REALTIME COMMENTARY AND GAME STATISTICS

PROJECT WORK DONE AT
SRM SYSTEMS & SOFTWARE PVT. LTD.,
G.N.CHETTY ROAD,
CHENNAI - 600 017.

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PROJECT REPORT

SUBMITTED IN PARTIAL FULFILLMENT OF THE
REQUIREMENTS FOR THE AWARD OF THE DEGREE OF
M.Sc [APPLIED SCIENCE] SOFTWARE ENGINEERING
OF BHARATHIAR UNIVERSITY, COIMBATORE.

SUBMITTED BY

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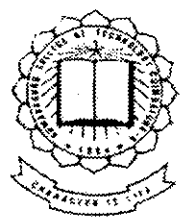

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
KUMARAGURU COLLEGE OF TECHNOLOGY
COIMBATORE - 641 006
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

KUMARAGURU COLLEGE OF TECHNOLOGY

(Affiliated to Bharathiar University)

COIMBATORE - 641 002

SEPTEMBER - 2002

CERTIFICATE

This is to certify that the project entitled

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SRM
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CERTIFICATE

This is to Certify that the Project work entitled **"Realtime Commentary and Game Statistics"** Analyzed, Designed and Developed by **Mr. Sridhar C (Reg. No 9937S0096)** of **Kumaraguru College of Technology, Coimbatore,** submitted in partial fulfillment of the requirements of degree of **M.Sc., Software Engineering,** has been carried out in our organization from May 2002 to August 2002. This project has been developed using **ASP and Oracle.**

We wish him success in all his future endeavors.

For SRM Systems & Software

Manager - Projects

ACKNOWLEDGEMENT

My debts for Assistance in preparing this project Report are more numerous that can be identified here

I express my gratitude to **Mr.M.Manimaran M.Sc**, my external guide for his kind help and valuable guidance in completing the project.

My sincere thanks to, **Mr.N.Siva Kumar B.E.** project coordinator, SRM Systems and software, for assigning me a project in their concern and helped me in gaining a Good Experience.

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My sincere thanks to my parents who contributed immeasurably for shaping me into the computer profession and I also thank my friends for guiding me from behind.

CONTENTS

CONTENTS

SYNOPSIS

SYNOPSIS

The project fully goes through the various aspects that are undertaken to provide a real time commentary and game statistics for the game day section of a site. The detail study is done from the data acquired and information gathered. The system is being developed as per the demand of the organization according to their requirements.

The system is designed to provide information to users about a game that is currently in progress. It also keeps updating records of the players and the games held previously and currently. The system is designed to be operated in a healthy computer environment with the system being user friendly and providing sufficient information needed according to the client request.

A reporter or commentator will be entering the commentary and updating information about match events in a web based "reporter" application that will be then broadcast to many spectators "recipients apps" via Internet. This application exists to provide the game fans alternative to video feeds of the game that will also be broadcast. The application needs to be developed as a set of ASP applets to allow it to browser neutral and to allow for real time update of information that is superior to using the Meta refresh functionality of html.

The RTC application is to provide the following functionality:

- A means for a reporter or commentator to enter the commentary via a web browser application as a series of events. Each event will be comprised with event type, team, short text field and the game statistics.

- A means for the reporter to enter the real time game statistical information.

- Update of the statistical information to an oracle database is through the web.

- Keep records up to date about the players and the games which was held previously and currently.

INTRODUCTION

1. INTRODUCTION

1.1 PROJECT OVERVIEW

The project Real-time Commentary and Game Statistics has been developed for SRM systems & software, which provides information about cricket with following statistical informations and live updates of the game which is currently in progress.

The RTC application is the web-based application intended to provide real time display of the game information via Internet. The application has a reporter application to capture the game information and to broadcast the captured information to thousand of clients. The RTC application provides all details of a game which is currently in progress and also provides details regarding players, previously held matches, records created by the players, detailed list of all world cups held so far, also provides some additional features according to client requests and suggestions given by clients. The system helps to keep track of all these information in an effective manner.

The overview of the project is

- ✓ System study of the requirements.
- ✓ Reference of the studies made.
- ✓ Rough design of the system.
- ✓ Testing of the design through the operation.
- ✓ Making the necessary changes.
- ✓ Obtaining the final design.
- ✓ Coding the project.
- ✓ Testing the system.

- ✓ Implementing the system.
- ✓ Documenting the project.

1.2 ORGANIZATION OVERVIEW

SRM SYSTEMS AND SOFTWARE is a company committed to provide support to small, medium and large corporations in the development and management of software essential to their needs over the entire life cycle of a project or system. All corporations, regardless of size, need to process enormous amounts of data in support of the day-to-day operation of the company and the dependence on a corporate information system and up-grade the existing ones. In seeking efficient and cost-effective approaches to manage change, many companies have found outsourcing to be particularly attractive.

SRM Systems and Software is here to provide expert services and support for "change management" in software systems allowing your organization to focus on its core business. **SRM Systems and Software** offers the expertise of experienced individual software consultants, as well as an off-shore facility with a state-of-the-art information technology infrastructure and a well trained and committed staff, all at extremely competitive prices. We at **SRM** provide our clients the potential for significant savings without a compromise in quality or schedule. **SRM Systems and Software** guarantees that the software services will be delivered to the customer on time, within budget, in complete conformance means that at **SRM**, we are indeed "**determined to make a difference**".

SRM Systems And Software is a unit of the renowned SRM Group, which in the past 30 years has established itself in southern India in the fields of engineering education and Research. Over the years, the **SRM Group**, with asset base of us $50 million has expanded into the fields of health care, hospitality Manufacturing, Financial Services, and Construction.

SRM offers software services in the following technology areas:

- Web Based Application and e-commerce
- Client-Server (Two, Three and N-Tier) Technology
- Group Ware and Workflow
- Multimedia and Computer Graphics
- Computer Aided Design and Computer Aided Manufacturing

The **SRM Group** has a well-established reputation in offering quality education in the areas of Engineering, Arts and Science, Dentistry, Medical Science and Management. With this expertise and tradition in the fields of education, it is not surprising that SRM Systems and Software also offers high-end software training for corporations and individuals.

SYSTEM STUDY AND ANALYSIS

2. SYSTEM STUDY AND ANALYSIS

2.1 Existing System

The system had the statistical information about the game but the real-time commentary was introduced in the form of a scoreboard with over score updates, some additional options like online commentary, chat application, comments about the game were not present in the existing system.

2.2 User Characteristics

User characteristics were analyzed to find the requirements. Users were given the option of entering their suggestions. The system was updated and maintained according to the user requirements.

The user interface on the client was provided by the following functions:

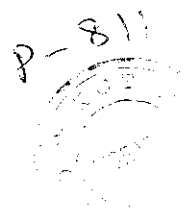
- A scrollable event window listing an icon represents all events of the game and short text description.
- Runs in Netscape Navigator 4.0 or Internet explorer 4.0
- Substitution information updated from reporter.
- Current game info updated from reporter.
- Game commentary event window updated from reporter.

- The clients were automatically updated from the reporter when new informations were available at reporter or at some specific interval determined by the administrator.

- Ability to initialize the team-1 and team-2 information from a query to the oracle database based upon the game id.

- Serving up to 30000 concurrent clients with updates to events and statistics.

- A maximum of 10 reporter applications were able to run at the same time, each one serving a different set of clients.



- Entering the game events in text format.

- Saving the game statistics when the game is complete.

- Handling a survey among the clients for any suggestions and other informations.

2.3 Requirements of New System

The new system should overcome the limitations of the existing system. It should provide better options for better data reporting and data comparison. The system should be secure, faster, error free and interactive. Thus main requirements identified are

- **Good interaction with the user**

The new system should be capable of good interaction with the user. Errors and warning messages should be clearly displayed. The system should be menu driven. In case of item selection, a list can be provided for selection. Thus error in entries could be reduced and foreign key references can be maintained without cross checking.

- **Centralized Database**

A database management system should be introduced by which storage and retrieval of data becomes easy. Large amount of data can be managed, data integrity can be ensured and data redundancy could be avoided.

- **Security**

Since the storage data includes many details, there should be some level of security for the system. Software's in a multi-user environment should use some level of security.

- **Live Updations**

The Updation of Game Statistics every over which helps in providing client a live commentary of the currently held match with enough information about the match as in the form of a score board.

2.4 Proposed System

The new system enjoys lot more sophistication. Care has been taken to make it user friendly as possible. Data storage has been centralized. Concept database have been introduced. The system is menu driven providing the user options for selecting appropriate form for processing. The system is designed in such a way as to gain maximum software support.

Unauthorized entry into the system is prevented by passwords and login facilities, database security as well as application security is provided. Providing primary key and foreign key references provides data base security.

PROGRAMMING ENVIRONMENT

3. PROGRAMMING ENVIRONMENT

3.1 HARDWARE CONFIGURATION:

PROCESSOR	:	Pentium III
PROCESSOR SPEED	:	600 MHz
MAIN MEMORY	:	512 MB
HARD DISK	:	40 GB SCSI
DISPLAY TYPE	:	14" SVGA COLOR
KEYBOARD	:	104 KEYS
MOUSE	:	2 Button Serial Mouse

3.2 SOFTWARE CONFIGURATION:

OPERATING SYSTEM	:	Windows NT
FRONT END	:	HTML, JavaScript, ASP
BACK END	:	Oracle8

3.3 SOFTWARE DESCRIPTION

ASP

Introduction to ASP

ASP stands for Active Server Pages, ASP is a program that runs inside IIS.IIS stands for Internet Information Services. IIS comes as a free component with Windows 2000.IIS is also a part of Windows NT 4.0 Option Pack. The Option Pack can be downloaded from Microsoft. PWS is a smaller but fully functional – version of IIS. PWS can be found on your Windows 95/98 CD.

ASP Compatibility

ASP is a Microsoft Technology. To run IIS Windows NT 4.0 or later version is a must. To run PWS Windows 95 or later version is sufficient. Chili-ASP is a technology that runs ASP without Windows OS. Instant-ASP is another Technology that runs ASP without Windows OS.

ASP File

An ASP file is same as that of the HTML file. An ASP file can contain text, HTML, XML and scripts. Scripts in an Asp file are executed on the Server. An ASP file has the file extension ". asp".

How does it work?

When a Browser request an HTML file, the server returns the file. When a Browser requests an ASP file, IIS passes the request to the ASP engine. The ASP engine reads the ASP file line by line and executes the script in the file. Finally the ASP file is retuned to the browser as a plain HTML file.

