**PIC- Mini Project**

**Topic: IPL BETTING**

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**Div :- Comps A Batch :- A3**

**Problem statement:**

In this program, user can bet on what they think can happen on the next ball like single or double run,wicket,no ball, six,four etc. while they have sufficient balance in their account. They Win if they make a correct choice which gets added to their balance and can use it further for Betting.

**Input specifications:**

1) Should the option of adding money to you balance be available?

2) What should be maximum amount of balance user can add in account?

3) what is the maximum Bet amount user can bet ?

4) After placing a bet can the user continue betting?

5) Should the option of withdrawing money to any wallet or bank account be available?

6) Is there any minimum withdrawing amount?

**Output specifications:**

1. Should the Total amount lost/won be printed on screen after the player stops betting?
2. Should we print Remaining Balance after the user quits betting?

**Special processing:**

1) In case of loss of connection while placing a bet shall the user lose the bet or should he get that bet amount refunded into his balance?

2)In case user has insufficient balance to place a bet can he add the required amount?

**Program Code:**

#include<stdio.h>

#include<stdlib.h>

#include<time.h>

long int random()

{

int r;

char ball[4][100] = {

{"leg bye"},

{"wide ball"},

{"no ball"},

{"wicket"}

};

srand(time(0));

r=rand()%11;

if(r<=6)

{

printf("RUNS SCORED = %d \n",r);

}

else

{

printf("BALL TYPE IS = %s ",ball[r-7]);

}

return r;

}

void function(float bal,float ubal)

{

int urun,run;

float bet;

int i;

float b[11]={1.60,2.00,4.00,6.00,8.00,10.00,12.00,1.5,2,2.5,15.00};

printf("\nnumber of runs\t- Return multiplier\t- Enter code");

printf("\ndot ball\t- 1.60 \t\t-\t0 ");

printf("\nsingle run\t- 2.00 \t\t-\t1 ");

printf("\ntwo runs\t- 4.00 \t\t-\t2 ");

printf("\nthree runs\t- 6.00 \t\t-\t3 ");

printf("\nfour runs\t- 8.00 \t\t-\t4 ");

printf("\nfive runs\t- 10.00 \t\t-\t5 ");

printf("\nsixruns \t- 12.00 \t\t-\t6 ");

printf("\nbye or leg bye(l) - 1.5 \t\t-\t7 ");

printf("\nwide(w) \t- 2.00 \t\t-\t8 ");

printf("\nno ball(n) \t- 2.5 \t\t-\t9");

printf("\nwicket(q) \t- 15.00 \t\t-\t10");

printf("\n\nEnter your bet amount: ");

scanf("%f",&bet);

if(bet<=ubal)

{

printf("Enter your code : ");

scanf("%d",&run);

urun=random();

if(urun==run)

{

printf("\nCONGRATULATIONS!!!!!\nYOU WON\n");

ubal=bal-bet+(b[run]\*bet);

printf("UPDATED BALANCE=%f\n",ubal);

}

else

{

printf("\nBETTER LUCK NEXT TIME!!\nYOU LOST\n");

ubal=ubal-bet;

printf("\nUPDATED BALANCE=%f\n",ubal);

}

printf("\nDo you want to continue(1/0): " );

scanf("%d",&i);

if(i==1)

{

system("clear");

printf("\nUPDATED BALANCE =%f\n",ubal);

bal=ubal;

function(bal,ubal);

}

else

{

system("clear");

printf("\nREMAINING BALANCE=%f",ubal);

printf("\nTHANKYOU FOR PLAYING");

}

}

else

{

int i1;

printf("\nYOU DO NOT HAVE ENOUGH BALANCE");

printf("\nADD %f TO YOUR ACCOUNT",bet-ubal);

printf("\nDO YOU WANT TO ADD BALANCE(1/0)? : ");

scanf("%d",&i1);

if(i1==1)

{

printf("Enter amount you want to add: ");

scanf("%f",&bal);

system("clear");

ubal=ubal+bal;

printf("CURRENT BALANCE= %f\n",ubal);

function(bal,ubal);

