IPL Cricket Tournament Organizer Software

(Minor Project-I)

Submitted in Partial Fulfillment for the Award of the Degree of Bachelor of Computer Applications (B.C.A)

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I____Vaibhav Goel__, Bachelor of Computer Applications (B.C.A)___4th Semester_ would like to declare that the project report entitled __"_____IPL Cricket Tournament Organizer Software_____"__ Submitted to Bharati Vidyapeeth University Pune, School of Distance Education Pune, Academic Study Centre BVIMR New Delhi in partial fulfillment of the requirement for the award of the degree.

It is an original work carried out by me under the guidance of_Ms. Megha Sehgal_.

All respected guides, faculty member and other sources have been properly acknowledged and the report contains no plagiarism.

To the best of my knowledge and belief the matter embodied in this project is a genuine work done by me and it has been neither submitted for assessment to the University nor to any other University for the fulfillment of the requirement of the course of study.

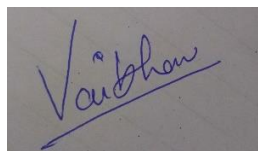Student Name with Signature

Vaibhav Goel

Table of Contents

Chapter-1
Introduction of Software

Now, in every field and every work can be done by computers and machines which can run on hardware and hardware follows the instructions given by the software. Software is now became an essential part of our life. For Example- In Schools, offices, colleges and many other places which have a huge number of people or candidates have to record the personal data of an individual, contracts, projects, assignments, attendance, mode of payment , etc.

IPL Cricket Tournament is also an big tournament in which they want to maintain the proper records of players, teams, schedule of matches, players info, venue info, lost or win record. IPL Cricket Tournament Organizer Software is a software developed by me in which user can do the following functions :

1)Add Player.

2)Modify Player.

3)List of all players.

4)Specific Player View.

5)Add Player info.

6)Update Player info.

7)All Player's Details.

8)Specific Player Details.

9)Add Coach info.

10)Modify Coach info.

11)View Coach info.

12)Specific Coach info.

13)Add Team info.

14)Modify Team info.

15)View Team info.

16)Add Stadium info.

17)Modify Stadium info.

18)View Stadium info.

19)Add Match Data.

20)View Match Data.

21)Add Umpire.

22)View Umpire.

23)Add Umpire Details.

24)Update Umpire Details.

25)View Umpire Details.

26)Team Point Add.

27)Team Point Update.

28)Team Point View.

29)View Match Schedule.

30)View Match Summery till Date.

31)Delete player.

32)Delete team.

33)Delete umpire.

34)Delete coach.

35)Delete stadium.

36)Delete player info.

Chapter-2
Software Analysis

2.1 Software Used:

In this we will discuss that by software the following software can be developed and how it can be used .

I can developed the IPL Cricket Tournament Organizer Software with the help of Dev C++ software which is used by so many schools , institutes, colleges and Universities for learning and implementing programming . This software can compile the both C and C++ source codes by saving the C type file with extension "filename.c" and by saving the C++ type file with extension "filename.cpp".

This Software can easily run on any computer or laptop which has the Dec C++ software and compile it easily so that one can use this developed software. We can also use the linked list by this Software to run the Developed software and take a precised output after successful compilation of software source code.
For Example- If we want to update the coach details in the file which contains only details of coach then we can easily update the coach info.

Firstly, we have to compile the program and then we have to choose the option to update the coach info and then update their details by entering the details given by user.

2.2 Hardware Used:

In this Module we can discuss that what type of hardware configuration is good for running our developed software and how it differs from system to system.

We can run the developed software on any any hardaware Configuration which is higher then 2007 developed window or ios. We can compile the following software source code on any operating system which supports Dev C++ and the operating system which does not supports Dev C++ then we have to do some changes like header files and directories to compile and successfully run them.

If we cannot change the above changes then this will create a problem due to which errors are came and it is difficult to handle the software for user but developer can apply these changes so that the user cannot by dissatisfied.

