

C PROGRAMMING - PROJECT REVIEW

ELC GROUP 7

CRICKET SCORESHEET.



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PROBLEM STATEMENT :

Creating a interface that allows the user to create a cricket scoresheet containing all the general information of a cricket match like date, venue, name of the match, team names, innings details, information of the players and their performance. The program allows the user to create multiple scoresheets which can later be viewed and edited.

FUNCTIONALITIES OF THE PROGRAM:

There are three functionalities in this program.

1. **CREATE** NEW SCORESHEET.

This function allows the user to create a new scoresheet. After creating a scoresheet user can enter **e** to edit the details of that scoresheet or enter **c** to continue. Multiple scoresheets can be created by entering **1** after creating a scoresheet.

2. **VIEW** A CREATED SCORESHEET.

This function displays all the created scoresheet with their name and date the user can choose the scoresheet among the displayed scoresheets to view its data. Multiple scoresheets can be viewed one after the another until user exits the function by entering 0.

3. **EDIT** A CREATED SCORESHEET.

This function allows the user to edit any of the detail of a created scoresheet. The function displays all the created scoresheet with their name and date the user can choose the scoresheet among the displayed scoresheets to edit its data.

After choosing the scoresheet to be edited the user can choose the particular detail that has to be edited and edit it. The user can edit multiple details in a single scoresheet and can edit multiple scoresheets until user exits the function by entering 0.

FUNCTIONALITIES SAMPLE OUTPUT :

```
*****
CRICKET SCORESHEET CREATOR
*****

WELCOME, Please choose your action.

1. CREATE NEW SCORESHEET.
2. VIEW A CREATED SCORESHEET.
3. EDIT A CREATED SCORESHEET.
4. Exit.
█
```

C CODE OF THE PROGRAM:

```
#include <stdio.h>

#include <string.h>

struct match_details
{
    char name[25];                // -
    char venue[25];               // | > Structure match_details is created to store
    char date[20];                // | variables of different datatypes which
    char time[20];                // | are common to a particular match.
    char tname1[25], tname2[25];  // |
    char tossw[25];               // | > Array size 100 denotes that
    char twc[5];                  // | 100 scoresheets can be created.
    char wname[25];               // |
    int tscore1, tscore2;         // |
    int twickets1, twickets2;     // -
} a[100];

struct team_details
{
    char batname[25];             // -
    int batruns;                  // | > Structure team_details is created to store
    int batballs;                // | variables of different datatypes which
    float strike;                 // | are common to a particular team.
    char bowlname[25];           // |
    int bowlruns;                 // | > t1,t2 are 2D arrays in which
    int extras;                   // | 100 rows corresponds to 100 maths and
    float overs;                  // | 11 columns corresponds to 11 players in a team
    int wickets;                  // |
    float eco;                    // | > variables t1 and t2 corresponds to
} t1[100][11], t2[100][11];     // - two teams in a particular match.

int new(int);

void view(int);

void edit(int);
```

```

int main()

{

int choice,g,z=0,l,j=0,ssn;

do

{

printf("\n-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*\n");

printf("                CRICKET SCORESHEET CREATOR\n");           // main menu.

printf("-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*\n");

printf("\nWELCOME, Please choose your action.\n\n");

printf("1. CREATE NEW SCORESHEET.\n");

printf("2. VIEW A CREATED SCORESHEET.\n");

printf("3. EDIT A CREATED SCORESHEET.\n");

printf("4. Exit.\n");

c:

scanf("%d",&choice);

switch(choice)

{

case 1:                                // case for creating new scoresheet.

j=new(j);                             // calling the new() function.

break;

case 2:                                // case for viewing a edited scoresheet.

if(strlen(a[0].name)==0)

printf("\nPlease create scoresheet first.\n\n");           // error message is displayed if no scoresheet is created.

else

{

do

{

printf("\n-----\n");

printf("                VIEW SCORESHEET\n");

printf("-----\n");

printf("\nEnter the S.no. of the scoresheet to be viewed:\n\n");           //

printf("S.no.  MATCH NAME      DATE \n");           // displaying all the created scoresheets.

for(l=0;l<j;l++)                                //

printf("%d.    %s      %s \n",l+1,a[l].name,a[l].date);           //

a:

scanf("%d",&g);

