

main.py



Run

Shell

Clear

```
1 import random
2 import time
3
4 print("*****LET'S PLAY CRICKET*****")
5 time.sleep(3)
6
7 player1 = input("Player 1 enter your name ")
8 player2 = input("Player 2 enter your name ")
9 player_select = random.randint(1,2)
10 #print("player", , player_select)
11 if(player_select == 1):
12     toss_select = int(input( player1 + " Press 1 to select HEAD or 2 to
        select TAILS "))
13 elif(player_select == 2):
14     toss_select = int(input( player2 + " Press 1 to select HEAD or 2 to
        select TAILS "))
15
16
17
18
19 toss = random.randint(1,2)
20 time.sleep(2)
21 print("Umpire tossed the coin.....")
22 time.sleep(5)
23 player1_flag = 0
24 player2_flag = 0
```

*****LET'S PLAY CRICKET*****

2

> 1

> 0

0

> 3

3

> 1

> 4

4

> 5

5

> 3

3

> 4

4

> 6

6

> 1

> 2

2

> > 5

> 5

> 6

> 7

0

main.py



Run

Shell

Clear

```
24 player2_flag = 0
25 if(toss == toss_select):
26     print(" Congo player " , player_select , " wins the toss")
27     if(player_select == 1):
28         #print("ITS YOUR TURN" + player1)
29         player1_flag = 1
30     elif(player_select == 2):
31         #print("ITS YOUR TURN" + player2)
32         player2_flag = 1
33
34 elif(toss != toss_select):
35     print("player " , player_select , " lost the toss")
36     if(player_select == 1):
37         #print("ITS YOUR TURN" + player2)
38         player2_flag = 1
39
40     elif(player_select == 2):
41         #print("ITS YOUR TURN" + player1)
42         player1_flag = 1
43
44
45
46
47 player1_score = 0
48 player2_score = 0
```

*****LET'S PLAY CRICKET*****

```
2
> 1
> 0
0
> 3
3
> 1
> 4
4
> 5
5
> 3
3
> 4
4
> 6
6
> 1
> 2
2
> > 5
> 5
> 6
> 7
2
```

main.py



Run

Shell

Clear

```
49 player1_count = 0
50 player2_count = 0
51
52 if(player1_flag == 1):
53     print(player1 , "you will bat first")
54     while(player1_count < 12 ):
55         player1_decision = input( str(player1) + " enter 'Y' to face the ball
            or 'X' to quit the game")
56         if(player1_decision == 'x' or player1_decision == 'X'):
57             print(player2," WINS")
58             break
59         elif(player1_decision == 'y' or player1_decision == 'Y'):
60             score1 = random.randint(1,99)
61             if(score1 < 10):
62                 if(score1 == 1 or score1 == 2 or score1 == 4 or score1 == 6):
63                     player1_score = score1 + player1_score
64                     print(player1 , "you scored" , score1 , "runs" )
65                     print("Your score is now" , player1_score)
66                     player1_count += 1
67             else:
68                 print(" GOOD DEFENCE ")
69
70
71         elif(score1 > 9 and (score1 % 10) != 0):
72             score1 = score1%10
```

> 0

0

> 3

3

> 1

> 4

4

> 5

5

> 3

3

> 4

4

> 6

6

> 1

> 2

2

> > 5

> 5

> 6

> 7

> 8

> 9

> 10

> 27

main.py



Run

Shell

Clear

```
73- if(score1 == 1 or score1 == 2 or score1 == 4 or score1 == 6):
74-     player1_score = score1 + player1_score
75-     print(player1 , "you scored" , score1 , "runs" )
76-     print("Your score is now" , player1_score)
77-     player1_count += 1
78- else:
79-     print(" GOOD DEFENCE ")
80-
81-
82- elif((score1%10) == 0):
83-     print("**** OUT ****")
84-     print("Your final score is now" , player1_score)
85-     break
86-
87-
88- while(player2_count < 12 ):
89-     if(player2_score > player1_score or (player1_decision == 'x' or
90-     player1_decision == 'X')):
91-         print(player2 , " WINS")
92-         break
93-     player2_decision = input(str(player2) + " enter 'Y' to face the ball
94-     or 'X' to quit the game")
95-     if((player2_decision == 'x' or player2_decision == 'X')):
96-         print(player1 , " WINS")
97-         break
```

```
> 0
0
> 3
3
> 1
> 4
4
> 5
5
> 3
3
> 4
4
> 6
6
> 1
> 2
2
> > 5
> 5
> 6
> 7
> 8
> 9
> 10
> 11
```