As you can see below that I can successfully run the following program on Windows 10 which is operating system of my system.


```
                              IPL Cricket Tournament Organizer
**********************************************************************************************
                                       Dashboard
**********************************************************************************************

1)Add Player.            2)Modify Player.          3)List of all players.    4)Specific Player View.

5)Add Player info.       6)Update Player info.     7)All Player's Details.   8)Specific Player Details.

9)Add Coach info.        10)Modify Coach info.     11)View Coach info.       12)Specific Coach info.

13)Add Team info.        14)Modify Team info.      15)View Team info.        16)Add Stadium info.

17)Modify Stadium info.  18)View Stadium info.     19)Add Match Data.        20)View Match Data.

21)Add Umpire.           22)View Umpire.           23)Add Umpire Details.    24)Update Umpire Details.

25)View Umpire Details.  26)Team Point Add.        27)Team Point Update.     28)Team Point View.

29)View Match Schedule.  30)View Match Summery till Date.31)Delete player.    32)Delete team.

33)Delete umpire.        34)Delete coach.          35)Delete stadium.        36)Delete player info.

Enter your option: (Eg. 1,2,3)
```

Fig-2.1 Successfully Compilation of Software on Windows 10 (MS-DOS).

Chapter-3
System Design

I can develop this software by taking classes of each function like add, update, delete, modify for the players, coaches, matches, venues ,etc.
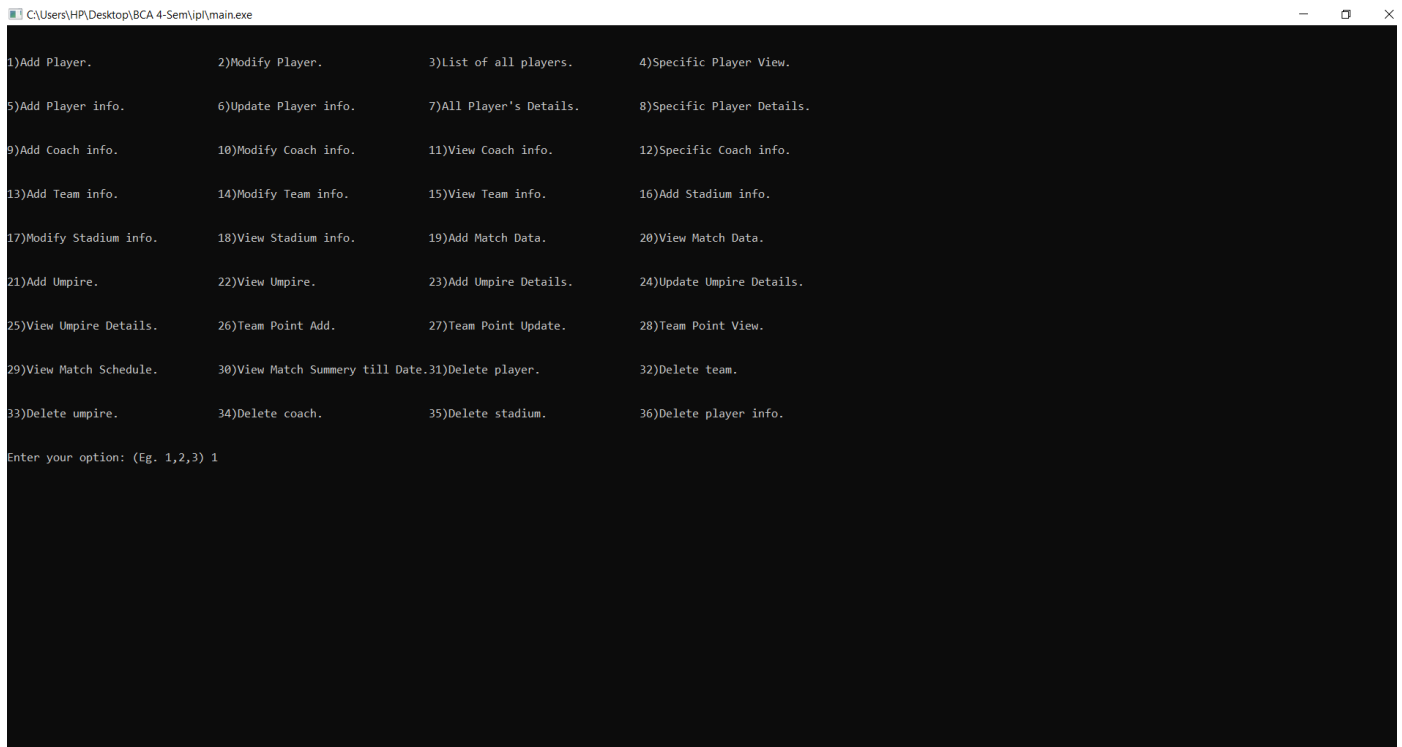
If a user wants to add or delete a players information then they have to choose the option from main menu and after choosing the option from menu the compiler can found the file related to the players Information and allows the user to do the specific operation they can select by entering the information .