}

else

{

system("clear");

printf("\nREMAINING BALANCE= %f\n",ubal);

printf("THANKYOU FOR PLAYING");

}

}

}

void upper\_string(char s[]) {

int c = 0;

while (s[c] != '\0') {

if (s[c] >= 'a' && s[c] <= 'z') {

s[c] = s[c] - 32;

}

c++;

}

}

int main()

{

float bal,ubal=0,bet;

char username[100];

printf("Enter Username: ");

gets(username);

upper\_string(username);

system("clear");

printf("\t\t\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\t\t\n");

printf("\t\t\t WELCOME ");

puts(username);

printf("\t\t\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\t\t\n");

printf("Enter your balance: ");

scanf("%f",&bal);

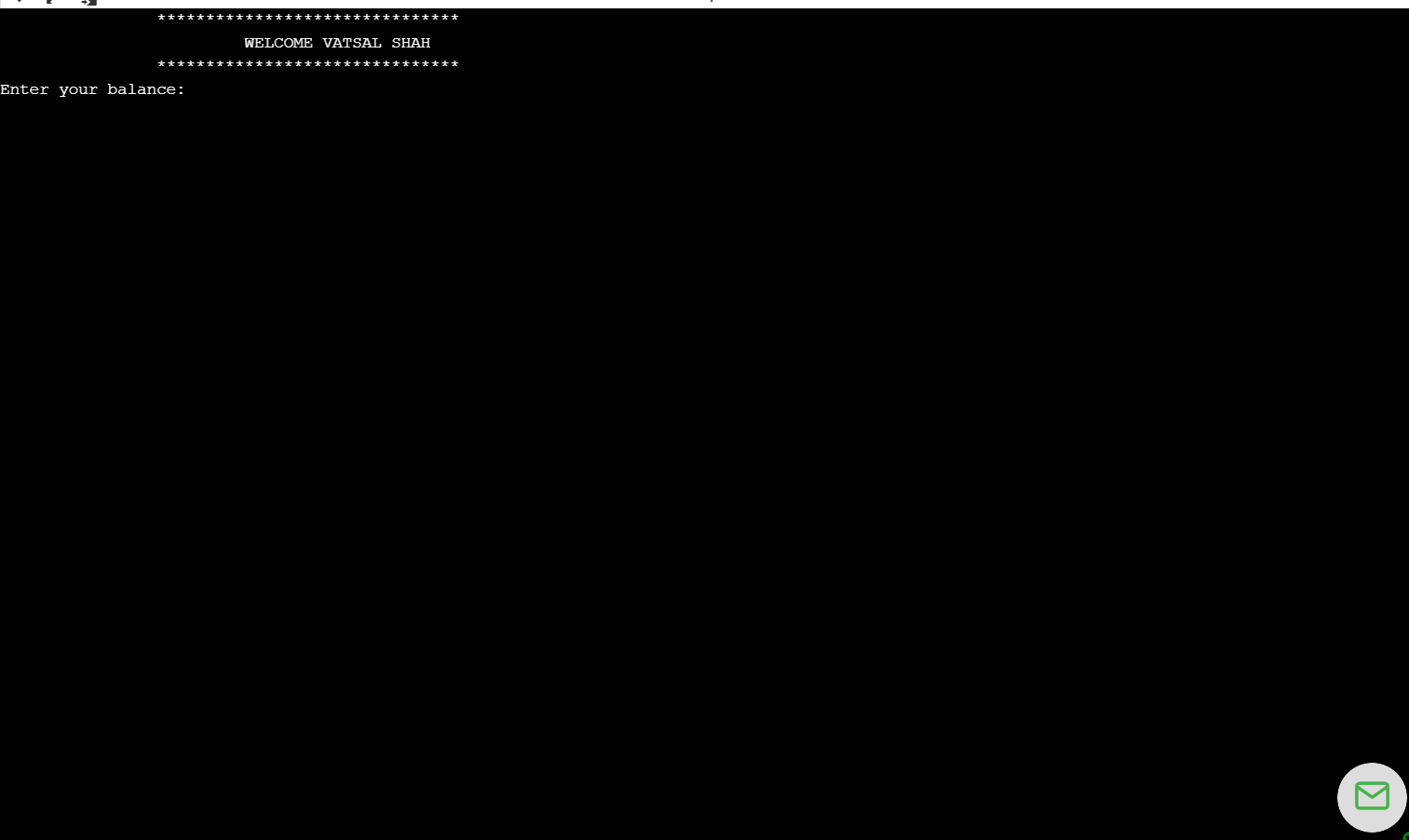
ubal=bal;