```

```

    if(g>j || g<=0)
    { printf("Please enter valid input: "); goto a; }

    ssn=g-1;

    view(ssn);                // caling the view() function for the entered scoresheet index (ssn).

    printf("View another scoresheet? [1]yes [0]no ");

    scanf("%d",&z);

    }while(z==1);            // do while loop allows to view another scoresheet.
    }

    break;

case 3:                    // case for editing scoresheet.

    if(strlen(a[0].name)==0)

        printf("\nPlease create scoresheet first.\n\n");        // error message is displayed if no scoresheet is created.
    else

    {

        do

        {

            printf("\n-----\n");

            printf("                EDIT SCORESHEET\n");

            printf("-----\n\n");

            printf("Enter the S.no. of the scoresheet to be edited:\n\n");    //

            printf("S.no.  MATCH NAME    DATE \n");                // displaying all the created scoresheets.

            for(l=0;l<j;l++)                //

                printf("%d.    %s    %s \n",l+1,a[l].name,a[l].date);    //

            b:

            scanf("%d",&g);                // user inputs the scoresheet they chose to edit.

            if(g>j || g<=0)

            { printf("Please enter valid input: "); goto b; }

            ssn=g-1;

            printf("\n-----\n");

            edit(ssn);                // calling the edit() function for the selected scoresheet index.

            printf("\nThe scoresheet after the changes made: \n");

            view(ssn);                // calling the view() function to display the edited scoresheet.

            printf("Do you want to edit another scoresheet? [1]yes [0]no ");

            scanf("%d",&z);

            }while(z==1);            // do while loop allows to edit another scoresheet.
        }
    }

```

```

        break;

case 4:                                // case to exit the main menu and terminate the program.

    z=0;

    goto e;

default:                                // error message is shown when user inputs option not available in main menu.

    printf("Please enter a valid option. "); goto c;

}

printf("\nReturn to main menu? [1]yes [0]no ");           // after a case breaks, user can enter the main menu by entering 1.

scanf("%d",&z);

if(z!=1)

{ e:

    printf("\n-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-\n");

    printf("          THANK YOU FOR USING THE CRICKET SCORESHEET CREATOR :)          \n");

    printf("-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-\n");

}

}while(z==1);

return 0;

}

```

```

int new(int j)                                // function to create new scoresheet. Returns the total number of scoresheets created (int i).

{

    int z,i=j,m,k=0;

    char choice;

    do

    { printf("\n-----\n");

        printf("          NEW SCORESHEET\n");

        printf("-----\n\n");

        printf("Enter match name: ");      scanf("%s",a[i].name);           //

        printf("Enter match venue: ");      scanf("%s",a[i].venue);           // > i- maintains the indexing of the

        printf("Enter match date:[DD-MM-YYYY] ");  scanf("%s",a[i].date);           // array of structure a[100].

        printf("Enter match time: ");      scanf("%s",a[i].time);           //

        printf("Enter team 1 name: ");      scanf("%s",a[i].tname1);           // > getting the general informaion

        printf("Enter team 2 name: ");      scanf("%s",a[i].tname2);           // about the cricket match

        printf("Enter toss winner: ");      scanf("%s",a[i].toss);           // from the user.

        printf("Enter toss winner choice (Bat/Bowl): ");  scanf("%s",a[i].twc);           //

```

```

printf("\n-----\n\n");

printf("Innings 1 details:\n\n");           // The details of Innings 1 are collected.

printf("Batting team details:\n");

printf("[after entering balls faced, enter 1 to add another batsmen or enter 0 to exit]\n");

k=0;

do

{

    printf("\nEnter batsman %d name: ",k+1); scanf ("%s",t1[i][k].batname);           // details of diffrent batsman of TEAM 1

    printf("Enter runs scored: ");      scanf("%d",&t1[i][k].batruns);           // are collected in this do while loop.

    printf("Enter balls faced: ");      scanf("%d",&t1[i][k].batballs);           // i - index of the match (0-99)

    scanf("%d",&m);                       // k - index of the batsman (0-10)

    if (m==1)

    k+=1;

    if (k>10)                             // limits the no. of batsmen to 11.

    m=0;

}while(m==1);

printf("\nBowling team details:\n");

printf("[after entering wickets taken, enter 1 to add another bowler or enter 0 to exit]\n");

k=0;

do

{

    printf("\nEnter bowler %d name: ",k+1); scanf ("%s",t2[i][k].bowlname);           // details of diffrent bowlers of TEAM 2

    printf("Enter runs conceded: ");      scanf("%d",&t2[i][k].bowlrns);           // are collected in this do wjile loop.

    printf("Enter overs bowled: ");      scanf("%f",&t2[i][k].overs);           //

    printf("Enter extras conceded: ");      scanf("%d",&t2[i][k].extras);           // i - index of the match (0-99)

    printf("Enter wickets taken: ");      scanf("%d",&t2[i][k].wickets);           // k - index of the bowler (0-10)

    scanf("%d",&m);

    if (m==1)

    k+=1;

    if (k>10)

    m=0;

}while(m==1);

printf("\n-----\n\n");

printf("Innings 2 details:\n\n");           // 2nd Innings details are collected.

printf("Batting team details:\n");

printf("[after entering balls faced, enter 1 to add another batsmen or enter 0 to exit]\n");

