

# **Cricket score board**

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COURSE-C PROGRAMMING**

## **What This Does.**

- Tracks Team1 batting → Team2 chasing
- Enter runs ball-by-ball (0,1,2,3,4,6 or 7=wicket)
- Shows live score like on TV
- Strike rotates automatically on odd runs
- Tells you who won at the end

## **1.AIM OF THE PROJECT.**

>To develop a menu-driven C program that works like a cricket scoreboard, allowing the user to:

- >Enter team and player details
- >Update score ball-by-ball (runs, extras, wickets)
- >Track overs and balls
- >Display the live scoreboard at any time

>This simulates how a real scoreboard updates during a cricket match (for one batting innings).

## **2.FEATURE OF THE SCOREBOARD**

1. Stores team details, Team name, Up to 11 player names
2. Tracks batting statistics, Runs scored by each player, Balls faced., Number of 4s and 6s, Whether a player is out or not.
3. Tracks team statistics, Total runs, Total wickets fallen, Total overs (and balls), Extras (wides, no balls, byes/leg-byes as a single count)
4. Menu-driven interface, Add ball details (run, extra, wicket). Display full scoreboard, Exit/end innings

## **3. Logic / Working (Algorithm Overview)**

### **1. Initialization**

Read team name, Read number of players (up to 11), Read each player's name. Initialize all runs, balls, 4s, 6s, and isOut to 0.

Set team total = 0, wickets = 0, overs = 0, balls = 0, extras = 0.

### **2. Main Menu Loop**

Repeatedly show options:

1. Add ball
2. Show scoreboard

**3. When user selects "Add ball":**

Check if 10 wickets have already fallen → innings over.

Ask: What happened on this ball?

Legal runs: 0,1,2,3,4,6

Wicket

Extra (wide/no-ball/byes)

**For legal runs:**

Choose the batsman number (index).

Update: Player runs

Player balls faced, 4s/6s if applicable

Team total, Legal ball → update ball count; If 6th ball of the over → overs++, balls = 0, Else balls++

**For wicket:**

Choose the batsman number who got out.

Mark isOut = 1.

Increment wickets.

Count as a legal ball (same ball/over logic).

**For extra:**

Increment extras and team total.

Do not increment ball count (like a wide/no-ball).

**For wicket:**

Choose the batsman number who got out.

Mark IsOut = i.

Increment wickets.

Count as a legal ball (same ball/over logic).

**For extra:**

Increment extras and team total.

Do not increment ball count (like a wide/no-ball).

## **Objective:**

To simulate a cricket scoreboard using C by tracking player and team performance ball-by-ball.

Data Structures:

Player struct: stores individual batting details.

Team struct: stores team name, array of players, total runs, wickets, overs, balls, and extras.