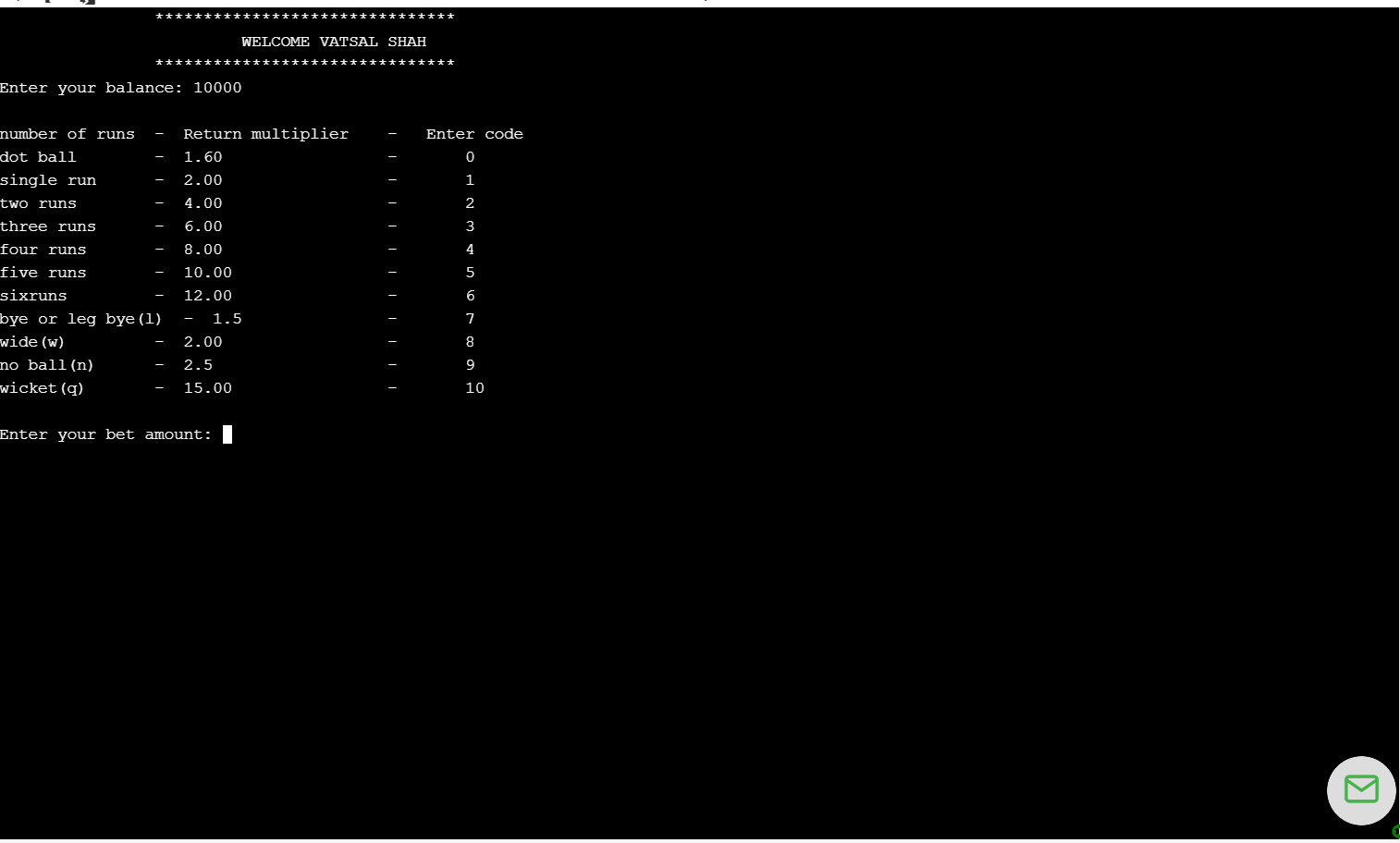
function(bal,ubal);