```



```

k=0;

do
{
    printf("\nEnter batsman %d name: ",k+1); scanf ("%s",t2[i][k].batname);        // details of diffrent batsmen of TEAM 2

    printf("Enter runs scored: ");        scanf("%d",&t2[i][k].batruns);        // are collected in this do while loop.

    printf("Enter balls faced: ");        scanf("%d",&t2[i][k].batballs);

    scanf("%d",&m);

    if (m==1)

    k+=1;

    if (k>10)

    m=0;
}while(m==1);

printf("\nBowling team details:\n");

printf("[after entering wickets taken, enter 1 to add another bowler or enter 0 to exit]\n");

k=0;

do
{
    printf("\nEnter bowler %d name: ",k+1); scanf ("%s",t1[i][k].bowlname);        // details of diffrent bowlers of TEAM 1

    printf("Enter runs conceded: ");        scanf("%d",&t1[i][k].bowlrns);        // are collected in this do wjile loop.

    printf("Enter overs bowled: ");        scanf("%f",&t1[i][k].overs);

    printf("Enter extras conceded: ");        scanf("%d",&t1[i][k].extras);

    printf("Enter wickets taken: ");        scanf("%d",&t1[i][k].wickets);

    scanf("%d",&m);

    if (m==1)

    k+=1;

    if (k>10)

    m=0;
}while(m==1);

printf("\n-----\n\n");

printf("Enter the winning team's name: "); scanf ("%s",a[i].wname);        // name of the winning team is collected.

printf("\n-----\n\n");

d:

printf("Enter [e] to edit or [c] to continue "); scanf ("%s",&choice);        // by entering e, user can edit the created scoresheet.

if (choice=='e')

edit(i);        // when e is entered, edit() function is called for that scoresheet.

else if(choice!='c')

```

```

goto d;

printf("\nDo you want to create another scoresheet? [1]yes [0]no "); scanf("%d",&z);

i+=1;
}while(z==1);

return i;
}

void view(int ssn)          // function to view the created scoresheets.
{
    // int ssn (index of the scoresheet to be viewed) is passed in the function.

    int l;

    printf("\n-----\n");

    printf("          MATCH - %s\n",a[ssn].name);

    printf("-----\n\n");

    printf("Match name: %s \n",a[ssn].name);          //
    printf("Match venue: %s \n",a[ssn].venue);      //
    printf("Date: %s \n",a[ssn].date);              // prints all the general informaion
    printf("Time: %s \n",a[ssn].time);              //   of the match of index ssn.

    printf("Match between \"%s\" and \"%s\" \n",a[ssn].tname1,a[ssn].tname2);    //
    printf("\"%s\" won the toss and chose to \"%s\" \n\n",a[ssn].toss,a[ssn].twc);  //
    printf("-----\n\n");

    printf("Innings 1:\n\n");                      // details of 1St innnings is printed.

    printf("Batting details:\n\n");

    printf("S.no.  NAME  RUNS  BALLS  STRIKE RATE\n");

    for(l=0;l<=10;l++)

    {

        if(strlen(t1[ssn][l].batname)==0)          // TEAM 1 batting details are displayed.

            break;

        else

        {

            t1[ssn][l].strike= ((float)t1[ssn][l].batruns/t1[ssn][l].batballs)*100;  // strike rate of the batsman is calculated.

            printf("%d   %s   %d   %d   %.2f\n",l+1,t1[ssn][l].batname,t1[ssn][l].batruns,t1[ssn][l].batballs,t1[ssn][l].strike);

            a[ssn].tscore1=a[ssn].tscore1+t1[ssn][l].batruns;          // the runs scored by each batsman is added to the total TEAM 1 score

        }

    }

    printf("\nBowling details:\n\n");

    printf("S.no.  NAME  RUNS  OVERS  WICKETS  EXTRAS  ECONOMY\n");

