CRICKET DEMOGRAPHICS

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# Description:

This package aims to provide a birds-eye view of the various data, statistics and computations used in sports, particularly cricket. Sorted data will be represented in the form of tables and graphs with the aid of graphics.

# Concepts used:

1. Graphics
2. File handling
3. Data structures(including basic data types)

# Abstract:

The project will be menu-driven. The user will be able to enter data on matches and players. For example, User can store the runs scored per ball in a match, view it in the form of tables, edit it, compare it with other players, get player statistics etc.

1. Match
2. Enter economy of a match
3. View details of a match’s scores
4. Get tabulated data
5. Finding required data.
6. Bar and line graphs on no of 4, 6s, wickets, runs per over etc.
7. Other file related operations
8. Player
9. Player runs table and graphs
10. Comparison between 2 players

In lieu of time, any other branches and fields might be added due to necessity.