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# THIS IS A BOOK CRICKET GAME. THE ONE WHICH WE USED TO PLAY IN SCHOOL IN FREE TIME :)  .
# THIS IS A 2 PLAYER GAME.
# Rules of this game is assumed from https://www.traditionalgames.in/book-cricket.

# There is a class named as Player having a constructor and Player has name, wickets_available, score, wickets_taken_till_now,
# and limit_of_score(which inhibit any player to play in infinite manner) and ball_taken_till_now data member.

# Class Player also has a member function which calculate the score of a player.
# There is a range of score variable which is equal to length of book which  gives the page number under that range.
# We are using a python built-in library 'random' which helps us to generate a random number in a specific range.

# INPUT SEQUENCE:
#       1) THE NUMBER OF BATSMEN
#       2) LIMIT OF SCORE
#       3) LENGTH OF BOOK
#       4) NAME OF PLAYER 1
#       5) NAME OF PLAYER 2

# SAMPLE TEST CASE:
#  2
#  1000
#  500
#  abc
#  def
# ========
# 11
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 # 700
 # 200
 # VFA
 # VSA
 # =======
 # 11
 # 700
 # 600
 # SF
 # FSD

#==========
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import random

class Player:

   def __init__(self, name, wickets_available,limit_of_score,
score, wickets_taken_till_now,ball_taken_till_now,
range_of_score):
      self.name = name
      self.wickets_available =  wickets_available       # No of
batsmen = wickets available
      self.score = score
      self.wickets_taken_till_now = wickets_taken_till_now
      self.limit_of_score = limit_of_score
      self.ball_taken_till_now = ball_taken_till_now
      self.range = range_of_score


   def score_cal(self):
      while self.wickets_taken_till_now <
self.wickets_available :
         self.ball_taken_till_now += 1
         n = random.randint(0,self.range)
         if n % 2 != 0:
            continue
         elif n % 2 == 0:
            if n % 10 == 0:
               self.wickets_taken_till_now += 1
            self.score += n % 10
         if self.score > self.limit_of_score or
self.wickets_taken_till_now > self.wickets_available:
            break
      return self.score

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def main():
    print('Enter number of batsmen : ')
    no_of_batsmen = int(input())
    print('Enter limit of score : ')
    limit_of_score = int(input())
    print('Enter number of pages in book : ')
    length_of_book = int(input())
    print('Enter name of Player 1: ')
    pla1 = Player(input(), no_of_batsmen, limit_of_score, 0,
0, 0, length_of_book)
    print('Enter name of Player 2: ')
    pla2 = Player(input(), no_of_batsmen, limit_of_score, 0,
0, 0, length_of_book)

    batting = random.randint(0, 3)
    if batting == 1:
        m = pla1.score_cal()
        x = pla2.score_cal()
    else:
        x = pla2.score_cal()
        m = pla1.score_cal()

    if m > x:
        print('Winner is ' + pla1.name + ' and winning score
is ' + str(pla1.score) + ' scored using ' +
str(pla1.ball_taken_till_now) + " balls !")
    elif(x > m):
        print('Winner is ' + pla2.name + ' and winning score
is ' + str(pla2.score) + ' scored using ' +
str(pla2.ball_taken_till_now) + " balls !")
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    else:
        print('Nobody wins, Match Draws')