```

```

for(l=0;l<=10;l++)
{
    if(strlen(t2[ssn][l].bowlname)==0)                // TEAM 2 bowling details are displayed.
        break;
    else
    {
        a[ssn].twickets2=a[ssn].twickets2+t2[ssn][l].wickets;        // wickets taken by each bowler is added to the total TEAM 2 wickets.
        t2[ssn][l].eco= (t2[ssn][l].bowlruns+t2[ssn][l].extras/t2[ssn][l].overs);        // economy of each bowler is calculated.
        printf("%d    %s    %d    %.1f    %d    %d    %.2f \n",l+1,t2[ssn][l].bowlname,t2[ssn][l].bowlruns,t2[ssn][l].overs,t2[ssn]
[l].wickets,t2[ssn][l].extras,t2[ssn][l].eco);

        a[ssn].tscore1=a[ssn].tscore1+t2[ssn][l].extras;        // extras conceded by each bowler is added to the total TEAM 1 score.
    }
}

printf("\n1st Innings score: %d/%d \n\n",a[ssn].tscore1,a[ssn].twickets2);    // TEAM 1 total score and TEAM 2 total wickets are
displayed.

printf("-----\n\n");

printf("Innings 2:\n\n");                // details of 1st innings is printed.

printf("Batting details:\n\n");

printf("\u005Cu.no.    NAME    RUNS    BALLS    STRIKE RATE\n");

l=0;

for(l=0;l<=11;l++)
{
    if(strlen(t2[ssn][l].batname)==0)                // TEAM 2 batting details are displayed.
        break;
    else
    {
        t2[ssn][l].strike= ((float)t2[ssn][l].batruns/t2[ssn][l].batballs)*100;

        printf("%d    %s    %d    %d    %.2f \n",l+1,t2[ssn][l].batname,t2[ssn][l].batruns,t2[ssn][l].batballs,t2[ssn][l].strike);

        a[ssn].tscore2=a[ssn].tscore2+t2[ssn][l].batruns;
    }
}

printf("\nBowling details:\n\n");

printf("\u005Cu.no.    NAME    RUNS    OVERS    WICKETS    EXTRAS    ECONOMY\n");

l=0;

for(l=0;l<=11;l++)
{

```

```

if(strlen(t1[ssn][l].bowlname)==0)                // TEAM 1 bowling details are displayed.

break;

else

{

a[ssn].twickets1=a[ssn].twickets1+t1[ssn][l].wickets;

t1[ssn][l].eco= (t1[ssn][l].bowlruns+t2[ssn][l].extras/t1[ssn][l].overs);

printf("%d    %s    %d    %.1f    %d    %d    %.2f \n",l+1,t1[ssn][l].bowlname,t1[ssn][l].bowlruns,t1[ssn][l].overs,t1[ssn]
[l].wickets,t1[ssn][l].extras,t1[ssn][l].eco);

a[ssn].tscore2=a[ssn].tscore2+t1[ssn][l].extras;

}

}

printf("\n2nd Innings score: %d/%d \n\n",a[ssn].tscore2,a[ssn].twickets1); // TEAM 2 total score and TEAM 1 total wickets are
displayed.

printf("-----\n\n");

printf("Match won by \"%s\"\n\n",a[ssn].wname);                // match winner name is displayed.

printf("-----\n\n");

}

```

```

void edit(int ssn)    // function to edit created scoresheet.

{
    // int ssn (index of the scoresheet to be edited) is passed in the function.

    int g,s,l,w,z;

    do

    {

        printf("\nENTER THE S.NO. OF THE DETAIL TO BE EDITED:\n\n");                // details of that match are briefly displayed.

        printf("1. Match name: %s \n",a[ssn].name);                // user is asked to choose the detail that has to edited.

        printf("2. Match venue: %s \n",a[ssn].venue);

        printf("3. Date: %s \n",a[ssn].date);

        printf("4. Match time: %s \n",a[ssn].time);

        printf("5. Match between \"%s\" and \"%s\" \n",a[ssn].tname1,a[ssn].tname2);

        printf("6. \"%s\" won the toss and chose to \"%s\" \n",a[ssn].toss,a[ssn].twc);

        printf("7. 1st Innings details\n");

        printf("8. 2nd Innings details\n");

        printf("9. Match won by \"%s\"\n",a[ssn].wname);

        f:

        scanf("%d",&g);

        switch(g)

