

Working and Use of the CricApp

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I. ABSTRACT

CricApp is a sports news website and app covering the game of cricket exclusively. The site features live coverage of cricket matches (including photos, scorecards and text commentary), player rankings and team rankings. The website also offers a mobile app. CricApp can also be the largest mobile app for cricket news and scores in local areas (Noida) in India. The range of uses for a CricApp can increase every year to include applications in a variety of markets and disciplines.

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III. INTRODUCTION

CricApp can be used to publish or upload the score of matches played in Noida region played among local teams and local players. In upcoming years though, a new generation of CricApp can evolve. In this paper the authors give an oversight of the current state of the technology and compare the cards on the market. The range of uses for a CricApp can increase every year to include applications in a variety of markets and disciplines. Cricbuzz can be stated as the first app for scorecard update and is widely used too. It often happens when the result of live match is not known by everyone who are willing to catch the match. They receive the score after the match is over and can forget about the scores of players who played well in some match. So the team selection for the matches may be risky as they can't recall the good performer of the matches. It is to provide a live score update for audience. It is to store the list of matches so that everyone can view it at one place. It is to give an easy stats of all players. Same type of applications is cricbuzz which uploads the international level based matches scorecard.

IV. LITERATURE REVIEW

The evolution of CricApp technology is based on the convergence of many different technologies. To understand CricApp technology, CricApp functionality can be separated into three basic abstraction layers. The GUI layer is characterized by the framework using Ionic. In this layer, the basic use or application is to provide user a friendly GUI so that they can be happy while using the app and provide the user the ease of access of the page. This is basically for use of the user without any problem, so the terms mentioned should be understood by the users.

The Interface layer is characterized by using Angular JS. In this layer, the main aim is to connect both GUI and database. The connection is important because it will help user to see the updated score in the GUI which is to be put in backend. This layer is just interconnection between two states which are almost nothing without each other. As the GUI is useless without updated score and updated score is useless if it can't be shown. The Backend layer is characterized by using PHP. In this layer, we just update the database according to time to time, so that the score update is not that much late for audience to catch up with the live streaming course.

V. RESULT

It is helpful for lazy audience. These scores are not covered by media so they are not on TV so my app is most suitable thing for this. It stores the list of matches so that everyone can view it at one place.

The screenshot shows a mobile application interface for a cricket scoreboard. At the top, the status bar shows 49% battery and 3:39 AM. The app title is 'Scoreboard'. Below the title, the match details are: WCE 119/10 (24.5 Ov) and Orion 123/4 (13.5 Ov). The main table lists player statistics:

Vikas Suri Run Out b	2	6	0	0	33.3
Deepak Singh Caught b Waseem	15	12	1	1	125.0
BALA (Srivatsan P S) Run Out b	2	4	0	0	50.0
Sanjeev Caught b Waseem	6	5	0	1	120.0
Bhaskar Singh Bowled b Waseem	2	3	0	0	66.7
Nitin Arora Not Out b	0	0	0	0	0.0

Below the player statistics is a bowling table:

Bowling	Ov	M	R	W	E
Waseem	4.5	1	12	4	2.7
Aman	5.0	0	22	0	4.4
Neeraj	5.0	0	24	1	4.8
Arvind	5.0	1	15	1	3.0
Dinesh	3.0	0	28	1	9.3
Pujjwal	2.0	0	12	0	6.0

Fig. 1.

The screenshot shows a mobile application interface for cricket results. At the top, the status bar shows 49% battery and 3:37 AM. The app title is 'Results'. The first match summary is for 'LB Summer25 League, 25 overs' at Tripathi Oval. WCE scored 119/10 (24.5 Ov) and Orion scored 123/4 (13.5 Ov). Orion won by 6 wickets. The MOM is Arvind. The date is 16th Sep, 18. The second match summary is for 'LB Summer25 League, 25 overs' at Tripathi Oval. UBCC scored 110/10 (22.1 Ov) and Cruisers scored 112/5 (22.1 Ov). Cruisers won by 5 wickets. The MOM is Eshan. The date is 2nd Sep, 18. The third match summary is for '22Yards SummerT20 Leagu, 20 overs' at 22 Yards.

Fig. 2

VI. DISCUSSION

In the scene of making this application there I discovered too much things which can be added to make the audience or the user more interacted toward the application. Then it is discovered that how basic is the application made and what also can it become. The main special feature is membership feature which can unlock the options for user to contact to the players directly. This feature is not used for all the persons, only the one who is willing to pay can get this offer, that's why it can be only given to the team sponsors or captains of different teams. There I made a list of features to be added, challenges and limitations.

A. CHALLENGES

- To update scorecard frequently for audience.
- Make more interactive.
- Updating the server
- Connection with server

B. ADDITIONALFEATURES

- Prediction feature
- Call feature
- Membershipfeature

C. LIMITATIONS

- Only in Noida.
- No newsupdate
- Nocommentary
- Not much popularity

VII. CONCLUSION

CricApp can add facility and maintenance to become most interacted score update application in present. We prospect this site has adequately presented the options and given you sufficient information to make informed assessments of performance, expenseandsecuritythatwillmanufactureaCricAppsystemthatapttoday'srequirementandthoseoftomorrow. Security is very sensitive issue in CricApp. There is need to evolve a method in which even without rely none of the parties can cheat one another. Further, to overcome the lack of security provided by passwords or PINs for authentication and access control. The results of this study decode that security has an important and positive effect on user delight and consequently on user acceptance. It means that with growing the level of protection, the level of user adoption will be enhanced. Ultimately, further examination needs to be completed in the future to discriminate factors that will confer users better understanding of the system and also set up new techniques to enlarge the safety level of the CricApp.

VIII. REFERENCES

1. <https://www.tutorialspoint.com/php/>
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