Functions and Advantages of ASP

Some of the functions of ASP are dynamically edit, change or add any content of the Web page. Respond to user queries or data submitted from HTML forms. Access any data or databases and return the results to the browser. Customize a Web page to make it more useful for individual users. The advantages of using ASP instead of CGI and Perl are those of simplicity and speed. Provides security since the browser cannot view ASP code. Since ASP files are returned as plain HTML. They can be viewed in any Browser. Clever ASP programming can minimize the network traffic.

ASP Objects and methods used:

Response Object:

Response.Write

Response.Redirect

Request Object

Request.Item
Request.Form
Request.QueryString
Request.ServerVariables

Session Object

Session Variables

Application Object

Application Variables

Server Object

Server.Createobject
Server Variables

Personal Web Server

Microsoft Personal Web Server (PWS) 4.0 is a desktop Web server. If you are connected to an intranet, or a corporate network, the documents can be shared with coworkers from your own system. PWS is used in developing and publishing personal home pages.

The website can also be tested before uploading on to the Internet service provider.

The Personal Web Server is ideal for Intranets, homes, schools, and small business workgroups and to set up a Personal Web Server. In Corporations, any department or individual; can post HTML documents and share information's with others via the corporate intranet. Users of Windows 95/98/98SE/ME/NT can now share Web contents as easily as they share folders on a network.

It is also a great cost saving solution for small businesses and schools because they no longer need to dedicate a PC to a Web server. Instead they can leverage their PC's simply by enhancing them with the Personal Web Server software. Finally, home users who want to experiment with Web Publishing can set up their personal computer as a Web Server and easily publish the information on the Internet.

The Personal Web Server software is now available to download free (other than the cost of connect time, if applicable) from the Microsoft Website at **www.micrsoft.com.**

The Personal Web Server has the following benefits:

Integration.

The Personal Web Server turns the Windows 95/98/NT-based computer systems into a low-volume Web server, making it easy to share the HTML and the FTP files over Internets and the intranets, as it is to share and print document files over the network. The software is fully integrated into Windows 95/98/ME/NT taskbar and the Control Panel, allowing the users to

administer the server or change general options. Microsoft has also designed the Personal Web Server to complement its larger and fully compatible Web server products, such as the Microsoft Internet Information Server (IIS). The Personal Web Server is also fully complementary to Peer Web Services included with the Windows NT workstation operating system version 4.0.

Easy to install, use and manage.

The Personal Web Server is designed to install easily in minutes and includes an intuitive HTML-based administration utility that also supports full remote administration. It supports both user-level and local security, ensuring flexible and effective protection of sensitive corporate information. Users can set up the PWS to support Windows NT Challenge/Response encrypted-password transmission.

Standards-based technology.

PWS fully supports the existing standards such as CGI and includes the open Internet Server API (ISAPI) extension to the Win32 API that is up to five times faster than CGI-based applications. This enables any user to take advantage of ISAPI scripts and CGI scripts.

WHY ORACLE?

The explosion in the use of World Wide Web (WWW) and Browser led oracle to develop tools that would support dynamic displays of database contents on the web.

Also, the emergence of the Java language that was Platform independent, object oriented distributed, and secure environment appealed to software vendors in writing software once and deploying on a variety of computer hardware and operating system platforms.

With these two movements, much software began advocating an user interface based on a web browser in which a server to be executed on the client machine could download a java applet.

New Features of Oracle 8

- ✓ Improved Scalability
- ✓ Improved Security Administration
- ✓ Improved performance via partitioning
- ✓ Enhanced support for database replication
- ✓ Capability to handle much larger number of concurrent users
- ✓ New and improved data types
- ✓ Object relational features via Oracle Objects option

Features of Oracle

- ✓ Large database and space management control
- ✓ Concurrent database users
- ✓ High transaction processing performance
- ✓ Industry accepted standards
- ✓ Manageable security
- ✓ Client/Server environment
- ✓ Distributed database system

- ✓ Portability
- ✓ Compatibility
- ✓ Connectivity

4. SYSTEM DESIGN AND DEVELOPMENT

4.1 INPUT DESIGN

Input design or form design consists of designing the screens for accepting the input. The user inputs are collected as screen entries. The screen has been designed in a way to provide GUI features to the user. The input screens are designed in a way as to control the amount of input required, avoid delay and keep processing simple.

The form layout is designed to be user friendly. Layout labels are made self-explanatory. Common sets of entries are grouped into a frame for easy identification. Drop down lists are provided in the case of item selection. The user can choose from the valid data from the list provided thus avoiding erroneous data. Command buttons are provided for all activities that take place through the form such as additions, deletions etc. Input data is validated in the screen entries itself. Appropriate error message and warnings are displayed for user's convenience.

4.2 OUTPUT DESIGN

Outputs from computer system are required primarily to communicate the result of processing to clients. The outcome of data processing will be a set of information in a neat layout which is viewed by clients. Output design involves the designing of the format of processed data.

The main output designs for the RTC Application are,

- Player Details

This contains the details of the Players listed according to their country with the records created for them.

- Event Details

This contains the details of the matches held and the matches that are to be held.

- Live Score Board

This shows the details of over Updation of the current match.

4.3 DATABASE DESIGN

The database approach to system design places great emphasis on integration, integrity and independence of data. The system uses around eleven tables.

- Match_det: - Contains the details of the previously held matches
- Player_det: - Contains details of all players according to their country
- Events_add: - Contains the rules of the particular match held
- Current_ser: - Contains the details of the current match
- Commentator: -Contains details of the commentator

- Liv_Score: - Contains details for mini score board
- Batsmen: - Contains details of the batsmen
- Bowlers: - Contains details of the bowlers
- Extras: - Contains details of Extra runs scored
- Reg_Form: - Contains details about clients
- User_pwd: - Contains client entry form

Tables have been normalized to avoid data redundancy. Primary key and foreign key are provided for integrity.

4.4 PROCEDURE DESIGN

A computer procedure is a series of operations designed to manipulate data to produce output from a computer system. Various tools are used to specify computer procedures like flow charts and decision tables. Data flow diagrams are used for representing data flow and system flow diagrams are used for representing the complete system.

In this system, data updation is the main processes in all the modules.

In RTC Application, the following details are given as inputs.

- Event Entry

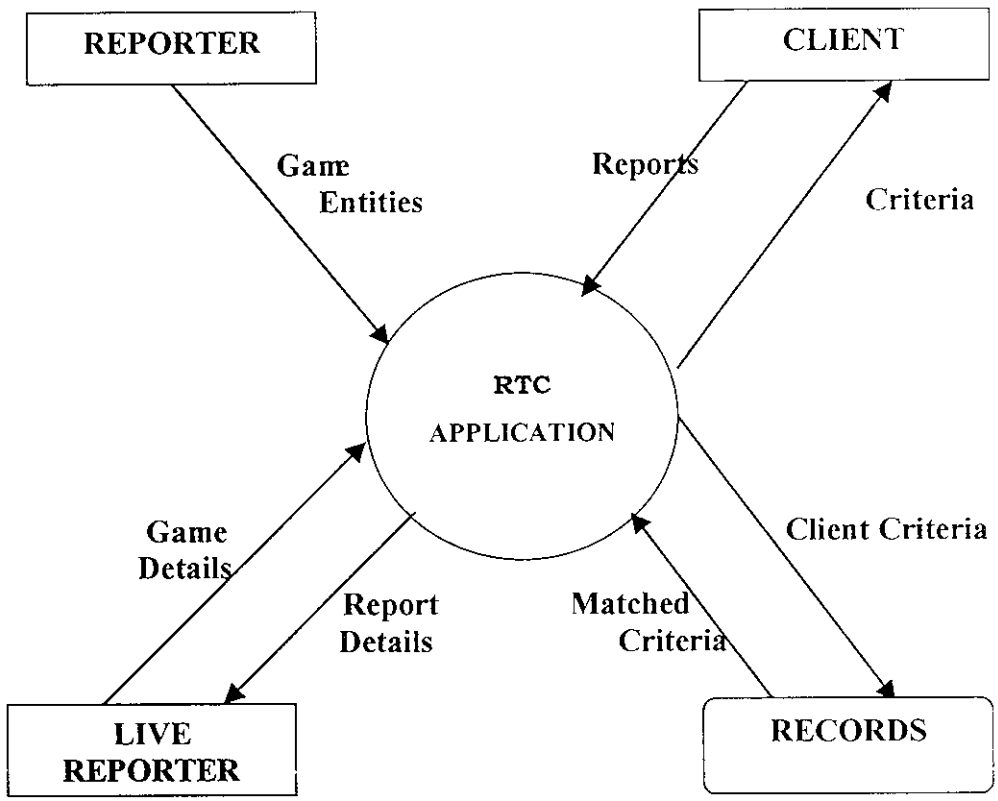
- Player Details Entry.

- Batsman details, bowler details and extras are entered for live scoreboard Entry.

