*//Framework interms of class and object in a Cricket Game.***import** java.util.\*;  
  
**public class** Cricket  
{  
 **public static void** main(String[] args)  
 {  
  
   
 moveBat move=**new** moveBat();  
 *//if up button pressed* move.moveUp();   
 *//if down button pressed* move.moveDown();  
 *//if right button pressed* move.moveRight();  
 *//if left button pressed* move.moveLeft();  
   
 takerun run=**new** takerun();  
 *// if runner takes the run* run.onerun();  
 run.tworun();  
 run.threerun();  
 run.fourrun();  
 *//if batsman hit four* run.sixrun();  
 *//if batsman hit six* Makout wicket= **new** Makout();  
 wicket.bold();  
 *//if the wicket fall through ball  
 //if make out during run* wicket.runout();  
  
 *//if fielder catch the air ball after batsman hit the ball* wicket.catchout();  
  
 doball ball = **new** doball();  
 ball.deadball();  
 *//if ball is on the crawling on pitch* ball.wideball();  
 *//if the ball is outside the cricket pitch* ComplteGame finisgame=**new** CompleteGame();  
 *//if all the over are complete* finisgame.20over();  
 finisgame.50over();  
   
   
 }  
}  
**class** MoveBat  
{  
 moveUp(){}  
 moveLeft(){}  
 moveRight(){}  
 moveDown(){}  
}  
  
  
**class** Takerun  
{  
 onerun(){}  
 tworun(){}  
 threerun(){}  
 four(){}  
 Six(){}  
}  
  
**class** MakOut  
{  
 bold(){}  
 runout(){}  
 catchout(){}  
  
}  
  
**class** Ball  
{  
 deadball()  
 {  
 ballNocount();  
 }  
 wide()  
 {  
 ballNocount();  
 }  
}  
  
**class** CompleteGame {  
  
  
 20over()  
 { gameEnd();  
 }  
 50over()  
 {  
 gameEnd();  
 }  
  
  
}