For Example- A User can want to add player then the main menu will appear as Shown.
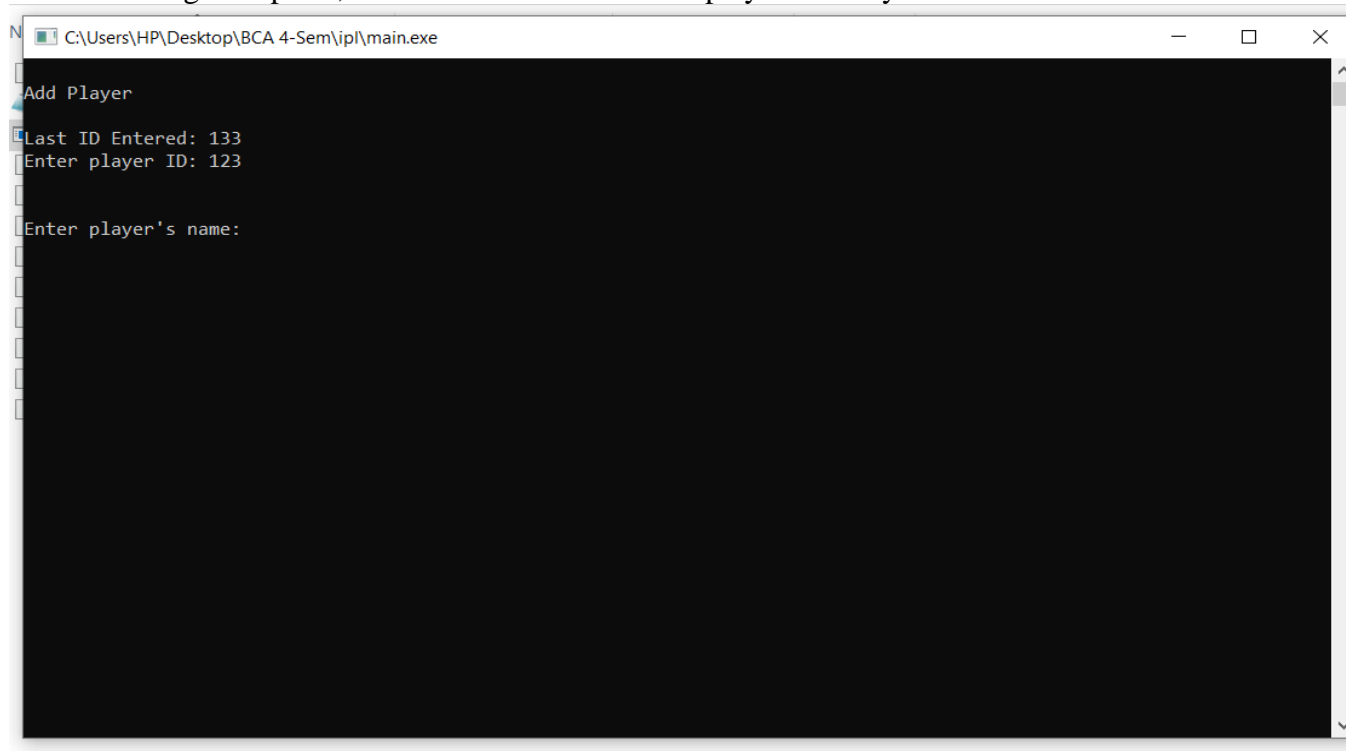
```
                         IPL Cricket Tournament Organizer
*******************************************************************************************************
                              Dashboard
*******************************************************************************************************


1)Add Player.            2)Modify Player.         3)List of all players.      4)Specific Player View.

5)Add Player info.       6)Update Player info.    7)All Player's Details.     8)Specific Player Details.

9)Add Coach info.        10)Modify Coach info.    11)View Coach info.         12)Specific Coach info.

13)Add Team info.        14)Modify Team info.     15)View Team info.          16)Add Stadium info.

17)Modify Stadium info.  18)View Stadium info.    19)Add Match Data.          20)View Match Data.

21)Add Umpire.           22)View Umpire.          23)Add Umpire Details.      24)Update Umpire Details.

25)View Umpire Details.  26)Team Point Add.       27)Team Point Update.       28)Team Point View.

29)View Match Schedule.  30)View Match Summery till Date.31)Delete player.    32)Delete team.

33)Delete umpire.        34)Delete coach.         35)Delete stadium.          36)Delete player info.

Enter your option: (Eg. 1,2,3) _
```