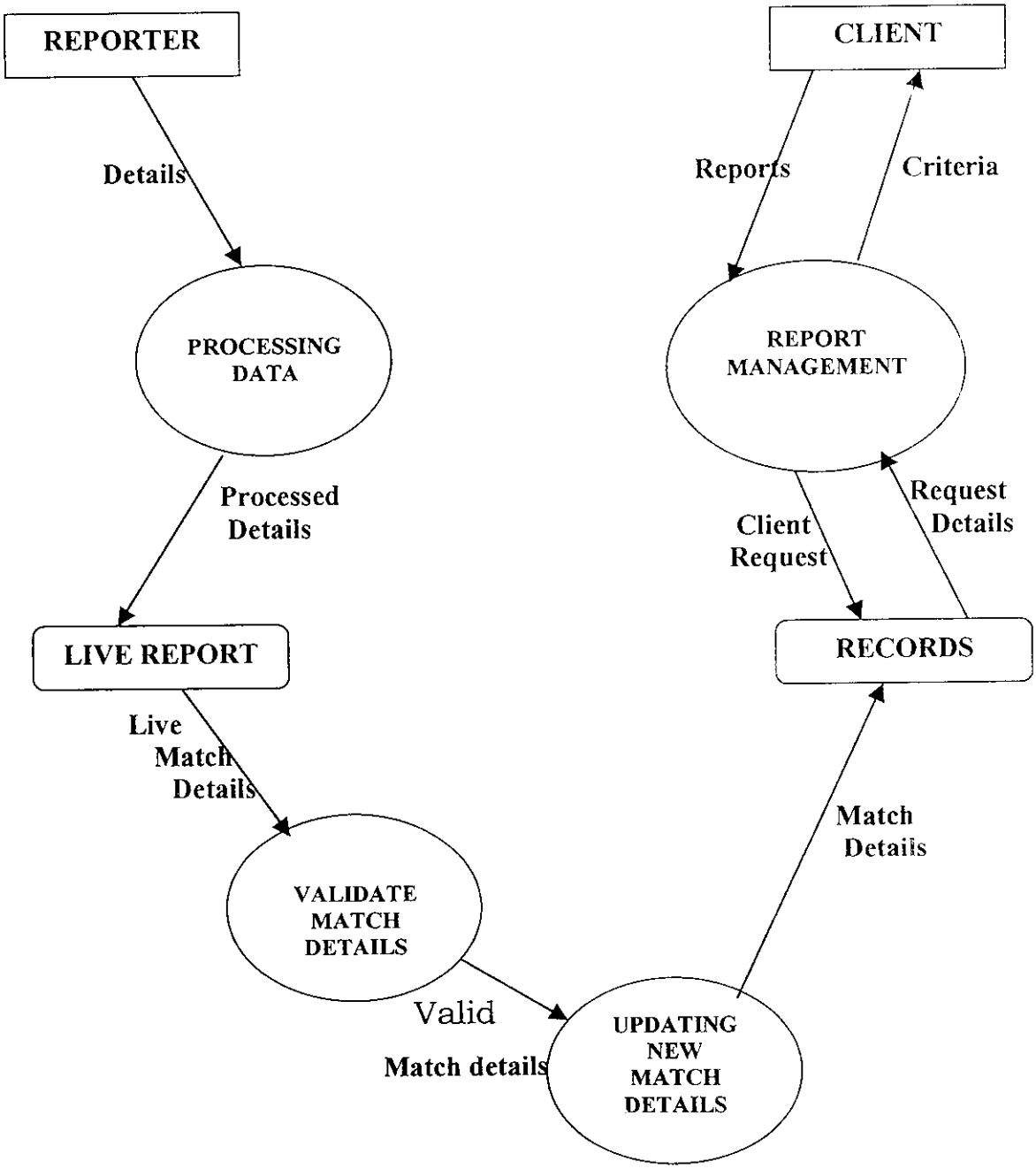
- World Cup details Entry.

- Remark, Contains the detail of what correction has been made and what is the position.

4.5 CONTEXT DIAGRAM



4.6 DATA FLOW DIAGRAM



SYSTEM IMPLEMENTATION AND TESTING

5. SYSTEM IMPLEMENTATION AND TESTING

5.1 SYSTEM IMPLEMENTATION

Implementation is the stage when theoretical design is turned into a working design. It can be considered to be most crucial stage in achieving a successful new system. It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve change over, training of user staff and evaluation of change over methods.

The following processes were conducted in the implementation stage.

- ✓ Testing of developed modules with sample data.
- ✓ Correction of errors.
- ✓ Testing the system to meet user requirements.
- ✓ New files with actual data had been created.
- ✓ Changes were made according to user's suggestions.
- ✓ Reporter clients were given training for using the new system.

5.2 SYSTEM TESTING

System testing is a planned and systematic pattern of all actions necessary to provide adequate confidence that product confirms to establish technical requirements. A full screen testing can be aided to ensure that the system works accurately and efficiently before the actual operation commences. The tests should take place in the actual programming environment and should test people and equipment as well as programs. The tests should be designed in away as to uncover different classes of errors and to do so in minimum amount of time and effort.

As a secondary benefit, testing demonstrates that performance requirements appear to have been met. Thus programmers should test each program using test data designed by them and then complete system environment must be tested to the complete satisfaction of the users.

TESTING APPROACHES:

System testing makes a logical assumption that if all parts of the system are correct, the goal will be successively achieved. Inadequate testing or non-testing leads to errors that may appear until months later.

The following are some of the testing strategies, which are carried out during the testing period.

5.2.1 CODE TESTING:

This examines the logic of the program. For example, the logic for updating various sample data was tested and verified with the original data that was carried out by the existing system.

5.2.2 MODULE TESTING:

To locate error, focus is given on each and every module. This is known as module testing. Those enable as to detect errors and correct it without affecting any other modules. Thus all the modules are individually tested.

5.2.3 SYSTEM TESTING:

Once the individual module testing is completed, modules are assembled to perform as a system. Then the testing was carried out to check whether the entire system is performing satisfactorily.

5.2.4 UNIT TESTING:

Unit testing focuses verification efforts on the smallest unit of software design in the module. This is also known as module testing. In this testing step each module is found to working satisfactorily as regard to the expected output from the module. The testing was carried out during coding stage itself. There are some validation checks for the fields. It is very easy to find error debut the system.

5.2.5 INTEGRATION TESTING:

Integrated testing is the systematic testing for constructing the uncover errors within the interface. All modules are combined in this testing step. Testing was done with sample data. The developed system has to run successfully for this sample data. Using this test, plans are prepared during the design phase of the system development as a guide. The main objective in this testing process is to take unit-tested modules and build a program structure that has been dictated by design.

5.2.6 VALIDATION TESTING:

At the culmination of the black box testing, software completely assembled as a package; interfacing errors have been uncove and corrected. Next stage is the validation testing. Validation testing can defined in many ways, but a simple definition is that succeeds when software functions in a manner that can be reasonably expected by customer. When the customer enters incorrect values, then the system sho not display any error message. Instead of it, the system has to display hel messages for the users to enter the correct values.

5.2.7 OUTPUT TESTING:

After the performance of the validation testing, the next step is output testing. No system would be useful if it does not produce the required output in the specific format. Thus output format on the screen is found to be correct when the format was designed in the system phase according to the users need.

All these type of testing has been done in this system. Each module is tested individually and the integration testing is done with all the modules joined together. The system is tested with the sample data before giving the original one. Validation of each input is done. If a wrong type of data or the data type is given then the system will not accept the data. Finally the testing ends with the testing of sampled data against the expected output. The system seems to satisfy all the testing models mentioned above. So the system is expected to be free from all types of errors.

CONCLUSION

CONCLUSION

The objective of the project was developed as per the demand of the organization according to their requirement needs and produced enough information regarding the game with their regular updates. The package had to be more user friendly and adaptive than the existing one. The system is meant to coordinate Events Updation, Player detail Maintenance, Over Updation of Live Scores, World Cup detail maintenance, Maintaining the system according to suggestions given by the clients.

The new system incorporates the requirements stated. Package has been found to meet client requirements. Software is selected so as to give maximum flexibility to the clients. Clients found the system easy to use. The replacement of file system by a Relational Data Base Management System have made the storage, retrieval and processing of data more effective. Security for data as well as application has been enhanced.

Each module has been tested separately and changed over. The implementation was done step by step. The system has been developed as a modular system to facilitate future enhancement without restraint. The system can incorporate modifications without affecting other parts.

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2. BEGINNING ASP DATABASE BY JOHN KAUFFMAN

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4. ORACLE 8.0 USER MANUAL BY ORACLE CORPORATION PRESS, 2000

5. ORACLE DEVELOPMENT GUIDE BY P.S.DESHPANDE

Reference Sites:

1. www.cricinfo.com
2. www.cricketonline.com

APPENDICES

APPENDICES

Table Structure: -

Table Name: Match_det

Primary Key: EVENTID

Field Name	Database	Description
SERIES	VARCHAR2 (25)	Name of the Series
EVENTID	VARCHAR2 (8)	Event Id
EVENT	VARCHAR2 (30)	Event
TOSS	VARCHAR2 (25)	Toss Won
VENUE	VARCHAR2 (20)	Venue
EDATE	DATE	Event Date
TOSSL	VARCHAR2 (25)	Toss Lost

Table Name: Events_add

Foreign key: EVENTID

Field Name	Database	Description
EVENTID	VARCHAR2 (8)	Event Id
EVENTNAME	VARCHAR2 (30)	Event Name
RULES	LONG	Rules
NOOFPLAYERS	NUMBER	Number of Players
REMARKS	LONG	Remarks

Table Name: Player_det

Primary Key: PLID

Field Name	Database	Description
PLID	VARCHAR2 (8)	Player Id
PLNAME	VARCHAR2 (30)	Player Name
HISTORY	LONG	History
DOB	DATE	Date Of Birth
GENDER	VARCHAR2 (8)	Gender
ADDRESS	VARCHAR2 (35)	Address
CITY	VARCHAR2 (25)	City
STATE	VARCHAR2 (25)	State
COUNTRY	VARCHAR2 (25)	Country
ZIPCODE	VARCHAR2 (10)	Zip Code
PHONE	VARCHAR2 (10)	Phone Number
REMARK	LONG	

Table Name: Current_ser

Foreign key: EVENTID

Field Name	Database	Description
SERIES	VARCHAR2 (25)	Name of the Series
EVENTID	VARCHAR2 (8)	Event Id
MATCH	VARCHAR2 (30)	Event
TOSS	VARCHAR2 (25)	Toss Won
VENUE	VARCHAR2 (20)	Venue
MDATE	DATE	Event Date

Table Name: Commentator

Field Name	Database	Size
COMMID	VARCHAR2 (8)	Commentator Id
COMMNAME	VARCHAR2 (25)	Commentator Name
RULES	LONG	Rules
REMARK	LONG	Remarks

Table Name: Liv_Score

Field Name	Database	Description
SERIES	VARCHAR2 (30)	Name of the Series
MATCH	VARCHAR2 (30)	Match
PLAYER1	VARCHAR2 (25)	Player One
RUNS1	NUMBER (3)	Runs of Player1
PLAYER2	VARCHAR2 (25)	Player Two
RUNS2	NUMBER (3)	Runs of Player2
TOTAL	NUMBER (4)	Total Runs
WICKETS	NUMBER (3)	Total Wickets
OVERS	NUMBER (3)	Total Overs
REMARKS	LONG	Remarks

Table Name: Batsmen

Foreign key: PLID, EVENTID

Field Name	Database	Description
PLID	VARCHAR2 (8)	Player Id
PLNAME	VARCHAR2 (25)	Player Name
STATUS	VARCHAR2 (35)	Status of Batsman
RUNS	NUMBER (4)	Runs Scored
BALLS	NUMBER (4)	Total Balls
FOURS	NUMBER (3)	Total Fours
SIXS	NUMBER (4)	Total Sixes
SRATE	NUMBER (6,2)	Strike Rate
EVENTID	VARCHAR2 (8)	Event Id
COUNTRY	VARCHAR2	Country