```

```

{
    // cases 1-6 and case 9 allows user to edit the general
    case 1:
        // informaion of that match.
        printf("\nEnter new match name: "); scanf("%s",a[ssn].name);
        break;
    case 2:
        printf("\nEnter new match venue: "); scanf("%s",a[ssn].venue);
        break;
    case 3:
        printf("\nEnter new match date:[DD-MM-YYYY] "); scanf("%s",a[ssn].date);
        break;
    case 4:
        printf("\nEnter new match time: "); scanf("%s",a[ssn].time);
        break;
    case 5:
        printf("\nEnter new team 1 name: "); scanf("%s",a[ssn].tname1);
        printf("Enter new team 2 name: "); scanf("%s",a[ssn].tname2);
        break;
    case 6:
        printf("\nEnter new toss winner: "); scanf("%s",a[ssn].toss);
        printf("Enter new toss winner choice (Bat/Bowl): "); scanf("%s",a[ssn].twc);
        break;
    case 7:
        // case 7 allows the user to edit the details of 1st innings.
        printf("\nEnter the S.no. of the 1st Innings detail to be edited: \n");
        printf("[Note that the S.nos. are continous.] \n\n");
        printf("Batting details:\n\n");
        printf("S.no.   NAME   RUNS   BALLS\n");
        // batsmen and bowlers details of 1st innings are displayed in continous
        serial numbers.
        l=0;
        for(l=0;l<=10;l++)
            if(strlen(t1[ssn][l].batname)==0)
                break;
            else
                printf("%d   %s   %d   %d\n",l+1,t1[ssn][l].batname,t1[ssn][l].batruns,t1[ssn][l].batballs);
        printf("\nBowling details:\n\n");
        printf("S.no.   NAME   RUNS   OVERS   WICKETS   EXTRAS\n");
        w=l; l=0;

```

```

for(l=0;l<=10;l++)

if(strlen(t2[ssn][l].bowlname)==0)

    break;

else

    printf("%d    %s    %d    %.1f    %d    %d\n",w+l+1,t2[ssn][l].bowlname,t2[ssn][l].bowlruns,t2[ssn][l].overs,t2[ssn]
[l].wickets,t2[ssn][l].extras);

    scanf("%d",&s);                // the user can enter the serial number of the detail that has to be edited.

    if(s<=w+1)

    {

        a[ssn].tscore1=0;

        printf("\nEnter new batsman %d name: ",s);                // the details of the choosen batsmen is re-entered.

        scanf ("%s",t1[ssn][s-1].batname);

        printf("Enter runs scored: ");

        scanf("%d",&t1[ssn][s-1].batruns);

        printf("Enter balls faced: ");

        scanf("%d",&t1[ssn][s-1].batballs);

    }

    else

    {

        a[ssn].tscore1=0;

        a[ssn].twickets2=0;                // the detail of the choosen bowler is re-entered.

        printf("\nEnter new bowler %d name: ",s-w);

        scanf ("%s",t2[ssn][s-w-1].bowlname);

        printf("Enter runs conceded: ");

        scanf("%d",&t2[ssn][s-w-1].bowlruns);

        printf("Enter overs bowled: ");

        scanf("%f",&t2[ssn][s-w-1].overs);

        printf("Enter extras conceded: ");

        scanf("%d",&t2[ssn][s-w-1].extras);

        printf("Enter wickets taken: ");

        scanf("%d",&t2[ssn][s-w-1].wickets);

    }

    break;

case 8:                // case 8 allows the user to edit the details of 2nd innings.

    printf("\nEnter the S.no. of the 2nd Innings detail to be edited: \n");

    printf("[Note that the S.nos. are continous.] \n\n");

