Wed-2

Cricket Scoreboard Keeper

Project by-

B17069 Vipul Sharma

B17144 Shubham Shah

B17087 Kriti

B17088 Khyathi

Problem Analysis

Description:

The main objective of this project is to provide an easier method to manage scoreboard during a cricket match. Each team has to have 11 players and the amount of overs to be bowled will be given by the user.

Input:

- Names of teams
- Amount of overs to be played
- Input at every delivery

Output:

Toss will take place randomly and who wins the toss will be shown. Winning team can choose to bat or bowl accordingly. Constant output of scoreboard along with run rate, and other important things in the match will be given after every ball input and winner will be declared at the end of match. Also, a prompt will be displayed which helps user give the desired input.

Design

The program will contain the following functions –

- **Khyati B17088**
  1. **execball() -** This function will execute the action required for the given ball in the scoreboard.
  2. **clrscr()** – It is used to clear the linux terminal screen.

- **Shubham B17144**
  3. **toss()** - Executes a toss between the two teams and decides which team wins the toss.
  4. **printResult()** – When a match ends, this functions prints which team won the match.
  5. **prompt()** – It describes the type of input user can give at every ball.

- **Vipul B17069**
  6. **printpreviousrecord**() – It is used to give the result of previous match.
  7. **savecurrentrecord()** – It save the result of current match.
  8. **main()** – It is the main driver function for the program.

- **Kriti B17087**
  9. **inputnames()** - It is used to input both teams names.
  10. **printScore()** – It is used to print the entire scoreboard.

Design Flowchart

START

READ overs

balls=6*overs
i=0
scoreA=0
scoreB=0
innings=0
wickets=0

innings==0

YES → READ option to execute for ball i → Execute option and change scoreA for ball i AND i++ → i<balls AND wickets<10

i<balls AND wickets<10 → **YES** → UPDATE and WRITE Scoreboard

i<balls AND wickets<10 → **NO** → innings++ i=0 wickets=0

innings==0 → **NO** → innings==1

innings==1 → **YES** → READ option to execute for ball i → Execute option and change scoreB for ball i AND i++ → i<balls AND wickets<10 AND scoreB<scoreA

i<balls AND wickets<10 AND scoreB<scoreA → **YES** → UPDATE and WRITE Scoreboard

i<balls AND wickets<10 AND scoreB<scoreA → **NO** → innings++

innings==1 → **NO** → WRITE Scoreboard and winner → STOP