Table Name: Bowlers

Foreign key: PLID, EVENTID

Field Name	Database	Size
PLID	VARCHAR2 (8)	Player Id
PLNAME	VARCHAR2 (25)	Player Name
EVENTID	VARCHAR2 (8)	Event Id
OVERS	NUMBER (3)	Overs
MINS	NUMBER (3)	Made inns
RUNS	NUMBER (3)	Runs
WICKETS	NUMBER (3)	Wickets
NOBALL	NUMBER (3)	No Balls
WBALL	NUMBER (3)	Wide Balls
RPO	NUMBER (6,2)	Runs Per Over
COUNTRY	VARCHAR2 (25)	Country

Table Name: Extras

Foreign key: EVENTID

Field Name	Database	Description
EVENTID	VARCHAR2 (8)	Event Id
BIES	NUMBER (3)	Bies
LBIES	NUMBER (3)	Leg Bies
TOTAL	NUMBER (3)	Total Runs
WICKETS	NUMBER (3)	Total Wickets
NOBALL	NUMBER (3)	No Balls
WBALL	NUMBER (3)	Wide Balls
EXTRAS	NUMBER (3)	Extra Runs

Table Name: Reg_Form

Primary Key: USERID

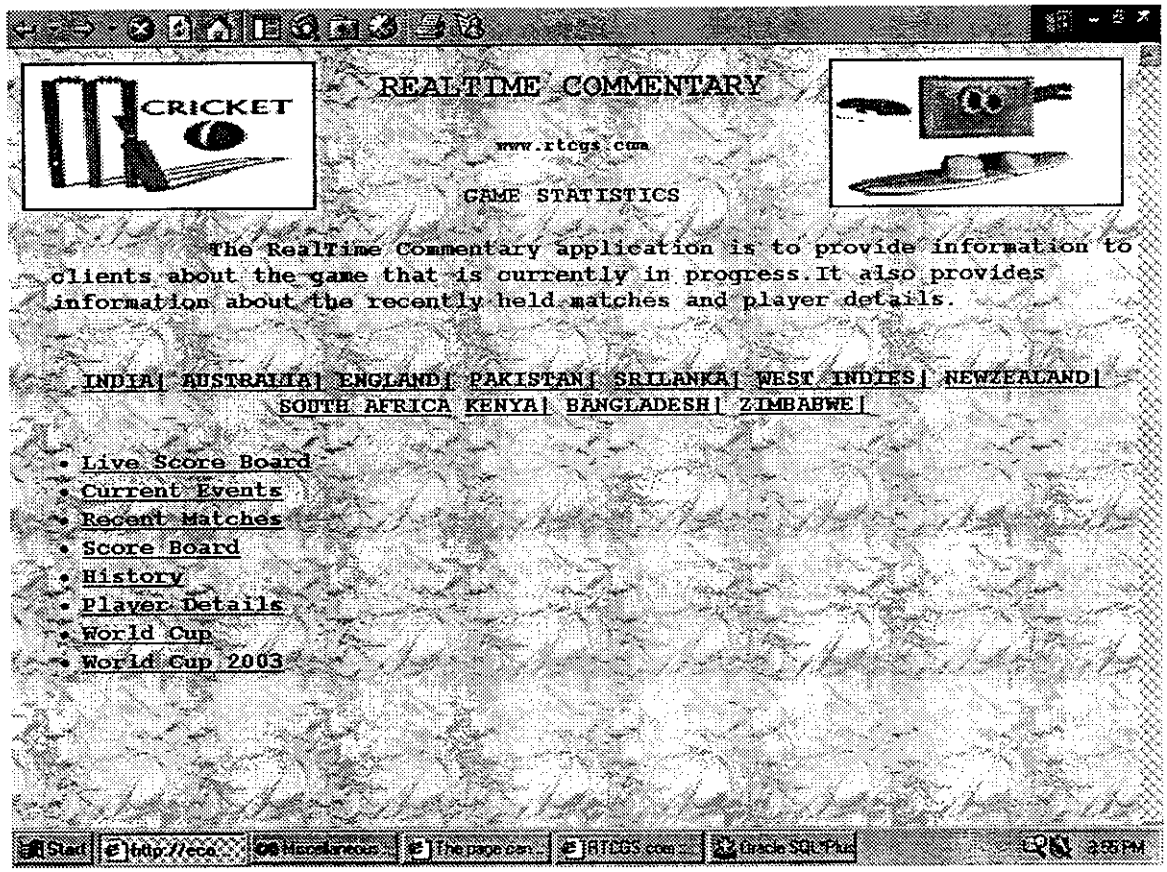
Field Name	Database	Description
USERID	VARCHAR2 (8)	User Id
PASSWORD	VARCHAR2 (8)	Password
QUESTION	LONG	Hint Question
ANSWER	LONG	Hint Answer
USERNAME	VARCHAR2 (25)	User Name
EMAIL	VARCHAR2 (25)	Email Id
ADDRESS	VARCHAR2 (40)	Address
COUNTRY	VARCHAR2 (30)	Country
STATE	VARCHAR2 (30)	State
CITY	VARCHAR2 (30)	City
GENDER	VARCHAR2 (10)	Gender
PHONENO	NUMBER (10)	Phone Number

Table Name: User_pwd

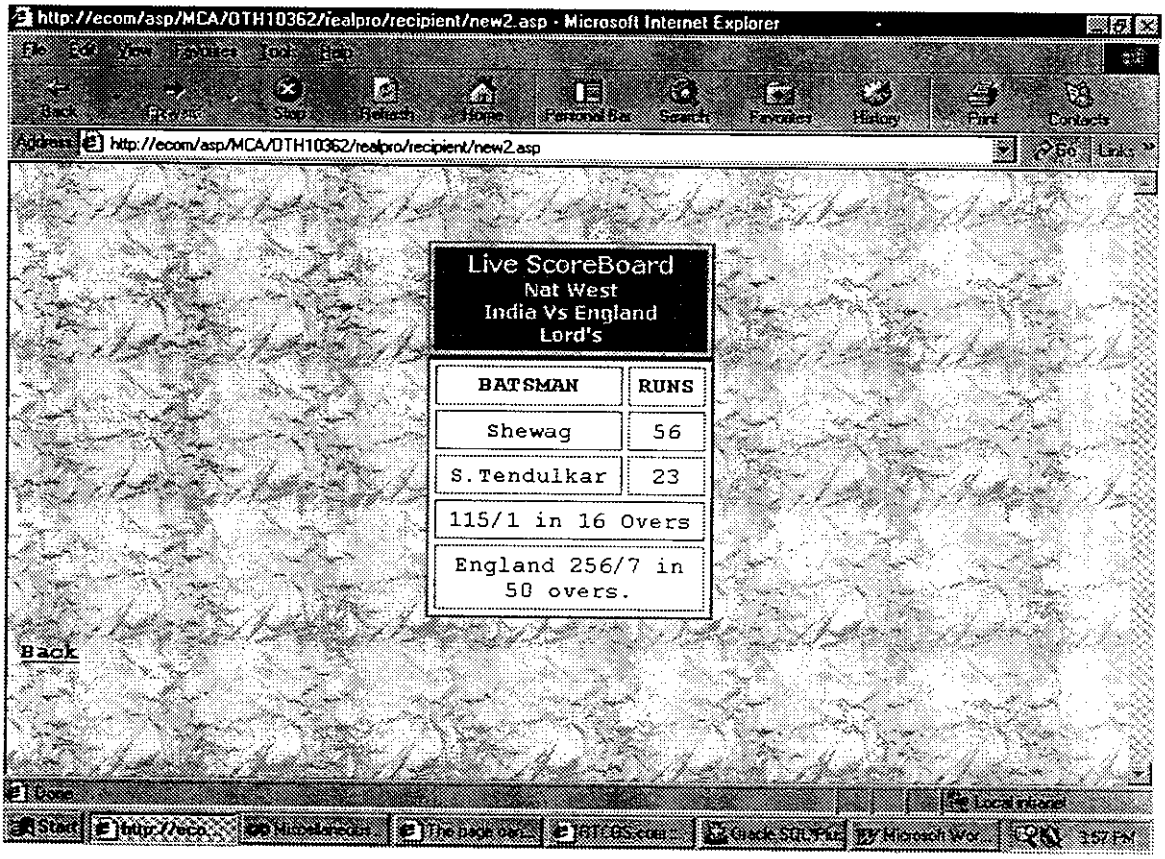
Foreign key: USERID

Field Name	Database	Description
USERID	VARCHAR2 (8)	User Id
UNAME	VARCHAR2 (25)	User Name
PASSWORD	VARCHAR2 (8)	User Password