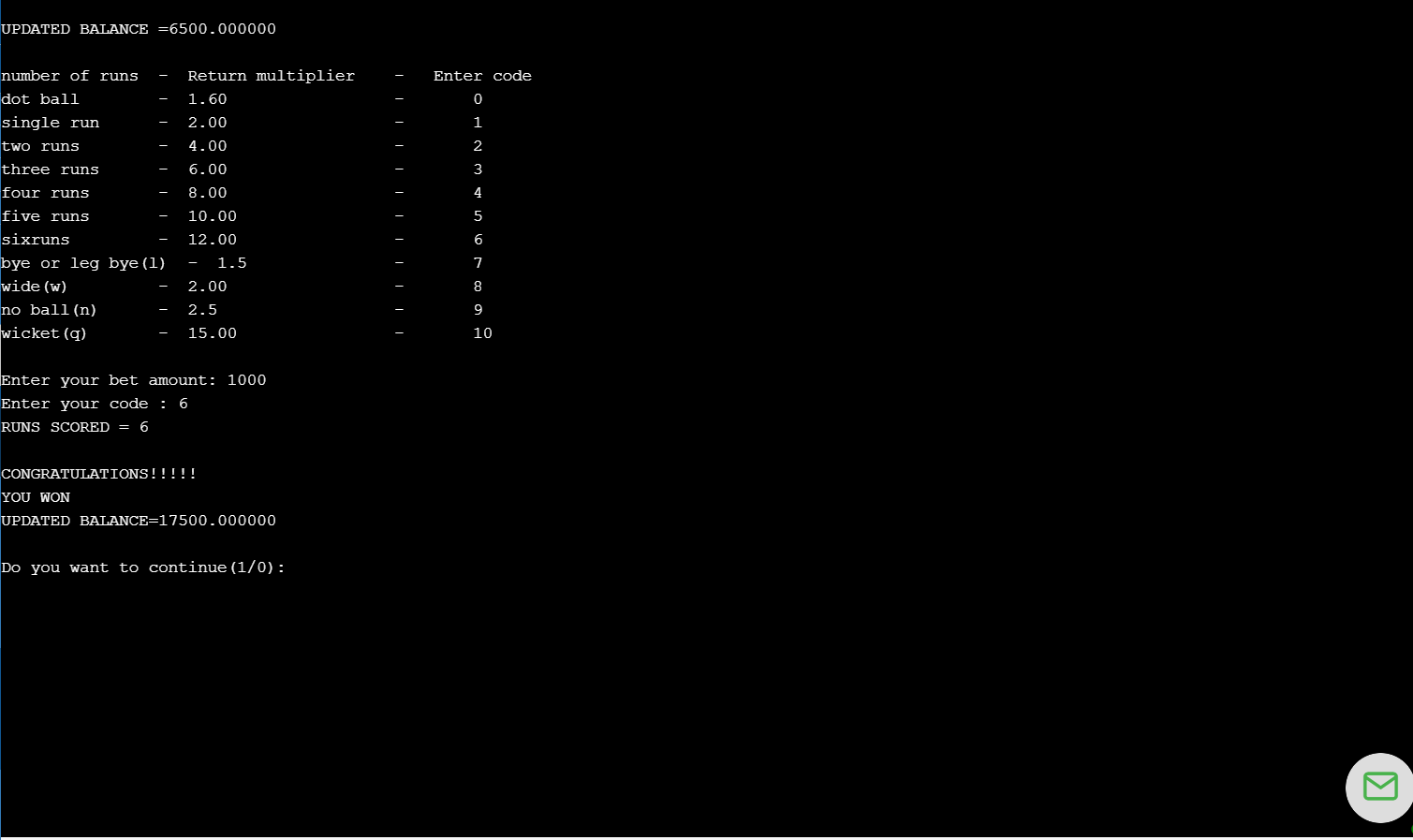
return 0;

