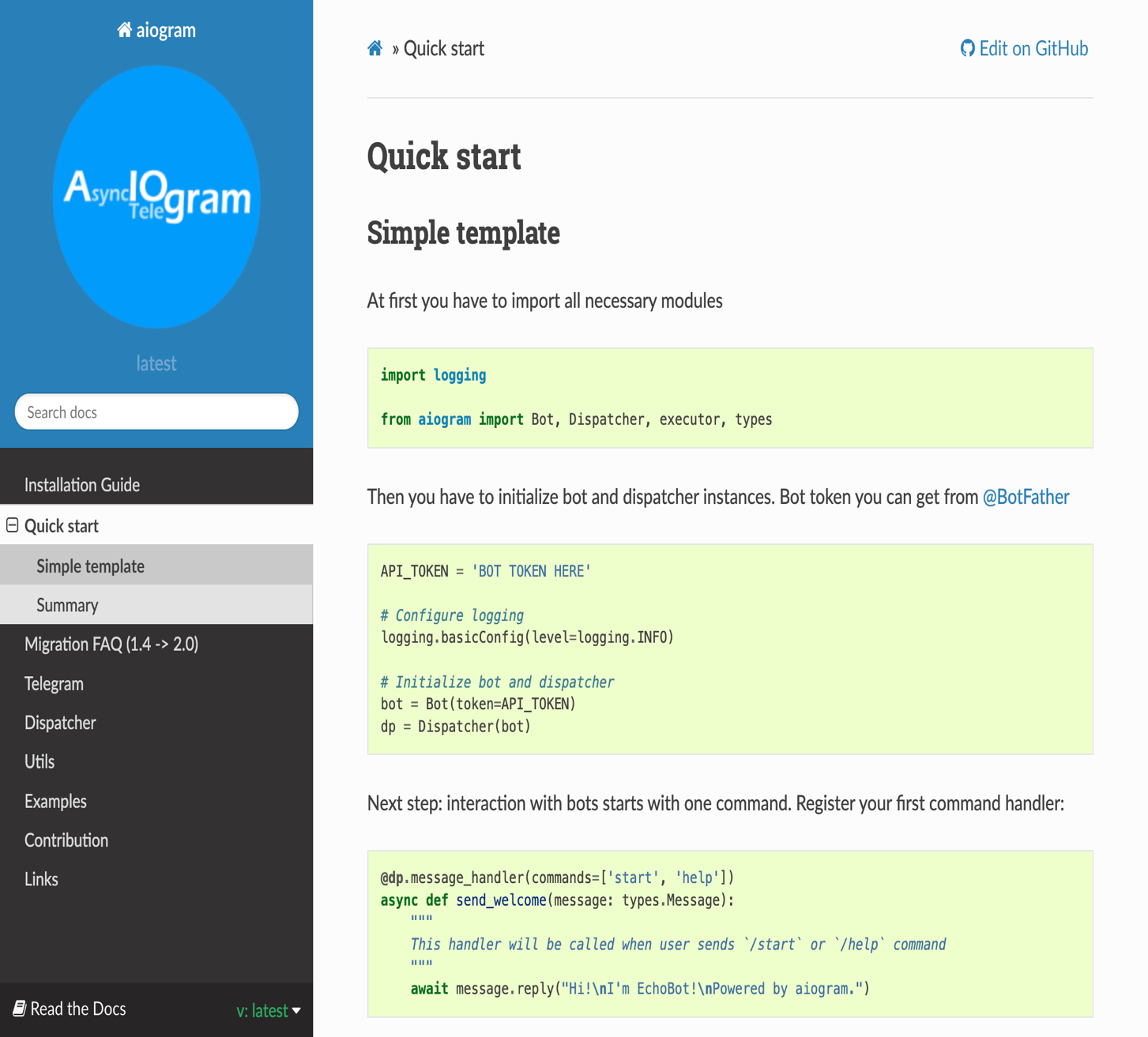


Fig no-(5.2.1)

20

CHAPTER 6

CONCLUSION AND

FUTURE WORK

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6.1 Conclusion :

Hence we can conclude that the live score of the live match can be shown in the chatboard with the help of the telegram bot.

6.2 Future Work :

• At present our bot sends the score which is scrapped through api and sends the data to the

User.We can improve the accuracy by Fast API’s which receive the data and send to the

User.

* We can also update by adding all sports and their live match scores.So that user will be able

to read all scores whatever they liked.

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CHAPTER 7

REFERENCES

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7.1 References:

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<https://influencermarketinghub.com/top-telegram-bots/>

<https://core.telegram.org/bots/api>

[https://docs.aiogram.dev/en/latest/install.html#](https://docs.aiogram.dev/en/latest/install.html)

<https://docs.aiogram.dev/en/latest/quick_start.html>

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