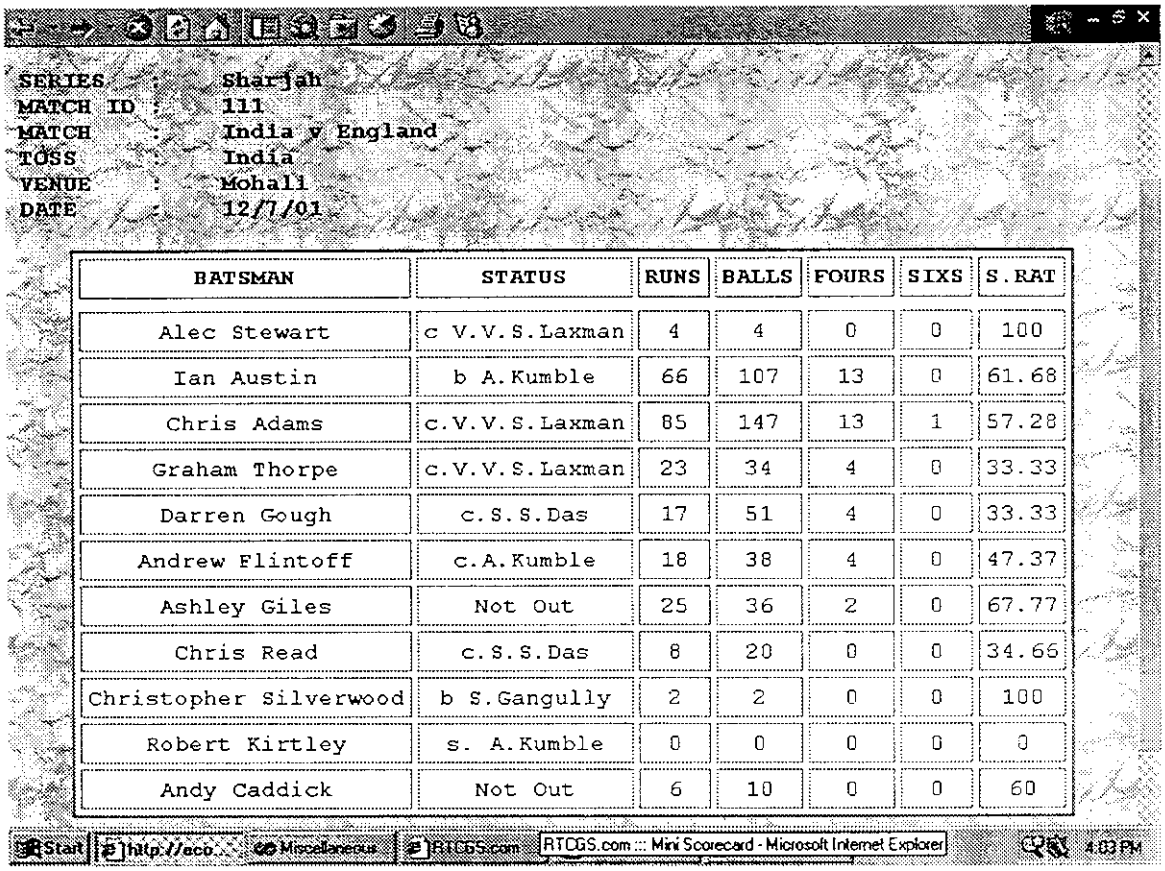
RTC Application Home Page



Mini scoreboard



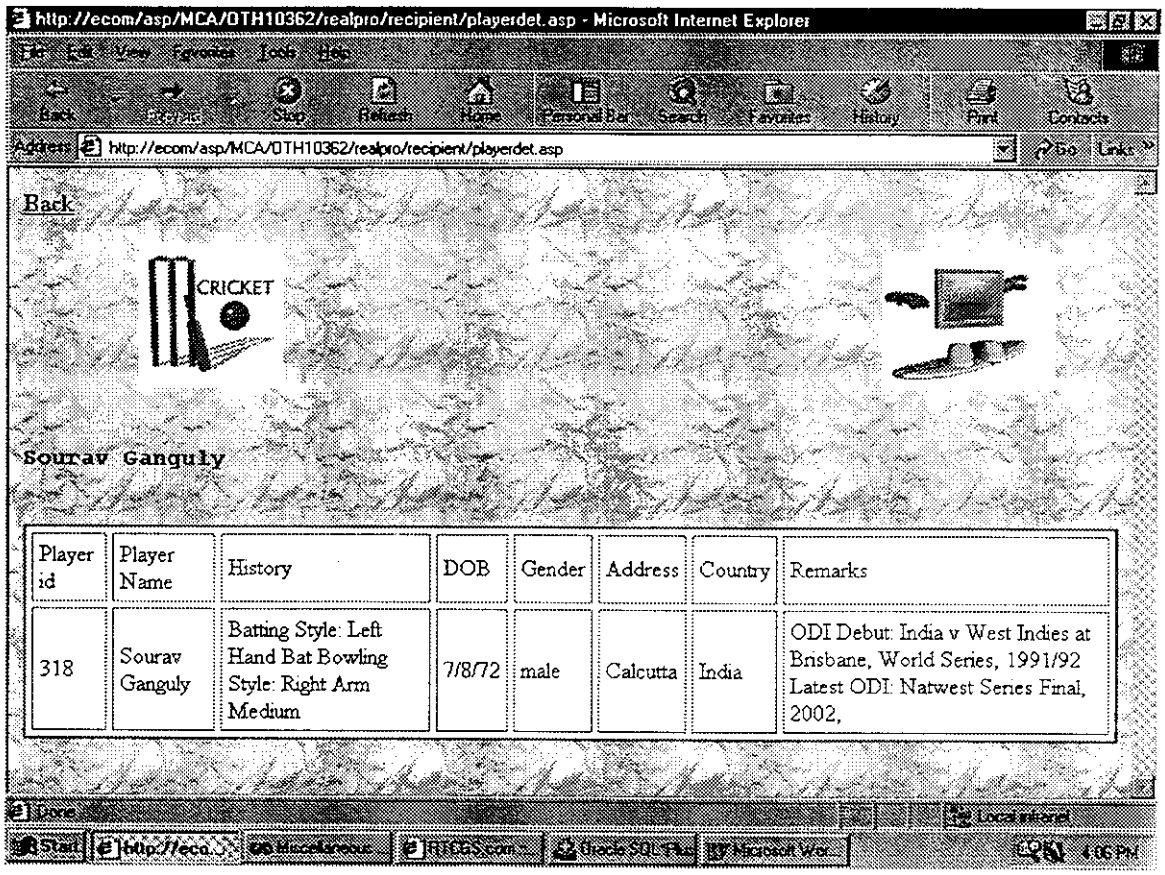
Full Score Board



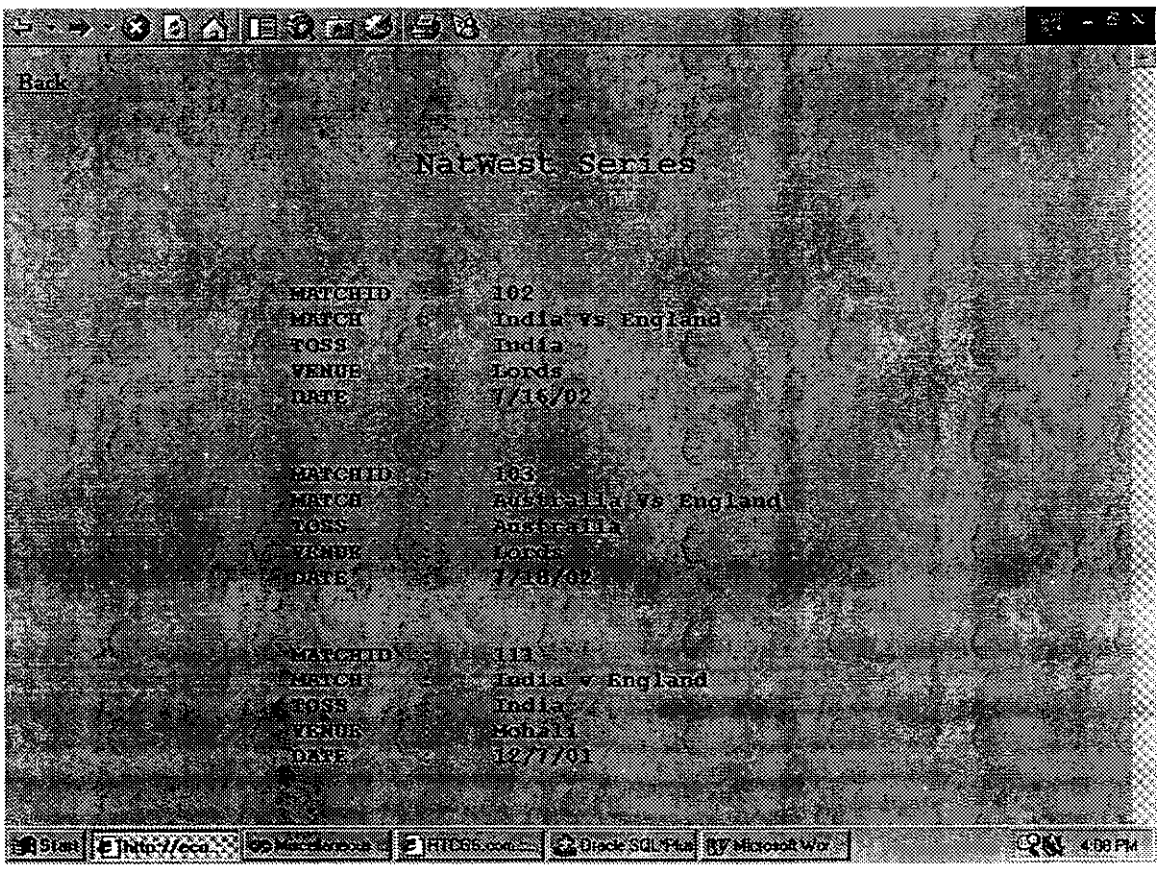
SERIES : Sharjah
MATCH ID : 111
MATCH : India v England
TOSS : India
VENUE : Mohali
DATE : 12/7/01

BATSMAN	STATUS	RUNS	BALLS	FOURS	SIXS	S.RAT
Alec Stewart	c V.V.S.Laxman	4	4	0	0	100
Ian Austin	b A.Kumble	66	107	13	0	61.68
Chris Adams	c.V.V.S.Laxman	85	147	13	1	57.28
Graham Thorpe	c.V.V.S.Laxman	23	34	4	0	33.33
Darren Gough	c.S.S.Das	17	51	4	0	33.33
Andrew Flintoff	c.A.Kumble	18	38	4	0	47.37
Ashley Giles	Not Out	25	36	2	0	67.77
Chris Read	c.S.S.Das	8	20	0	0	34.66
Christopher Silverwood	b S.Gangully	2	2	0	0	100
Robert Kirtley	s. A.Kumble	0	0	0	0	0
Andy Caddick	Not Out	6	10	0	0	60

