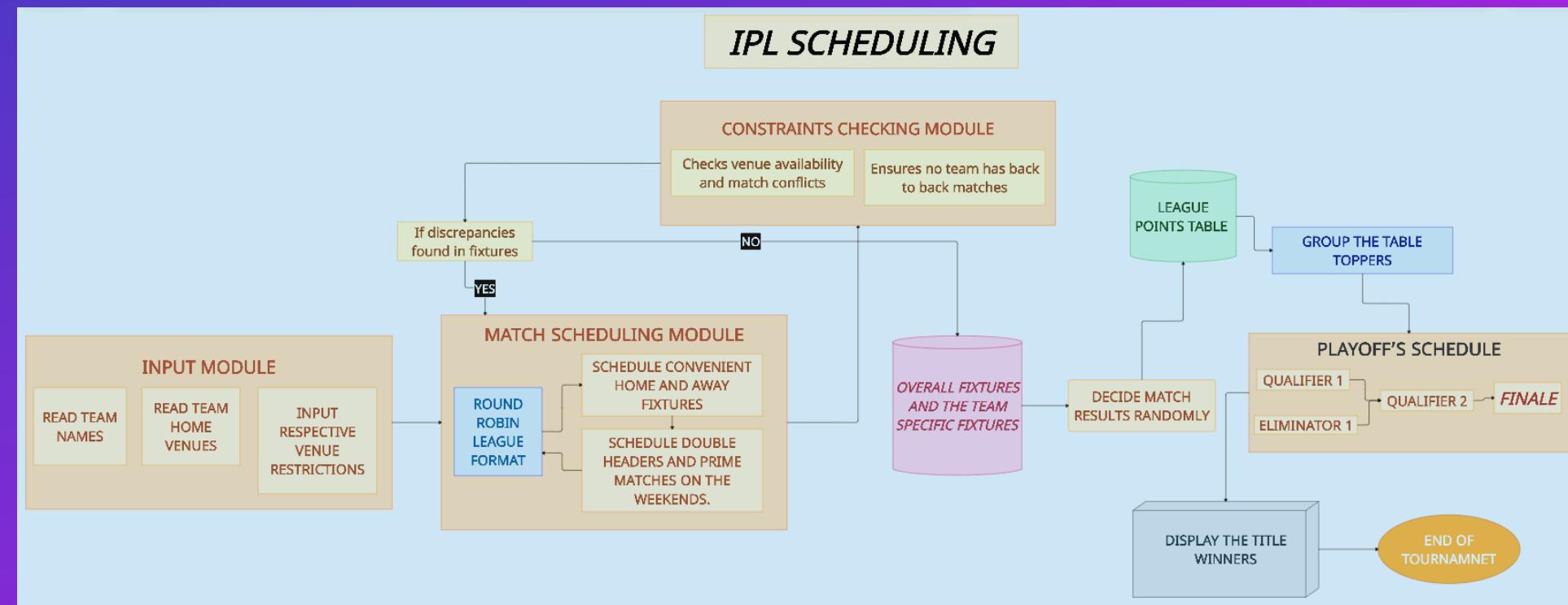


TEAM**ZETTABYTES****Rahul Suresh****Raghunandan Shaji****Ramm Lakshmanan Y V****ARCHITECTURE****PROBLEM STATEMENT:****Smart IPL Scheduling: Fair Matches, Less Travel, More Action.****OBJECTIVES:**

- Fair home-and-away match scheduling.**
- Optimized travel and rest periods.**
- Smart venue and date management.**
- Balanced afternoon and evening slots.**
- No back-to-back matches for teams.**
- Prime-time focus for popular teams.**
- Standard IPL playoff system integration.**

**MODULES:**

- Main Program**
- Match Scheduling Algorithm**
- Match Scheduling Constraint Checker**
- Match Simulator Module**
- Playoff Module**

**TECHNIQUES USED:****Arrays and Structures for Team, Venue, and Match Data Management.****File Handling for Storing Fixtures, Results, and Points Table.****Pointer Usage for Dynamic Data Access and Memory Efficiency.****Greedy Algorithms for Match Slot and Venue Allocation.****Travel Optimization Techniques to Minimize Fatigue.****Sorting Algorithms for Points Table and Playoff Qualification.****LEARNING OUTCOMES:**

- Applied C concepts: arrays, structures, pointers, and file handling.**
- Designed efficient scheduling and optimization algorithms.**
- Managed complex constraints like travel, venues, and timings.**