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if __name__ == '__main__':
    main()
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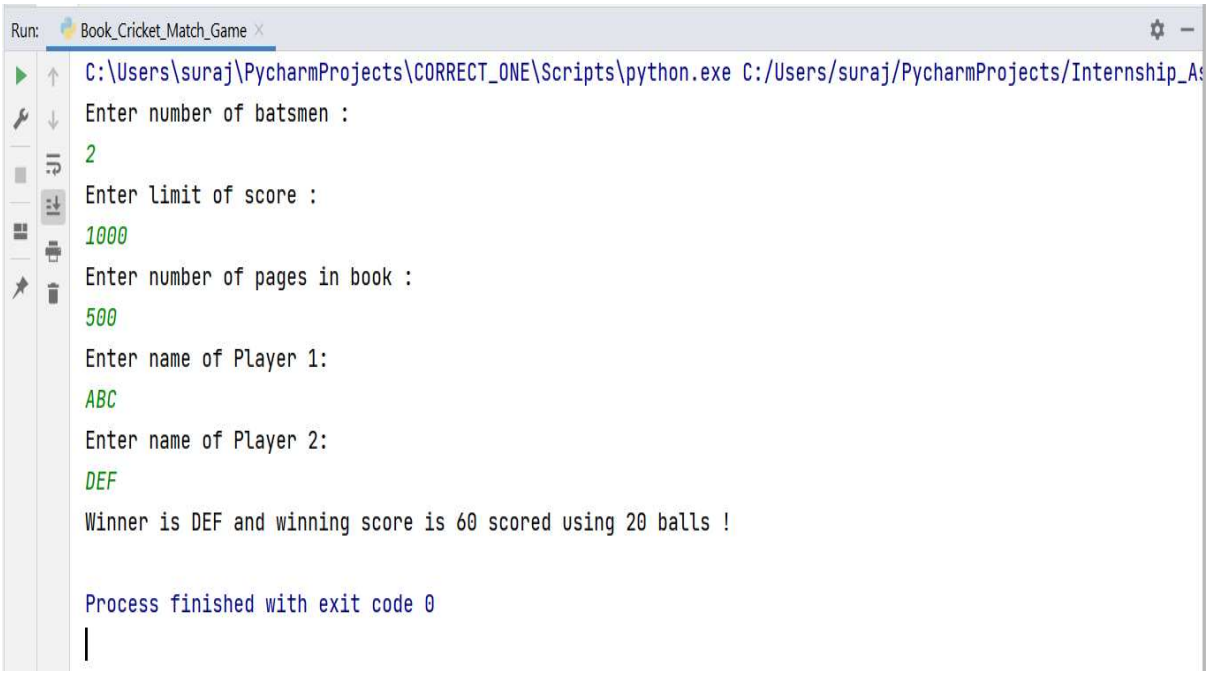
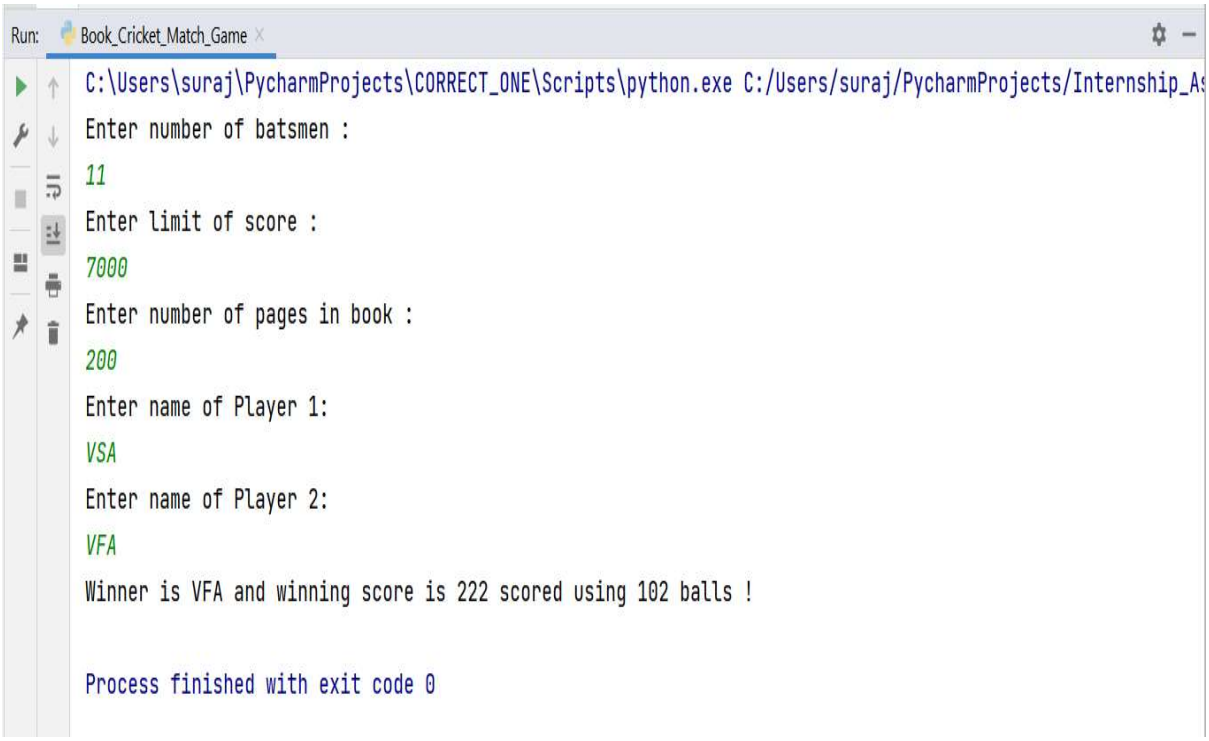
OUTPUTS:

1)


Run:
Book_Cricket_Match_Game
C:\Users\suraj\PycharmProjects\CORRECT_ONE\Scripts\python.exe C:/Users/suraj/PycharmProjects/Internship_As
Enter number of batsmen :
2
Enter limit of score :
1000
Enter number of pages in book :
500
Enter name of Player 1:
ABC
Enter name of Player 2:
DEF
Winner is DEF and winning score is 60 scored using 20 balls !
Process finished with exit code 0

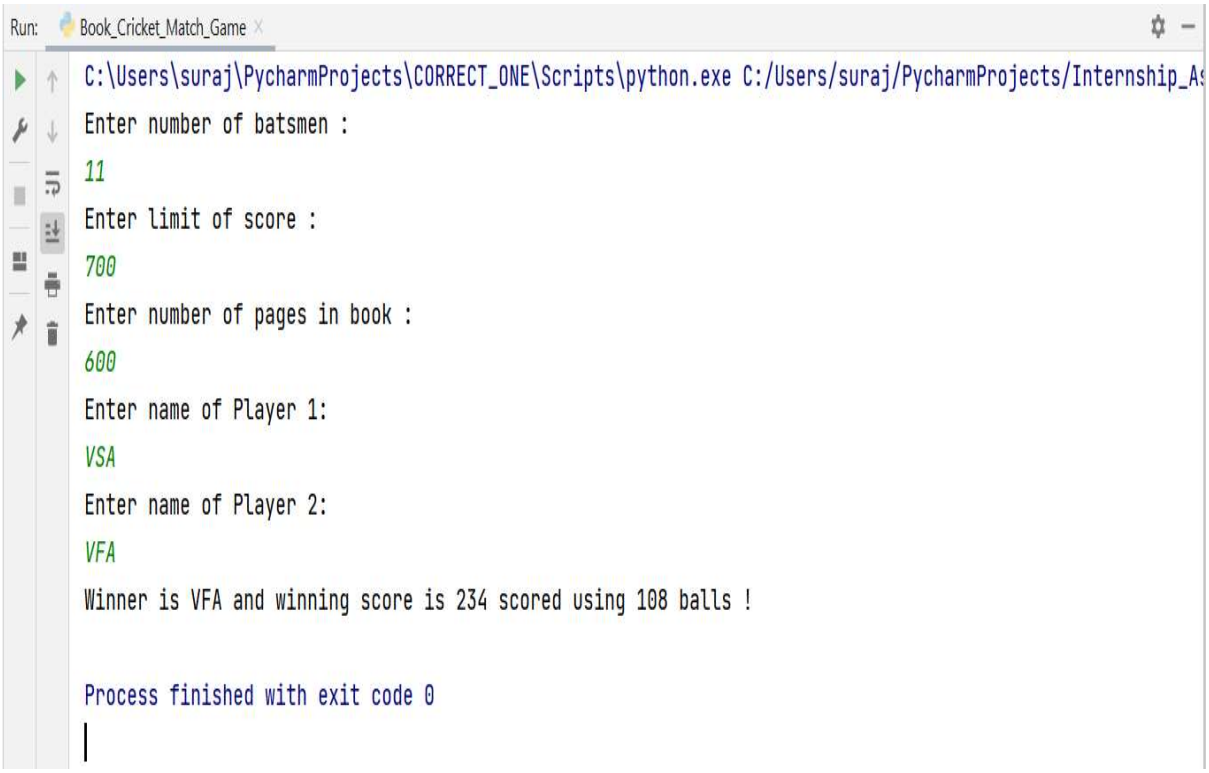
2)


Run:
Book_Cricket_Match_Game
C:\Users\suraj\PycharmProjects\CORRECT_ONE\Scripts\python.exe C:/Users/suraj/PycharmProjects/Internship_As
Enter number of batsmen :
11
Enter limit of score :
7000
Enter number of pages in book :
200
Enter name of Player 1:
VSA
Enter name of Player 2:
VFA
Winner is VFA and winning score is 222 scored using 102 balls !
Process finished with exit code 0