Then choose the option from menu .As user can Choose 1)Add Player.

```
1)Add Player.              2)Modify Player.          3)List of all players.      4)Specific Player View.

5)Add Player info.         6)Update Player info.     7)All Player's Details.      8)Specific Player Details.

9)Add Coach info.          10)Modify Coach info.     11)View Coach info.          12)Specific Coach info.

13)Add Team info.          14)Modify Team info.      15)View Team info.           16)Add Stadium info.

17)Modify Stadium info.    18)View Stadium info.     19)Add Match Data.           20)View Match Data.

21)Add Umpire.             22)View Umpire.           23)Add Umpire Details.       24)Update Umpire Details.

25)View Umpire Details.    26)Team Point Add.        27)Team Point Update.        28)Team Point View.

29)View Match Schedule.    30)View Match Summery till Date.31)Delete player.        32)Delete team.

33)Delete umpire.          34)Delete coach.          35)Delete stadium.           36)Delete player info.

Enter your option: (Eg. 1,2,3) 1
```

After choosing the option, software wants to enter the player id that you want to add


```
Add Player

Last ID Entered: 133
Enter player ID: 123

Enter player's name:
```

After entering id they want you to enter the details.

```
Add Player

Last ID Entered: 133
Enter player ID: 123


Enter player's name: Rahul Kumar

Enter player's team: RCB


Enter player's age: 56


Enter player's bowling style: Right

Enter player's batting style: Right

Enter 1 to back to mainmenu._
```

Now the Players Info can be added to the file and they offers you to go back to main menu.

Now you can do all the following functions with this method and this design of software is classified under linking of files.

Chapter-4
Testing and Implementation

4.1 Testing.

Testing is a process in which tester can check all the conditions which can be used in software and decides whether it will pass the test or not.

4.2 Implementation.

During Testing tester can implement all the suitable cases by which error can be generated
And check whether the software can able to access these situations or not.

Testing and Implementation can be done by developer at many stages and so many types of cases are implement to test the software, So that one can identify and rectify the errors or mistakes in Software. For Example- We can test the software by gaving the wrong option which is not mention in main menu and can implement this that what will happen.

 Our main menu of software contains the following options

```
                        IPL Cricket Tournament Organizer
********************************************************************************************
                                    Dashboard
********************************************************************************************


1)Add Player.           2)Modify Player.        3)List of all players.    4)Specific Player View.

5)Add Player info.      6)Update Player info.    7)All Player's Details.   8)Specific Player Details.

9)Add Coach info.       10)Modify Coach info.    11)View Coach info.       12)Specific Coach info.

13)Add Team info.       14)Modify Team info.     15)View Team info.        16)Add Stadium info.

17)Modify Stadium info. 18)View Stadium info.    19)Add Match Data.        20)View Match Data.

21)Add Umpire.          22)View Umpire.          23)Add Umpire Details.    24)Update Umpire Details.

25)View Umpire Details. 26)Team Point Add.       27)Team Point Update.     28)Team Point View.

29)View Match Schedule. 30)View Match Summery till Date.31)Delete player.   32)Delete team.

33)Delete umpire.       34)Delete coach.         35)Delete stadium.        36)Delete player info.

Enter your option: (Eg. 1,2,3)
```

Now we have to enter the option from 1-36 but we can enter the number apart from them and see what will happen Whether it gives error, Infinite loop or exit the Software.