```



```

printf("Batting details:\n\n");

printf("S.no.   NAME   RUNS   BALLS\n");

l=0;

for(l=0;l<=10;l++)

if(strlen(t2[ssn][l].batname)==0)

break;

else

printf("%d    %s    %d    %d\n",l+1,t2[ssn][l].batname,t2[ssn][l].batruns,t2[ssn][l].batballs);

printf("\nBowling details:\n\n");

printf("S.no.   NAME   RUNS   OVERS   WICKETS   EXTRAS\n");

w=l; l=0;

for(l=0;l<=10;l++)

if(strlen(t1[ssn][l].bowlname)==0)

break;

else

printf("%d    %s    %d    %.1f    %d    %d\n",w+l+1,t1[ssn][l].bowlname,t1[ssn][l].bowlruns,t1[ssn][l].overs,t1[ssn]

[l].wickets,t1[ssn][l].extras);

scanf("%d",&s);

if(s<=w+1)

{

a[ssn].tscore2=0;

printf("\nEnter new batsman %d name: ",s);

scanf ("%s",t2[ssn][s-1].batname);

printf("Enter runs scored: ");

scanf("%d",&t2[ssn][s-1].batruns);

printf("Enter balls faced: ");

scanf("%d",&t2[ssn][s-1].batballs);

}

else

{

a[ssn].tscore2=0;

a[ssn].twickets1=0;

printf("\nEnter new bowler %d name: ",s-w);

scanf ("%s",t1[ssn][s-w-1].bowlname);

printf("Enter runs conceded: ");

scanf("%d",&t1[ssn][s-w-1].bowlruns);

```

```

printf("Enter overs bowled: ");

scanf("%f",&t1[ssn][s-w-1].overs);

printf("Enter extras conceded: ");

scanf("%d",&t1[ssn][s-w-1].extras);

printf("Enter wickets taken: ");

scanf("%d",&t1[ssn][s-w-1].wickets);

}

break;

case 9:

printf("\nEnter the new winning team's name: ");

scanf("%s",a[ssn].wname);

break;

default:

printf("Please enter a valid choice. ");

goto f;

}

printf("\nEdit another detail in the same match? [1]yes [0]no ");

scanf("%d",&z);

}while(z==1);

}

```

End of code.

SAMPLE OUTPUT :

```
*****
                        CRICKET SCORESHEET CREATOR
*****

WELCOME, Please choose your action.

1. CREATE NEW SCORESHEET.
2. VIEW A CREATED SCORESHEET.
3. EDIT A CREATED SCORESHEET.
4. Exit.
1

-----
                        NEW SCORESHEET
-----

Enter match name: IPL
Enter match venue: Chennai
Enter match date:[DD-MM-YYYY] 12-07-2021
Enter match time: 8.00pm
Enter team 1 name: Chennai
Enter team 2 name: Mumbai
Enter toss winner: Chennai
Enter toss winner choice: Bat

-----

Innings 1 details:

Batting team details:
[after entering balls faced, enter 1 to add another batsmen or enter 0 to exit]

Enter batsman 1 name: Dhoni
Enter runs scored: 50
Enter balls faced: 32
1

Enter batsman 2 name: Raina
Enter runs scored: 30
Enter balls faced: 16
0

Bowling team details:
[after entering wickets taken, enter 1 to add another bowler or enter 0 to exit]

Enter bowler 1 name: Bolt
Enter runs conceded: 36
Enter overs bowled: 4
Enter extras conceded: 0
Enter wickets taken: 1
1

Enter bowler 2 name: Bumrah
Enter runs conceded: 46
Enter overs bowled: 4
Enter extras conceded: 2
Enter wickets taken: 0
0

-----

Innings 2 details:

Batting team details:
[after entering balls faced, enter 1 to add another batsmen or enter 0 to exit]
```

Enter batsman 1 name: rohit
Enter runs scored: 15
Enter balls faced: 18
1

Enter batsman 2 name: polard
Enter runs scored: 40
Enter balls faced: 30
0

Bowling team details:
[after entering wickets taken, enter 1 to add another bowler or enter 0 to exit]

Enter bowler 1 name: jadeja
Enter runs conceded: 30
Enter overs bowled: 4
Enter extras conceded: 0
Enter wickets taken: 0
1

Enter bowler 2 name: Bravo
Enter runs conceded: 25
Enter overs bowled: 4
Enter extras conceded: 0
Enter wickets taken: 0
0

Enter the winning team's name: Chennai

Enter [e] to edit or [c] to continue c

Do you want to create another scoresheet? [1]yes [0]no 0

Return to main menu? [1]yes [0]no 1

CRICKET SCORESHEET CREATOR

WELCOME, Please choose your action.

WELCOME, Please choose your action.