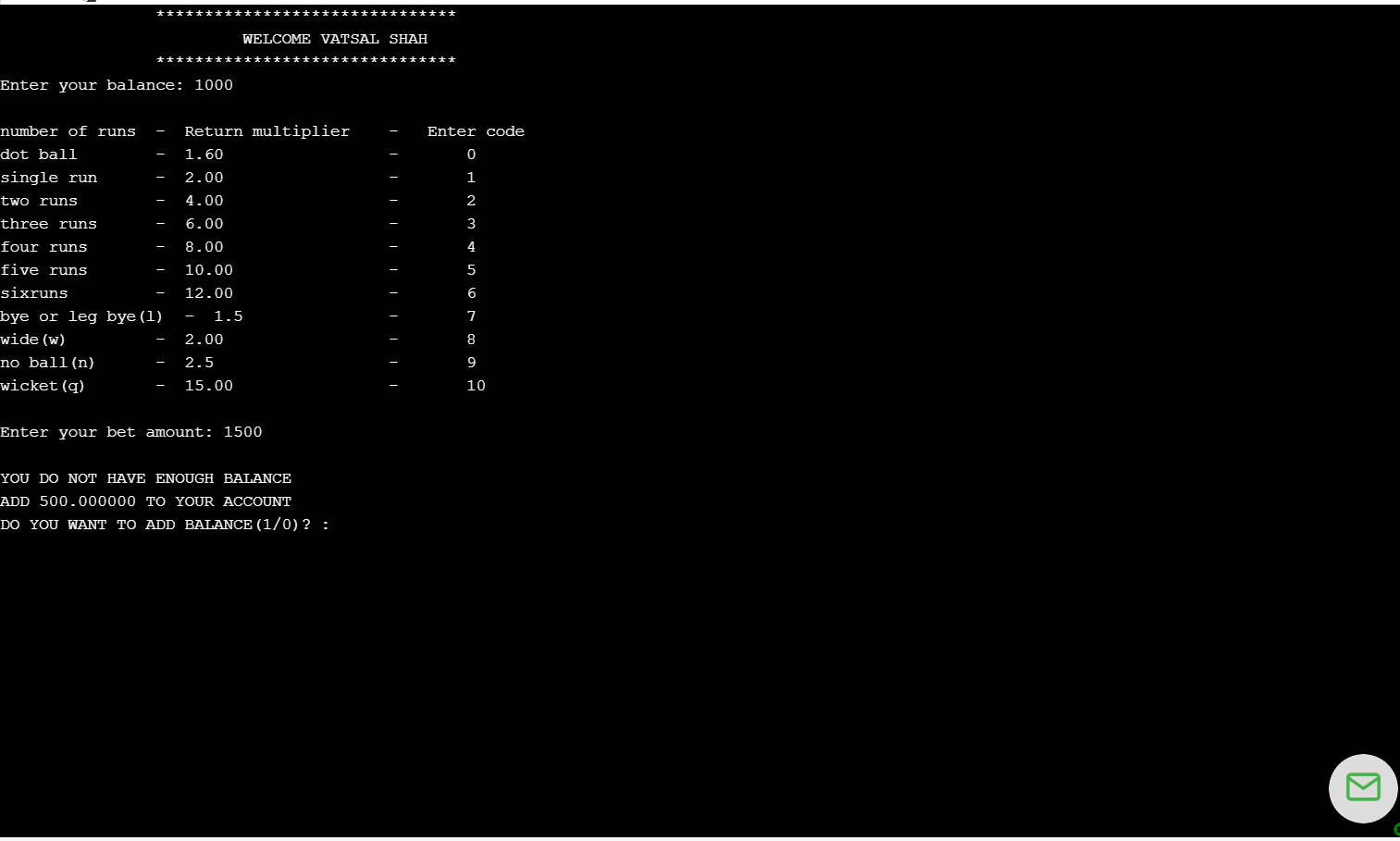
}

