



## Problem Statement

**In Cricket-one day or T20, we often state the required score and the scoring rate. there are two ways to say it:**

**a) 127 runs in 21.4 overs**

**b) 56 runs in 48 balls**

**The rule to decide which way to do it is as follows:**

if the number of runs required or the number of balls remaining is less than 100 use type (b), else use type (a).

**Create a class CricketScores.java and write a function called that receives two parameters:**

int runs:the required runs

float overs: a decimal number in the format overs.balls (example 21.4)

This function must return a string of the right type, combining with the run rate required. Thus the output will be either:

**"XXX runs in ZZZ Overs @ YYY runs per over"**

or

**"XXX runs in WW balls @ YYY runs per ball"**

**NOTE:** 21.4 overs implies 21 overs and 4 balls. The 0.4 is not to be taken as a regular fraction of an over.

The XXX is an integer number, ZZZ is overs.balls figure, WW is integer number and YYY is a floating point number upto two decimals.

**An example output would be:**

33 runs in 20 balls @ 1.5 runs per ball

130 runs in 20.4 Overs @ 6.12 runs per over

A class called CricketScores is given to you. Implement a method called:getDisplayDetails(int runs, float Overs). This method should take the runs remaining and overs remaining. It should calculate the remaining overs and runs as per the logic given above and return the result String.

### Read the steps below carefully before you start

1. Download the skeleton code provided (*CricketScores.java*)
2. In the downloaded file, add your code in the placeholder - "ADD YOUR CODE HERE"
3. To write code, you can use editors such as Eclipse, Notepad, GEdit, VIM etc
4. Compile your code
5. Check the output and upload the source file i.e., .java file

### Follow the below steps to upload the file

1. click on 'Select a file' button. Locate and select the .java file (***CricketScores.java***) you want to upload. Ensure that you select the correct file as only one file can be uploaded. In case you selected the wrong file, refresh the page before proceeding to next step.
2. Now the button 'Upload **CricketScores.java**' will be displayed. Click this button to upload

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No file has been uploaded.

Note: If you have accidentally selected the wrong file, refresh the page. This will allow you to select again.

Upload your assignment

Select a file



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