1. CREATE NEW SCORESHEET.
 2. VIEW A CREATED SCORESHEET.
 3. EDIT A CREATED SCORESHEET.
 4. Exit.
- 2

VIEW SCORESHEET

Enter the S.no. of the scoresheet to be viewed:

S.no.	MATCH NAME	DATE
1.	IPL	12-07-2021

1

MATCH - IPL

Time: 8.00pm
Match between Chennai and Mumbai
Chennai won the toss and chose to Bat

Innings 1:

Batting details:

S.no.	NAME	RUNS	BALLS	STRIKE RATE
1	Dhoni	50	32	156.25
2	Raina	30	16	187.50

Bowling details:

S.no.	NAME	OVERS	WICKETS	EXTRAS	ECONOMY
1	Bolt	4.0	1	0	9.00
2	Bumrah	4.0	0	2	11.50

1st Innings score: 82/1

Innings 2:

Batting details:

S.no.	NAME	RUNS	BALLS	STRIKE RATE
1	rohit	15	18	83.33
2	polard	40	30	133.33

Bowling details:

S.no.	NAME	OVERS	WICKETS	EXTRAS	ECONOMY
1	jadeja	4.0	0	0	7.50
2	Bravo	4.0	0	0	6.25

2st Innings score: 55/0

Match won by Chennai

View another scoresheet? [1]yes [0]no 0

Return to main menu? [1]yes [0]no 1

CRICKET SCORESHEET CREATOR

WELCOME, Please choose your action.

- 1. CREATE NEW SCORESHEET.
 - 2. VIEW A CREATED SCORESHEET.
 - 3. EDIT A CREATED SCORESHEET.
 - 4. Exit.
- 3

EDIT SCORESHEET

Enter the S.no. of the scoresheet to be edited:

S.no.	MATCH NAME	DATE
1.	IPL	12-07-2021
1		

ENTER THE S.NO. OF THE DETAIL TO BE EDITED:

- 1. Match name: IPL
- 2. Match venue: Chennai
- 3. Date: 12-07-2021

4. Match time: 8.00pm
 5. Match between Chennai and Mumbai
 6. Chennai won the toss and chose to Bat
 7. 1st Innings details
 8. 2nd Innings details
 9. Match won by Chennai
- 2

Enter new match venue: Mumbai

Edit another detail in the same match? [1]yes [0]no 1

ENTER THE S.NO. OF THE DETAIL TO BE EDITED:

1. Match name: IPL
 2. Match venue: Mumbai
 3. Date: 12-07-2021
 4. Match time: 8.00pm
 5. Match between Chennai and Mumbai
 6. Chennai won the toss and chose to Bat
 7. 1st Innings details
 8. 2nd Innings details
 9. Match won by Chennai
- 3

Enter new match date:[DD-MM-YYYY] 13-07-2021

Edit another detail in the same match? [1]yes [0]no 0

The scoresheet after the changes made:

MATCH - IPL

Match name: IPL
Match venue: Mumbai
Date: 13-07-2021
Time: 8.00pm
Match between Chennai and Mumbai
Chennai won the toss and chose to Bat

Innings 1:

Batting details:

S.no.	NAME	RUNS	BALLS	STRIKE RATE
1	Dhoni	50	32	156.25
2	Raina	30	16	187.50

Bowling details:

S.no.	NAME	OVERS	WICKETS	EXTRAS	ECONOMY
1	Bolt	4.0	1	0	9.00
2	Bumrah	4.0	0	2	11.50

1st Innings score: 164/2

Innings 2:

Batting details:

S.no.	NAME	RUNS	BALLS	STRIKE RATE
1	rohit	15	18	83.33
2	polard	40	30	133.33

Bowling details:

S.no.	NAME	OVERS	WICKETS	EXTRAS	ECONOMY
1	jadeja	4.0	0	0	7.50


```
2      Bravo      4.0      0      0      6.25

2st Innings score: 110/0

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Match won by Chennai

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Do you want to edit another scoresheet? [1]yes [0]no 0

Return to main menu? [1]yes [0]no 1

-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**
                    CRICKET SCORESHEET CREATOR
-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**-**

WELCOME, Please choose your action.

1. CREATE NEW SCORESHEET.
2. VIEW A CREATED SCORESHEET.
3. EDIT A CREATED SCORESHEET.
4. Exit.
4
> |
```

End of output.