main.py



Run

Shell

Clear

```
96- elif(player2_decision == 'y' or player2_decision == 'Y'):
97-     score2 = random.randint(1,99)
98-     if(score2 < 10):
99-         if(score2 == 1 or score2 == 2 or score2 == 4 or score2 == 6):
100-             player2_score = score2 + player2_score
101-             print(player2 , "you scored" , score2 , "runs" )
102-             print("Your score is now" , player2_score)
103-             player2_count += 1
104-         else:
105-             print(" GOOD DEFENCE ")
106-
107- elif(score2 > 9 and (score2 % 10) != 0):
108-     score2 = score2%10
109-     if(score2 == 1 or score2 == 2 or score2 == 4 or score2 == 6):
110-         player2_score = score2 + player2_score
111-         print(player2 , "you scored" , score2 , "runs" )
112-         print("Your score is now" , player2_score)
113-         player2_count += 1
114-     else:
115-         print(" GOOD DEFENCE ")
116-
117- elif((score2%10) == 0):
118-     print("**** OUT ****")
119-     print("Your final score is now" , player2_score)
120-     if(player1_score>player2_score):
121-         print(player1 , " WINS ")
```

```
> 0
0
> 3
3
> 1
> 4
4
> 5
5
> 3
3
> 4
4
> 6
6
> 1
> 2
2
> > 5
> 5
> 6
> 7
> 8
> 9
> 10
> 27
```


main.py



Run

Shell

Clear

```
120     if(player1_score > player2_score):
121         print(player1, " WINS")
122     if(player2_score > player1_score):
123         print(player2, " WINS")
124     break
125 elif(player2_count == 12 and player2_score < player1_score):
126     print(player1, " WINS")
127
128
129
130
131 elif(player2_flag == 1):
132     while(player2_count < 12 ):
133         player2_decision = input(str(player2) + " enter 'Y' to face the ball
            or 'X' to quit the game")
134         if(player2_decision == 'x' or player2_decision == 'X'):
135             #print(player1, " WINS")
136             break
137         elif(player2_decision == 'y' or player2_decision == 'Y'):
138             score2 = random.randint(1,99)
139             if(score2 < 10):
140                 player2_score = score2 + player2_score
141                 print(player2 , "you scored" , score2 , "runs" )
142                 print("Your score is now" , player2_score)
143                 player2_count += 1
144             elif(score2 > 9 and (score2 % 10) != 0):
```

```
> 0
0
> 3
3
> 1
> 4
4
> 5
5
> 3
3
> 4
4
> 6
6
> 1
> 2
2
> > 5
> 5
> 6
> 7
> 8
> 9
> 10
> 27
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main.py



Run

Shell

Clear

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145     score2 = score2%10
146     if(score2 == 1 or score2 == 2 or score2 == 4 or score2 == 6):
147         player2_score = score2 + player2_score
148         print(player2 , "you scored" , score2 , "runs" )
149         print("Your score is now" , player2_score)
150         player2_count += 1
151     else:
152         print(" GOOD DEFENCE ")
153
154     elif((score2%10) == 0):
155         print("**** OUT ****")
156         print("Your final score is now" , player2_score)
157         break
158
159 while(player1_count < 13 ):
160     if(player1_score > player2_score or (player2_decision == 'x' or
161         player2_decision == 'X')):
162         print(player1 , " WINS" )
163         break
164     player1_decision = input(str(player1) + " enter 'Y' to face the ball
165         or 'X' to quit the game")
166     if(player1_decision == 'x' or player1_decision == 'X'):
167         print(player2," WINS")
168         break
169     elif(player1_decision == 'y' or player1_decision == 'Y'):

```

```

> 0
0
> 3
3
> 1
> 4
4
> 5
5
> 3
3
> 4
4
> 6
6
> 1
> 2
2
> > 5
> 5
> 6
> 7
> 8
> 9
> 10
> 11

```

main.py



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```
168 score1 = random.randint(1,99)
169 if(score1 < 10):
170     player1_score = score1 + player1_score
171     print(player1 , "you scored" , score1 , "runs" )
172     print("Your score is now" , player1_score)
173     player1_count += 1
174 elif(score1 > 9 and (score1 % 10) != 0):
175     score1 = score1%10
176     if(score1 == 1 or score1 == 2 or score1 == 4 or score1 == 6):
177         player1_score = score1 + player1_score
178         print(player1 , "you scored" , score1 , "runs" )
179         print("Your score is now" , player1_score)
180         player1_count += 1
181     else:
182         print(" GOOD DEFENCE ")
183
184 elif((score1%10) == 0):
185     print("**** OUT ****")
186     print("Your final score is now" , player1_score)
187     if(player1_score>player2_score):
188         print(player1," WINS")
189     if(player2_score>player1_score):
190         print(player2," WINS")
191     break
192
```

```
> 0
0
> 3
3
> 1
> 4
4
> 5
5
> 3
3
> 4
4
> 6
6
> 1
> 2
2
> > 5
> 5
> 6
> 7
> 8
> 9
> 10
> 27
```


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Shell

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```
183
184 elif((score1%10) == 0):
185     print("**** OUT ****")
186     print("Your final score is now" , player1_score)
187     if(player1_score>player2_score):
188         print(player1," WINS")
189     if(player2_score>player1_score):
190         print(player2," WINS")
191     break
192
193 elif(player1_count == 12 and player1_score <player2_score):
194     print(player2, " WINS")
195
196
197
198
199
200
201
202
203
204
205
206
207
208
```

```
> 1
> 4
4
> 5
5
> 3
3
> 4
4
> 6
6
> 1
> 2
2
> > 5
> 5
> 6
> 7
> 8
> 9
> 10
> 27
> 34
34
>
```