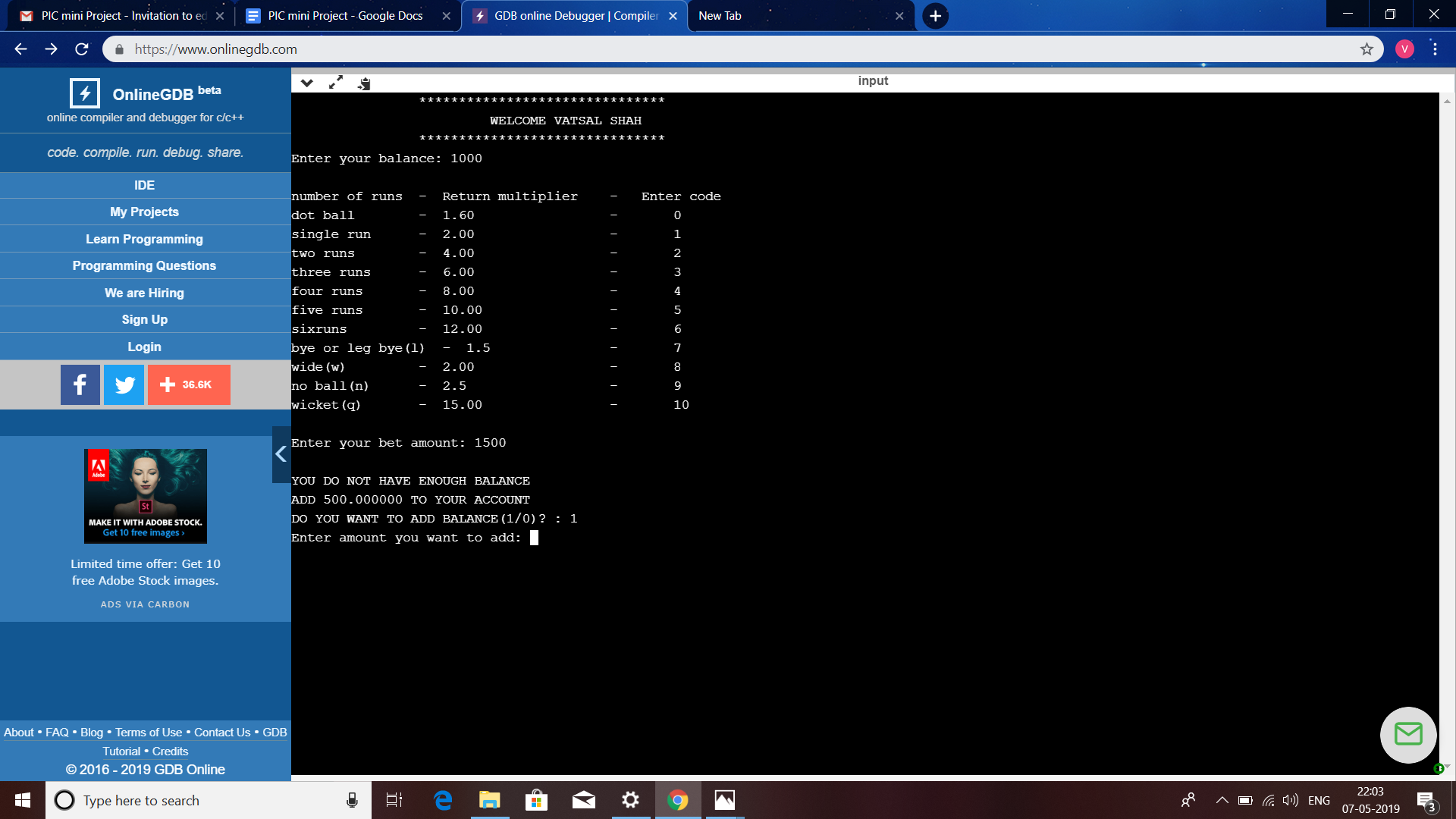
**Output:**

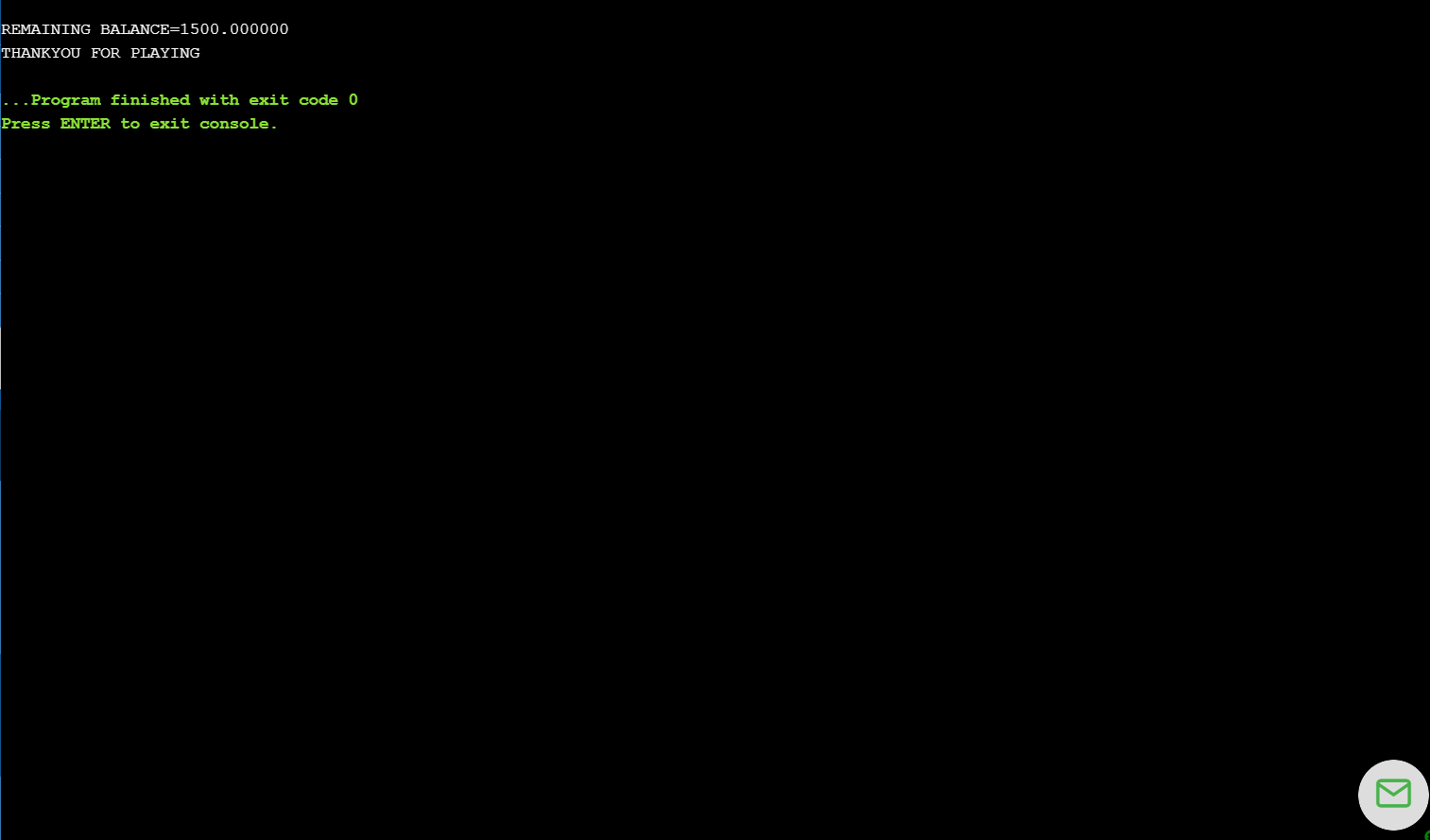
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