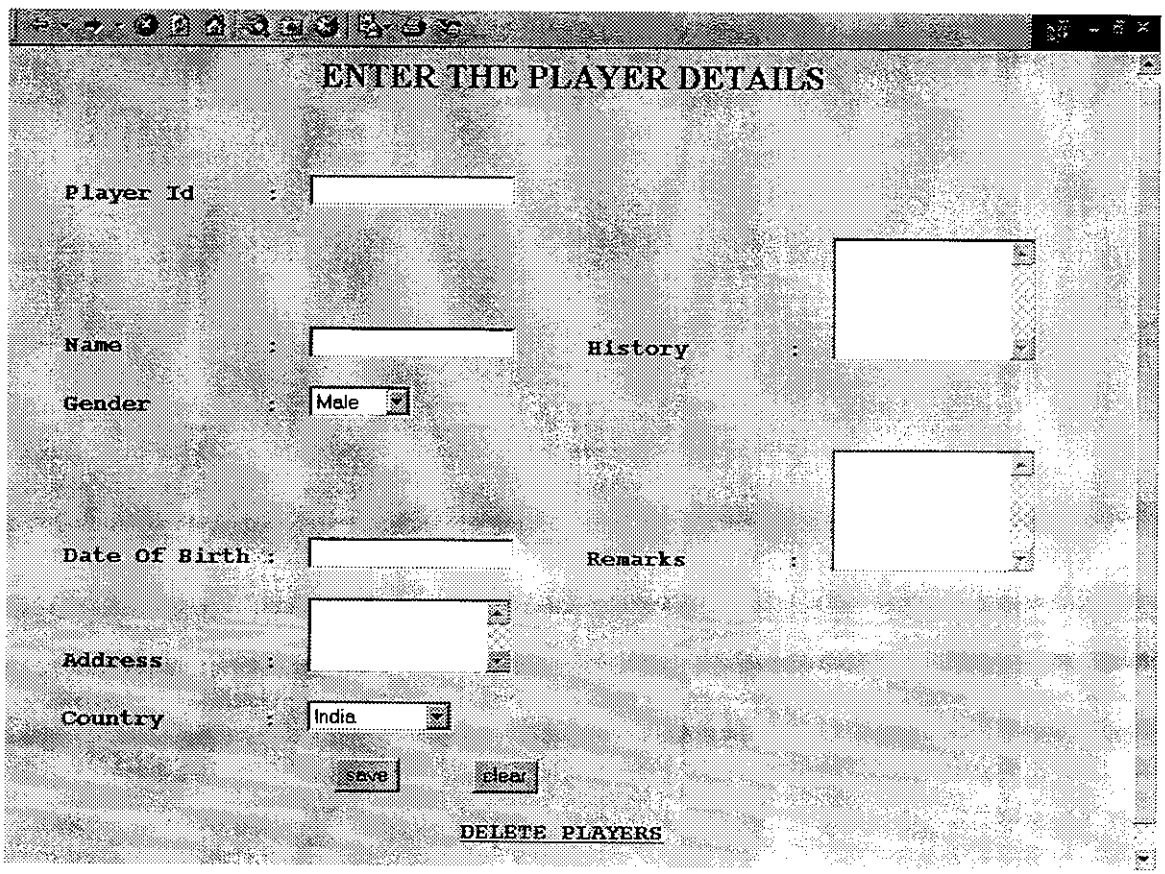
Player Details



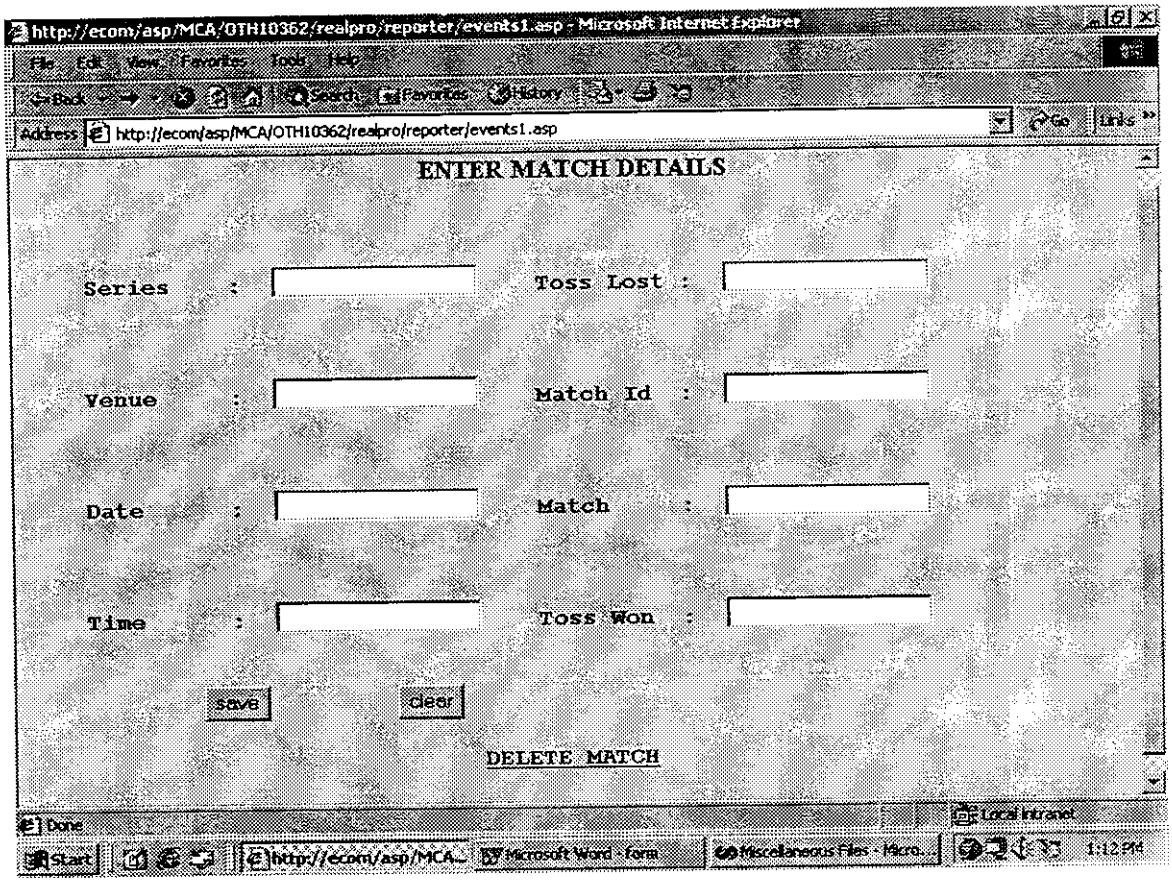
Recent Matches



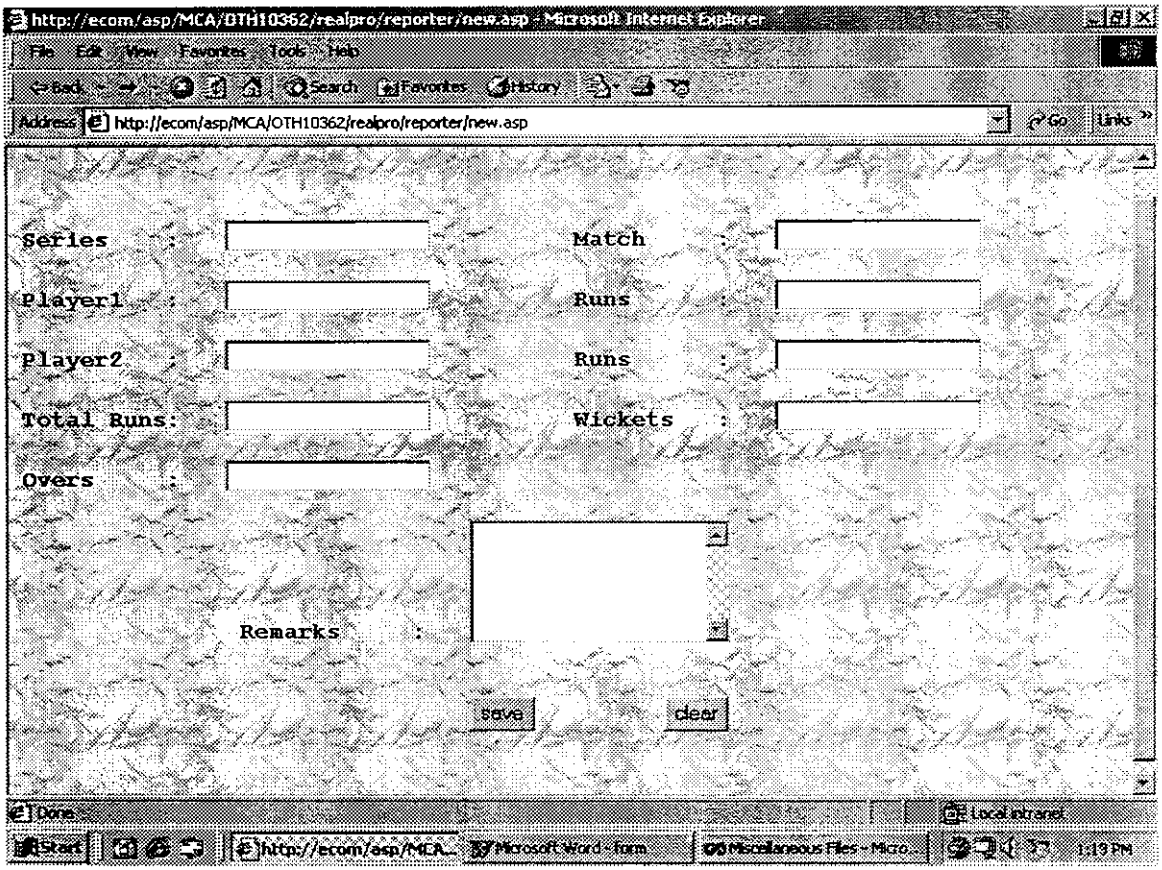
Player Details



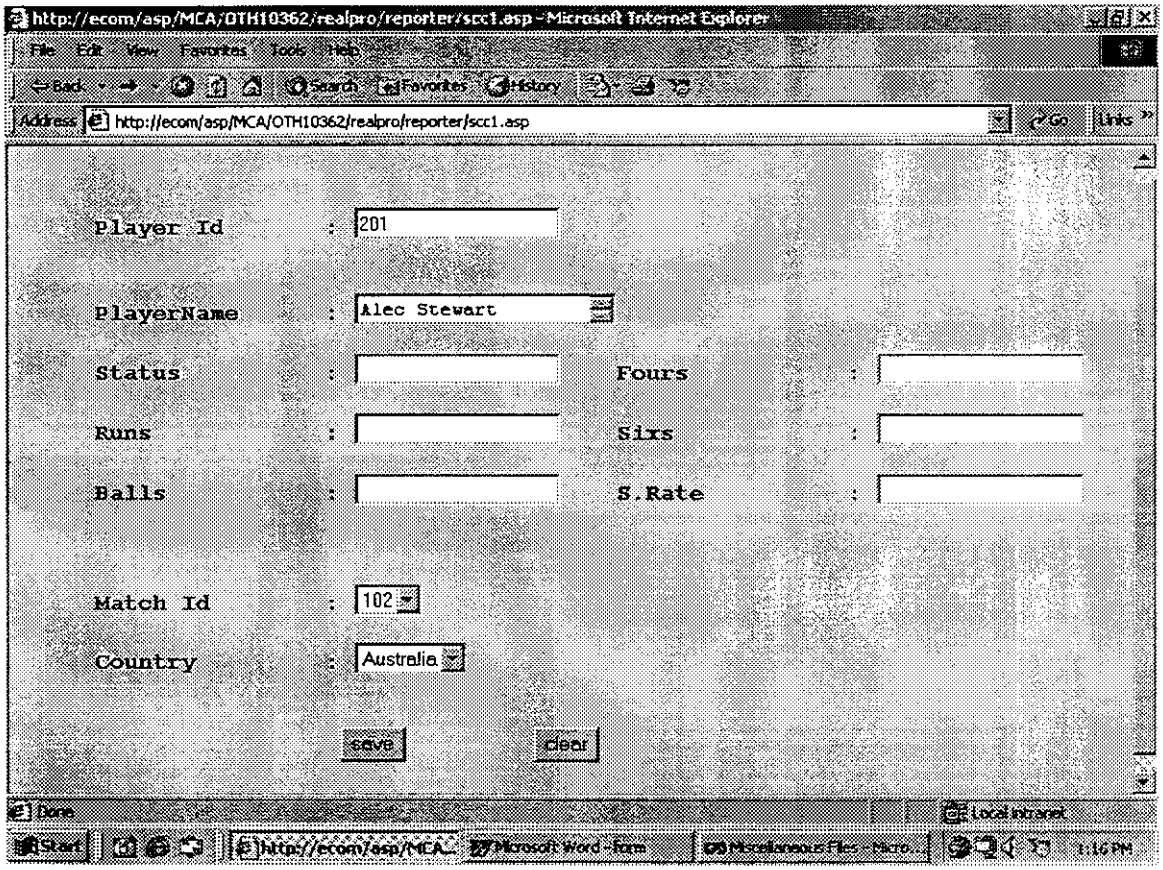
Event Details



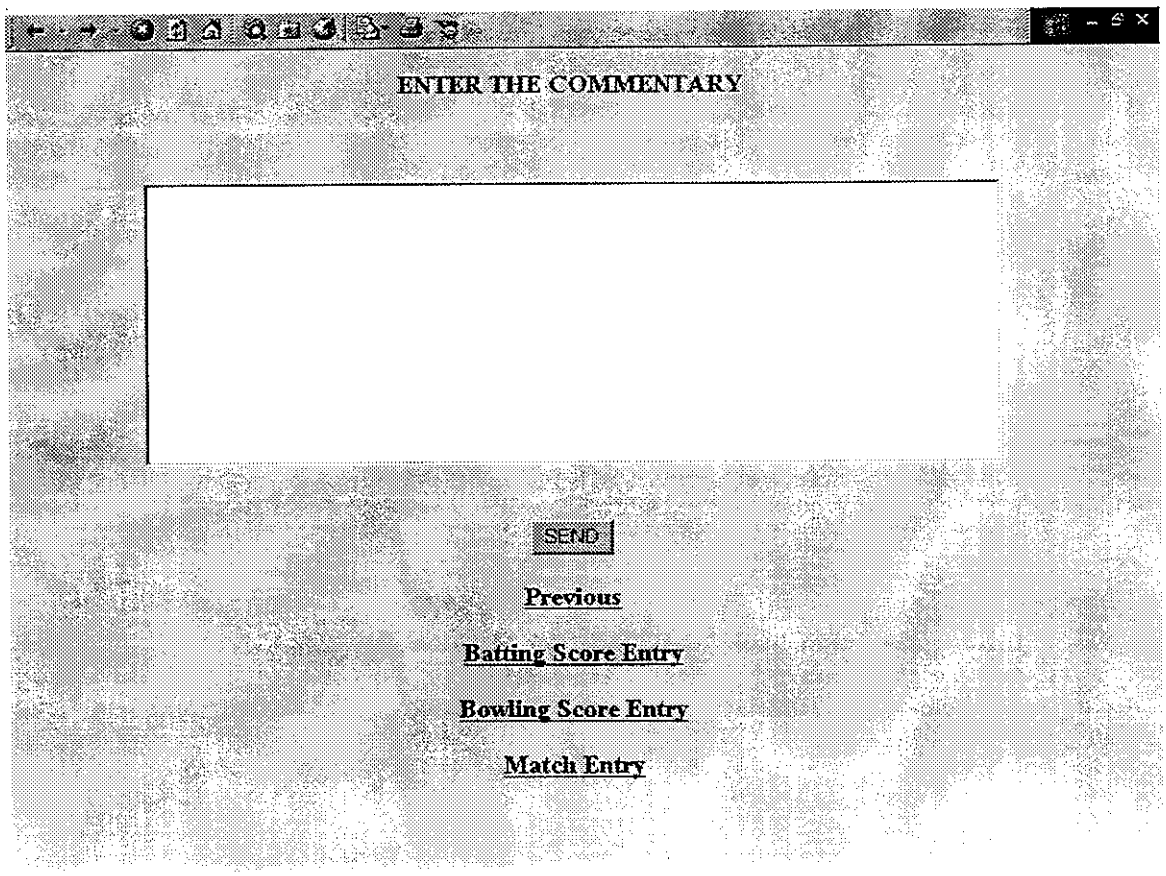
Scoreboard Data Base Entry



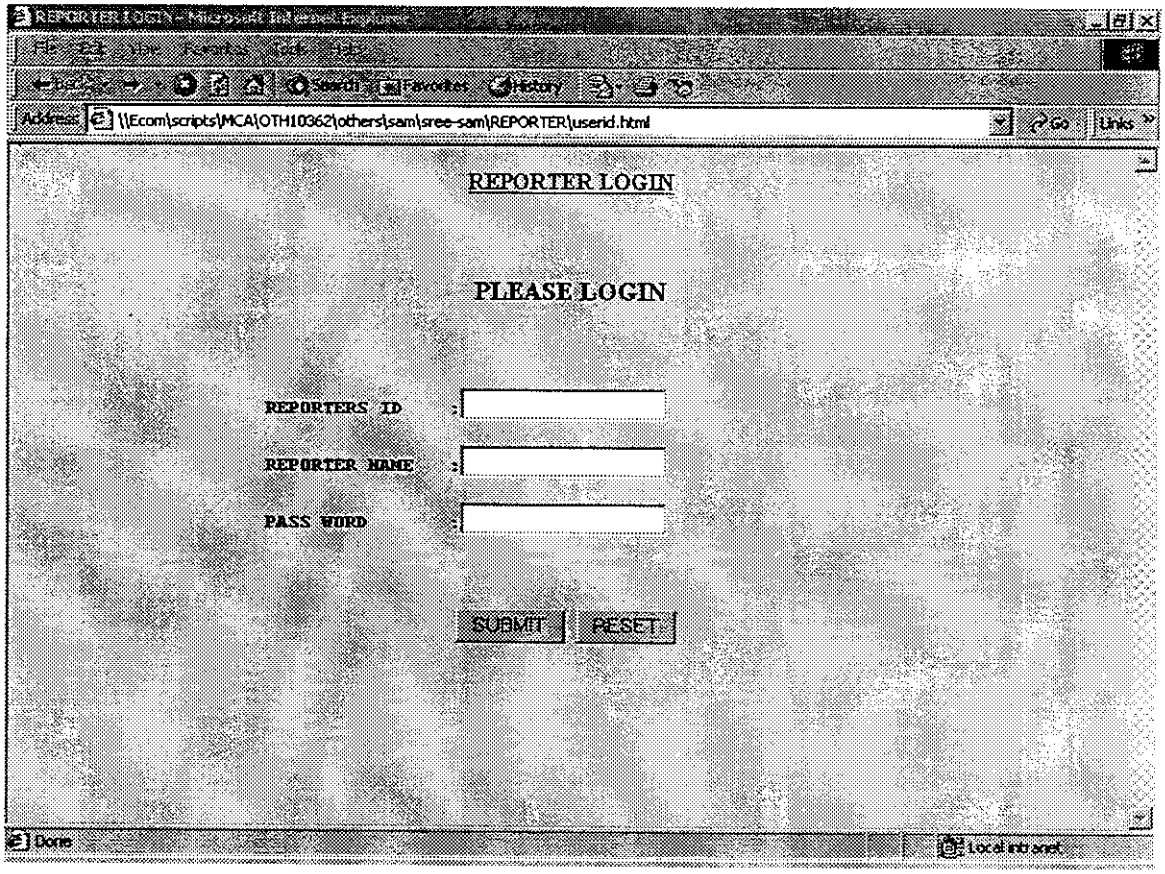
Score Board Batsman Entry



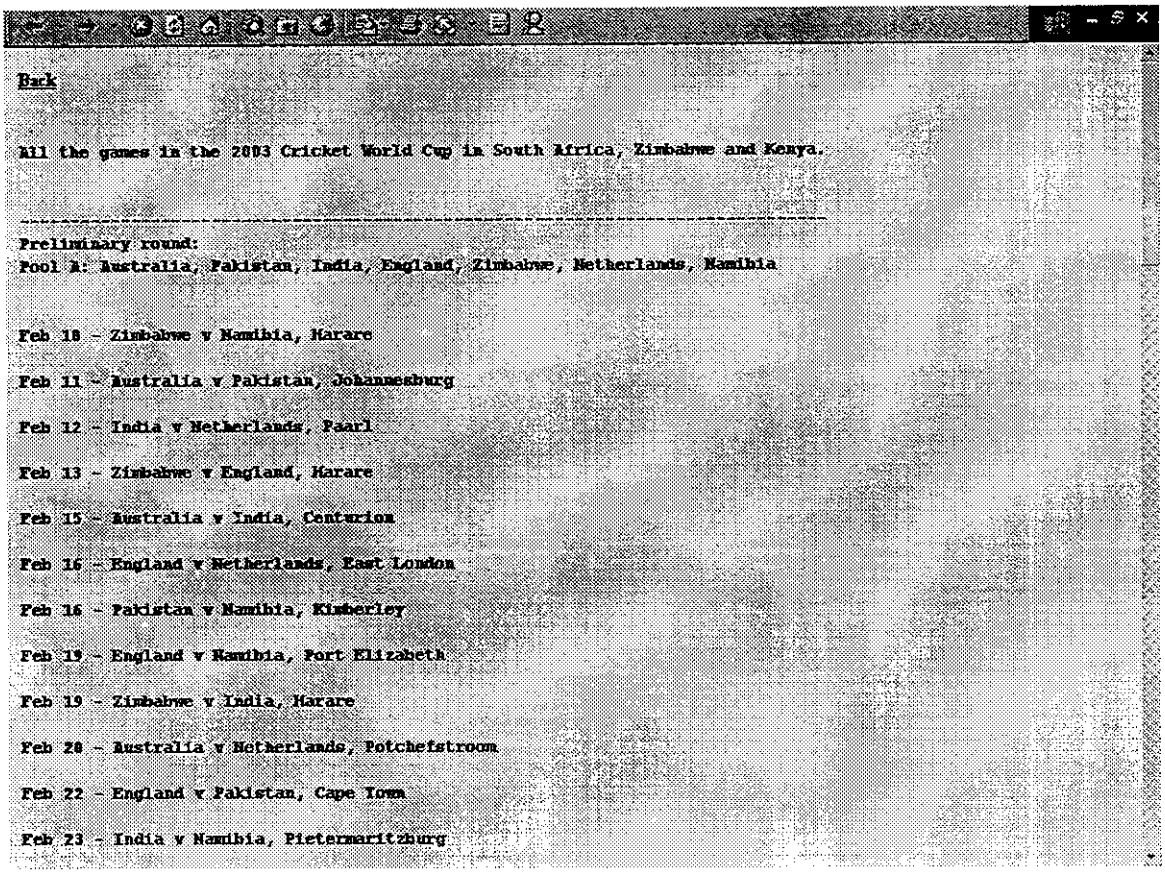
Commentary Entry



Reporter Entry



World Cup 2003



Back

All the games in the 2003 Cricket World Cup in South Africa, Zimbabwe and Kenya.

Preliminary round:
Pool A: Australia, Pakistan, India, England, Zimbabwe, Netherlands, Namibia

Feb 10 - Zimbabwe v Namibia, Harare

Feb 11 - Australia v Pakistan, Johannesburg