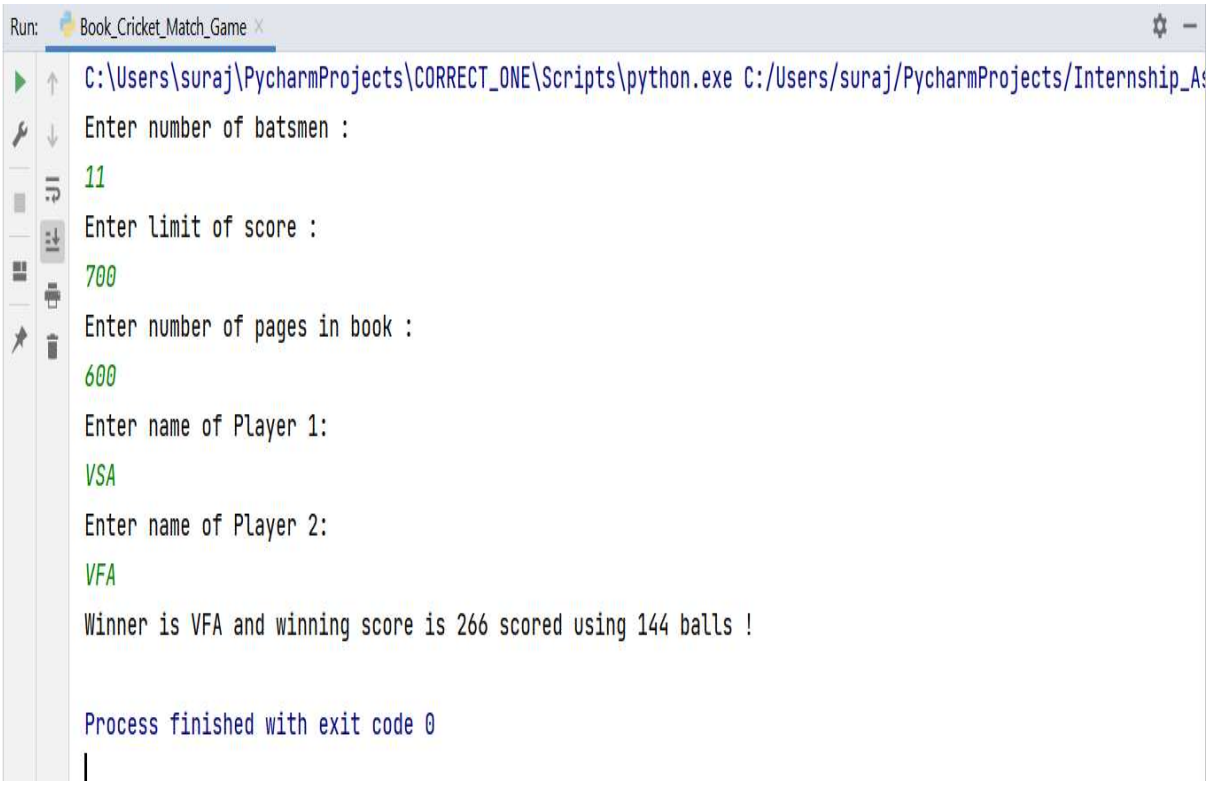
3)


Run:
Book_Cricket_Match_Game
C:\Users\suraj\PycharmProjects\CORRECT_ONE\Scripts\python.exe C:/Users/suraj/PycharmProjects/Internship_A
Enter number of batsmen :
20
Enter limit of score :
20
Enter number of pages in book :
20
Enter name of Player 1:
S
Enter name of Player 2:
D
Winner is D and winning score is 28 scored using 9 balls !
Process finished with exit code 0

4)


Run:
Book_Cricket_Match_Game
C:\Users\suraj\PycharmProjects\CORRECT_ONE\Scripts\python.exe C:/Users/suraj/PycharmProjects/Internship_A
Enter number of batsmen :
11
Enter limit of score :
700
Enter number of pages in book :
600
Enter name of Player 1:
VSA
Enter name of Player 2:
VFA
Winner is VFA and winning score is 234 scored using 108 balls !
Process finished with exit code 0

5)


Run:
Book_Cricket_Match_Game
C:\Users\suraj\PycharmProjects\CORRECT_ONE\Scripts\python.exe C:/Users/suraj/PycharmProjects/Internship_A
Enter number of batsmen :
11
Enter limit of score :
700
Enter number of pages in book :
600
Enter name of Player 1:
VSA
Enter name of Player 2:
VFA
Winner is VFA and winning score is 266 scored using 144 balls !
Process finished with exit code 0