If it shows main menu again in the Software then it means it can handle any type of situation and pass in testing.

Now we can enter the 50 and see what happens

Now we can see that after entering 50 it shows the main menu again .So it will pass in testing.It means the software is now used securely and cannot create errors or exiting.

Chapter-5
Source Code of Software

This is the Source code(Screenshots) by which we can run the IPL Cricket Tournament Organizer Software and the files which contains and links with this code for performing functions.

```cpp
stream ump,umpc;
stream umpd;
stream ptt;
lass team      //Class to store team details

        int team_id;
        char team_name[40];
        char team_owner[40];
        char team_captain[40];
        char team_coach[40];
        public:
            void get_datat()
            {
                    cout<<endl<<"Enter team ID: ";
                    cin>>team_id;
                    fflush(stdin);
                    cin.ignore();
                    cout<<endl<<"Enter team name: ";
                    cin.getline(team_name,40);
                    cout<<endl<<"Enter the name of team owner: ";
                    cin.getline(team_owner,40);
                    cout<<endl<<"Enter the name of Team Captain: ";
                    cin.getline(team_captain,40);
                    cout<<endl<<"Enter the name of Team Coach: ";
                    cin.getline(team_coach,40);
            }
            void put_datat()
            {
                    cout<<endl<<"Team ID: "<<team_id;
                    cout<<endl<<"Team name: "<<team_name;
                    cout<<endl<<"Name of team owner: "<<team_owner;
                    cout<<endl<<"Name of Team Captain: "<<team_captain;
                    cout<<endl<<"Name of Team Coach: "<<team_coach<<endl;
            }
            int return_teamid()
            {
                    return team_id;
            }
;
lass coach{    //Class to store coach details
    int coach_id;
    char coach_name[40];
    char coach_team[40];
    int coach_age;
ublic:
    void get_datac() //Member Function to enter Coach's details
    {
        cout<<endl<<"Enter Coach ID: ";
        cin>>coach_id;
        fflush(stdin);
        cin.ignore();
        cout<<endl<<"Enter Coach's name: ";
```

```cpp
    string player_retaintion;
ublic:
    player()
    {
        player_match=0;
        player_innings=0;
        player_highestscore=0;
        player_cents=0;
        player_halfcents=0;
        player_no4s=0;
        player_no6s=0;
        player_overs=0;
        player_wickets=0;
        player_catches=0;
    }
    int retid()
    {
        return player_id;
    }
    char* return_name()
    {
        return player_name;
    }
    void get_datap()
    {
        cout<<endl<<"Enter player ID: ";
        cin>>player_id;
        fflush(stdin);
        cin.ignore();
        cout<<endl<<"Enter player's name: ";
        cin.getline(player_name,40);
        cout<<endl<<"Enter player's team: ";
        cin.getline(player_team,40);
        fflush(stdin);
        cin.ignore();
        cout<<endl<<"Enter player's age: ";
        cin>>player_age;
        fflush(stdin);
        cin.ignore();
        cout<<endl<<"Enter player's bowling style: ";
        cin.getline(bowling_style,20);
        cout<<endl<<"Enter player's batting style: ";
        cin.getline(batting_style,20);

    }
    void put_datap() {
        cout << endl << "Player ID: " << player_id;
        cout << endl << "Player's name: " << player_name;
        cout << endl << "Player's team: " << player_team;
        cout << endl << "Player's age: " << player_age;
        cout << endl << "Bowling style: " << bowling_style;
        cout << endl << "Batting style: " << batting_style<<endl;
    }
```

Chapter-6
Conclusion

We can concluded that this software can only be used by the Organizers of an IPL and they have only access to add, delete, modify or update the data of matches, players, coaches, venues and grounds.

The main limitation of this software is that audience cannot access to this software to to add, delete, modify or update the data of matches, players, coaches, venues and grounds.

Organizer have the only right to do the functions mentioned on main menu.

Bibliography

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                                 Class XII