Feb 12 - India v Netherlands, Paarl

Feb 13 - Zimbabwe v England, Harare

Feb 15 - Australia v India, Centurion

Feb 16 - England v Netherlands, East London

Feb 16 - Pakistan v Namibia, Kimberley

Feb 19 - England v Namibia, Port Elizabeth

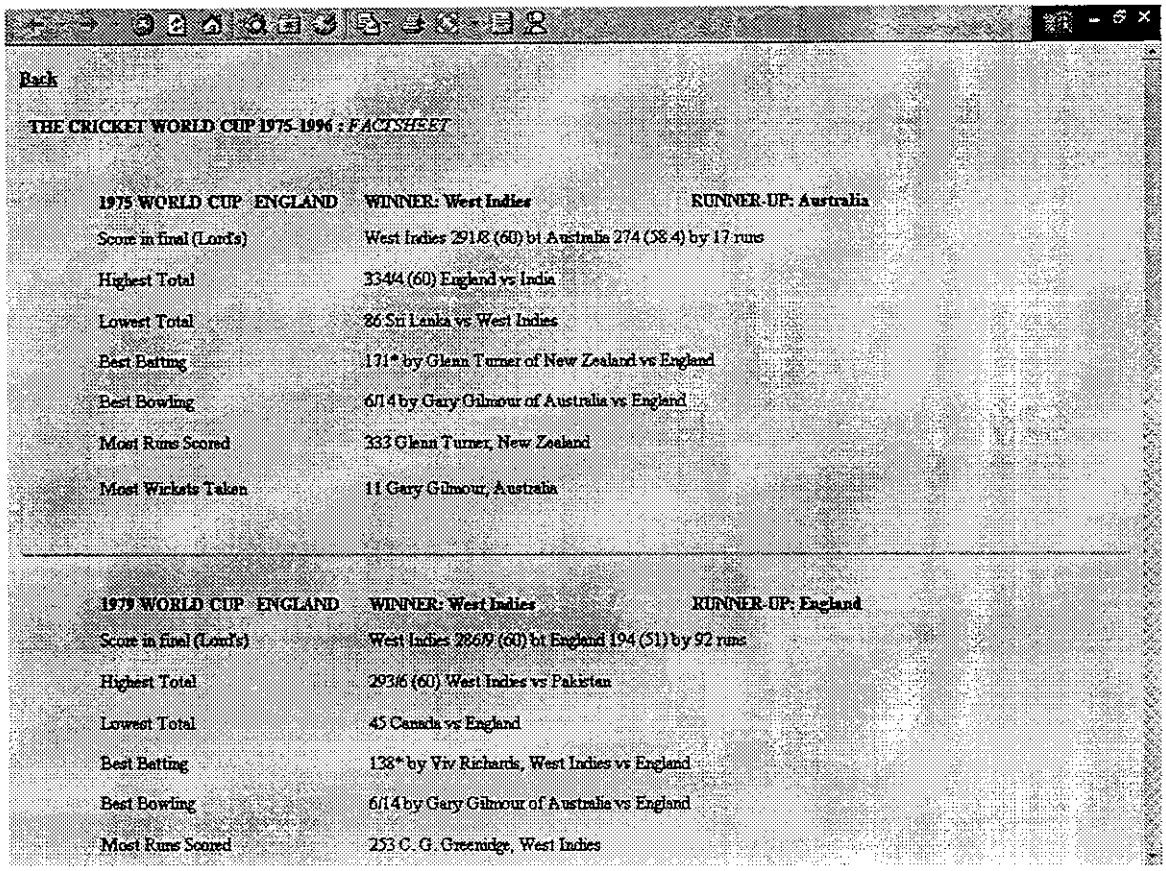
Feb 19 - Zimbabwe v India, Harare

Feb 20 - Australia v Netherlands, Potchefstroom

Feb 22 - England v Pakistan, Cape Town

Feb 23 - India v Namibia, Pietermaritzburg

World Cup Records



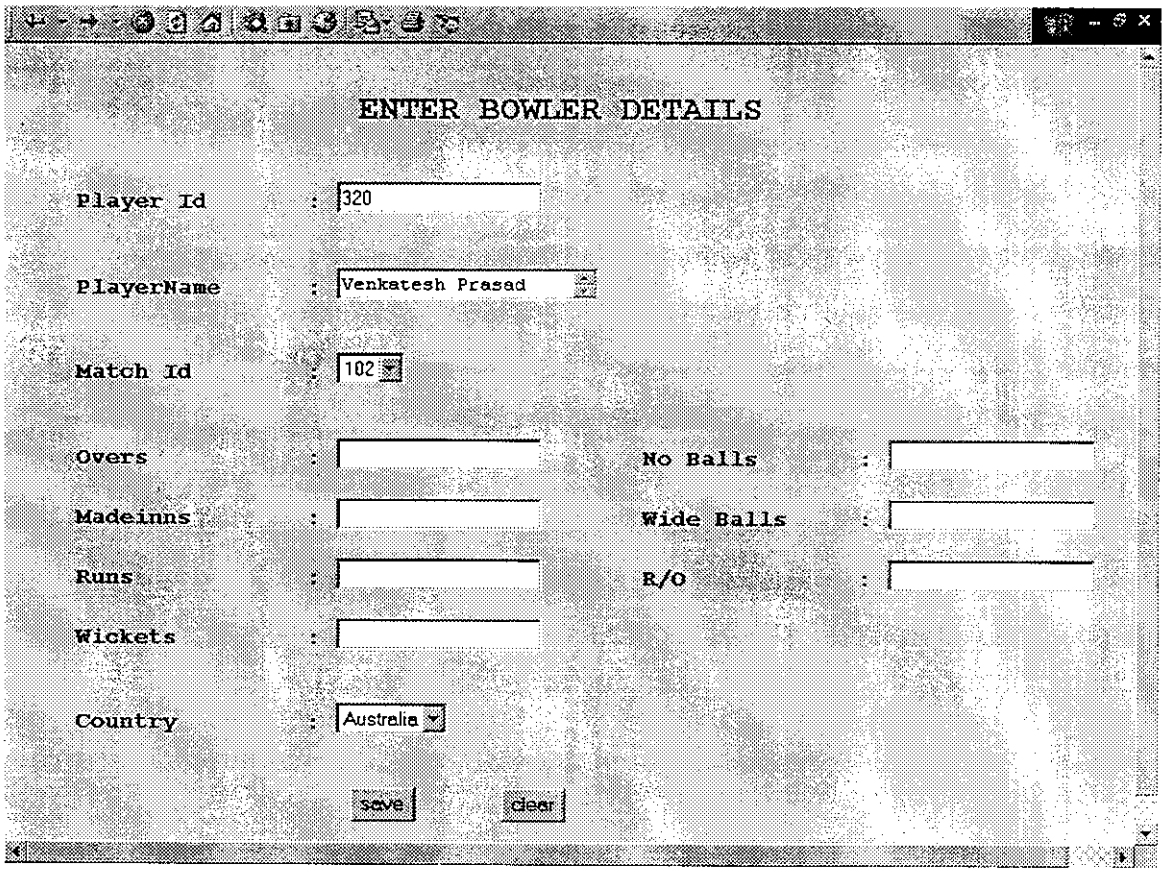
Back

THE CRICKET WORLD CUP 1975-1996 : *FACTSHEET*

1975 WORLD CUP ENGLAND	WINNER: West Indies	RUNNER-UP: Australia
Score in final (Lord's)	West Indies 291/8 (60) bt Australia 274 (58.4) by 17 runs	
Highest Total	334/4 (60) England vs India	
Lowest Total	86 Sri Lanka vs West Indies	
Best Batting	171* by Glenn Turner of New Zealand vs England	
Best Bowling	6/14 by Gary Gilmour of Australia vs England	
Most Runs Scored	333 Glenn Turner, New Zealand	
Most Wickets Taken	11 Gary Gilmour, Australia	

1979 WORLD CUP ENGLAND	WINNER: West Indies	RUNNER-UP: England
Score in final (Lord's)	West Indies 286/9 (60) bt England 194 (51) by 92 runs	
Highest Total	293/6 (60) West Indies vs Pakistan	
Lowest Total	45 Canada vs England	
Best Batting	138* by Viv Richards, West Indies vs England	
Best Bowling	6/14 by Gary Gilmour of Australia vs England	
Most Runs Scored	253 C. G. Greenidge, West Indies	

Score Board Bowler Entry



P-81