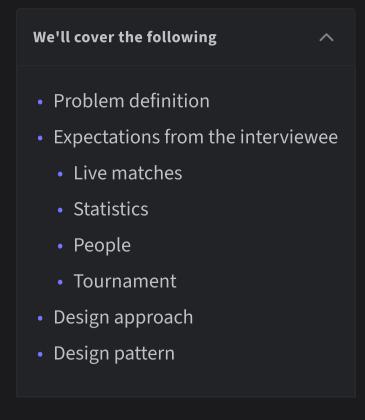
## **Getting Ready: The Cricinfo System**

Understand the Cricinfo problem and learn the questions to simplify this problem further.



### **Cricinfo** also known as ESPNcricinfo, is one of the leading cricket-related websites in

**Problem definition** 

the world. The platform provides a live coverage of cricket matches, along with ball-by-ball commentary. This website has a database including historical matches from the 18th century till the present. This website provides cricket content globally and is followed by millions around the world. Users can find match updates, live cricket scores, match results on this website. This website also provides articles and news about cricket. Moreover, people can search for matches, teams, players, tournaments, etc. In short, this is a website for cricket lovers.



#### what components you will include in your Cricinfo design. The section below provides

an overview of some of the main expectations that the interviewer will want to hear you discuss in more detail, during the interview.

Live matches

Cricinfo provides multiple functionalities to its users. It is essential to narrow down

## The user must be able to see the live matches on the platform. To get a better understanding of live matches, you can ask interviewer questions like this:

How is information of the match updated?What is the process for adding commentary?

Coverage of a live match is one of the most important features of a cricket website.

- At what intervals is the commentary added?
- Statistics
- It is crucial to store the statistics of the matches in the Cricinfo system. Therefore, you can ask the following questions:

• What kind of stats does the system record?

Does the system record the statistics of players and teams?

# There are different people involved in cricket matches. Therefore, to get an idea of the type of people in the system, you can ask the following questions:

system?

Design approach

team, and an umpire.

object-oriented design.

choice(s).

H<sub>1</sub> H<sub>2</sub> H<sub>3</sub>

the steps below:

People

• What kind of people does our system need to store the information about, for example, players, coaches, etc?

Tournament

A **tournament** is a series of matches played between a number of teams. Therefore,

Who will input data into the Cricinfo system? What are the actors of the Cricinfo

the interviewer would expect you to ask the following questions:

How does the system keep track of different tournaments?

Will the umpire data be stored in the system?

How are the tournament points and rankings stored in the system?

We'll design Cricinfo using the bottom-up approach. For this purpose, we will follow

- Identify and design the smallest components first, like a ball and run.
  Use these small components to design bigger components, for example, an over,
- Design pattern

• Repeat the steps above until we design the complete Cricinfo platform.

During an interview, it is always a good practice to discuss the design patterns that

the Cricinfo falls under. Stating the design patterns gives the interviewer a positive

impression and shows that the interviewee is well-versed in the advanced concepts of

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Try to answer the following question. If you are not familiar with design patterns, don't worry! You can learn about them by asking questions like, "Define design patterns."

Which design pattern(s) should be used to design the Cricinfo system? Please elaborate on your

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