International Journal of Research in Advent Technology, Vol.5, No.4, April 2017 E-ISSN: 2321-9637

Available online at www.ijrat.org

CRICPEDIA: The Live Scorecard And Record System

Mr. Sapre Shreyas U.¹, Ms. Karande Pragati B.², Mr. Kalwari Abhishek A.³, Mr. Gosavi Mangesh K⁴.

Department of Computer Engineering^{1, 2, 3, 4}
Rajendra Mane college of Engineering and Technology^{1, 2, 3, 4}
Email: sapre.shreyas@gmail.com¹, pragatikarande93@gmail.com²

Abstract-Now a days due to advancement in network and in computing technology it is easily possible for people to share their data with others using web applications as it is more convenient. With the help of web technology we are going to develop a website which has a live cricket scorecard for Shivaji Cricket Stadium, Ratnagiri. Spectators are interested to keep the updates of ongoing matches and scores of players in detail, but it is not possible for everyone to watch matches live in the stadium. The proposed system will give the detailed scorecard and commentary of the ongoing matches in the stadium. Our main objective is to develop a website which is convenient and easy to operate for the users and it is useful for stadium because it will keep track of performances of the players.

Index Terms- Scorecard, Pitch Pad Pavilion, stats.

1. INTRODUCTION

This website will provide major functionalities like detailed live scorecard of ongoing matches, display current and previous records for example tournament records , individual records ,match records, all statistics like Top run scorer of 2016 season , Top wicket taker of 2016 season , generate news for every match after it is completed. The system will keep posting updated scores and the team line-up during the match. So features like these will make system more interesting.

2. LITERATURE SURVEY

We are studying some deployed applications to effectively design the website. The main part is toupdate the live scorecard and details of matches over network.

PitchPad cricket pavilion which is currently in use is not able to provide relevant output like storing previous as well as current match scorecards and individual player stats for the cricket club. There is a need to design software for the cricket club with all possible functionalities and which will provide all the features like storing all scorecards and individual player statistics^[1].

We reviewed the functionalities included in some existing systems, in that users can predict match result. We are also including some functionality like if their prediction goes right they will earn points and user with maximum points will be the winner of this prediction competition^[2].

We are using Nave Bayes algorithm for predictive analysis based on available data. It takes the data as a input and derives the probability as a output. Here we are giving input as a record of 10 matches with result

of the innings and based on that we are predicting the winning percentage.

3. EXISTING SYSTEM

There are some previously developed systems which encompass the goal of system but not the way it should. As we want to store the records of all matches, every individual player record but comparing these functionalities with Pitch Pad Pavilion then we came to know that this software don't have actual record storage or existence. It only allows you to print the innings and after proceeding, innings data will be cleared. For that we are going forward with some of our own useful functionalities to support the goal of records of all scorecards and individual player stats.

4. PROBLEM STATEMENT

Developing an online system for Shivaji Cricket Stadium, Ratnagiri which provides details about all categories of scorecards, wagon wheel of individual player, match result prediction competition for the users. This will help cricket club to analyze performances of the players.

5. PROPOSED SYSTEM

The system has two main components, which are Web based administrative panel and User panel.

5.1 Outline

• Administrative Panel

Administrator will perform tasks like creating a match entry for scorecard writer, maintainingschedules, news and results of the matches, adding images to the gallery, and managing the whole system.

International Journal of Research in Advent Technology, Vol.5, No.4, April 2017 E-ISSN: 2321-9637

Available online at www.ijrat.org

Administrator will be having all rights of the system handling and taking important decisions. All the notifications related to match, schedule, news will be generated by admin^[3].

• Scoreboard writer Panel

The privileges to use this panel will be given to a trustworthy person suggested by stadium (scoreboard Writer). This person will just input result ball by ball from the GUI provided to him. The scoreboard writer has its own profile. The scoreboard has rights to update the scorecard.

• User Panel

This panel is for the users who have logged-in into the system. Here user can access different tabsand view the data stored in the system like Scorecard, records etc. User can also give the feedback to the system through the feedback form.

5.2 Block Diagram andWorking

As shown in figure 1, the centralized server provides the data to both, admin panel and application. Administrator panel and application will not interact with each other directly. Both modules will have their individual functionalities.

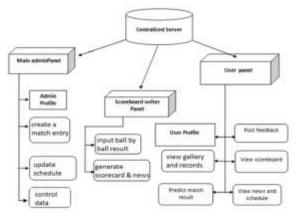


Figure 1. Block diagram of CricPedia

6 CONCLUSION

The proposed system will be successful in terms of earning our objective of making a system whichis user friendly and it has features like showing precise data to the user, simple and effective UI. Also showing all important facts and figures for example record of every single run and highlights. Proposed system will overcome all the disadvantages of current system and will increase the interest of people towards local club matches.

REFERENCES

- [1] "Pitch pad Pavilion Cricket Scoring Software".
- [2] Tejinder, S; Vishal, S; Parteek, B. (2015): Score and Winning Prediction in Cricket through Data Mining. Department of ECE, FET, MRIU, Faridabad, India, pp. 8-10.
- [3] Vignesh, S; Junaed, S; Laks,L: Auto-Play: A Data Mining Approach To Odi Cricket Simulation And Prediction. Department Of Computer Science university Of British Columbian Vancouver, B.C. CanadaV6t1z4, pp. 2011-12.

(A.1)