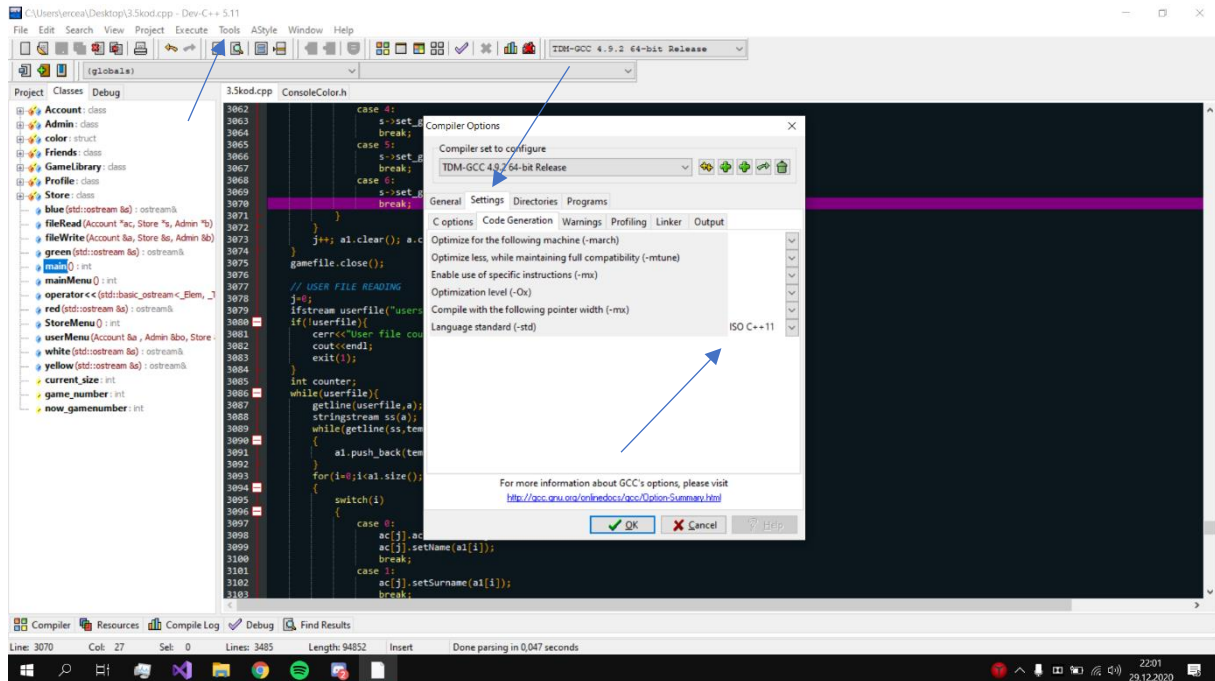


IMPORTANT ISSUES HAVE TO KNOW ABOUT CODE

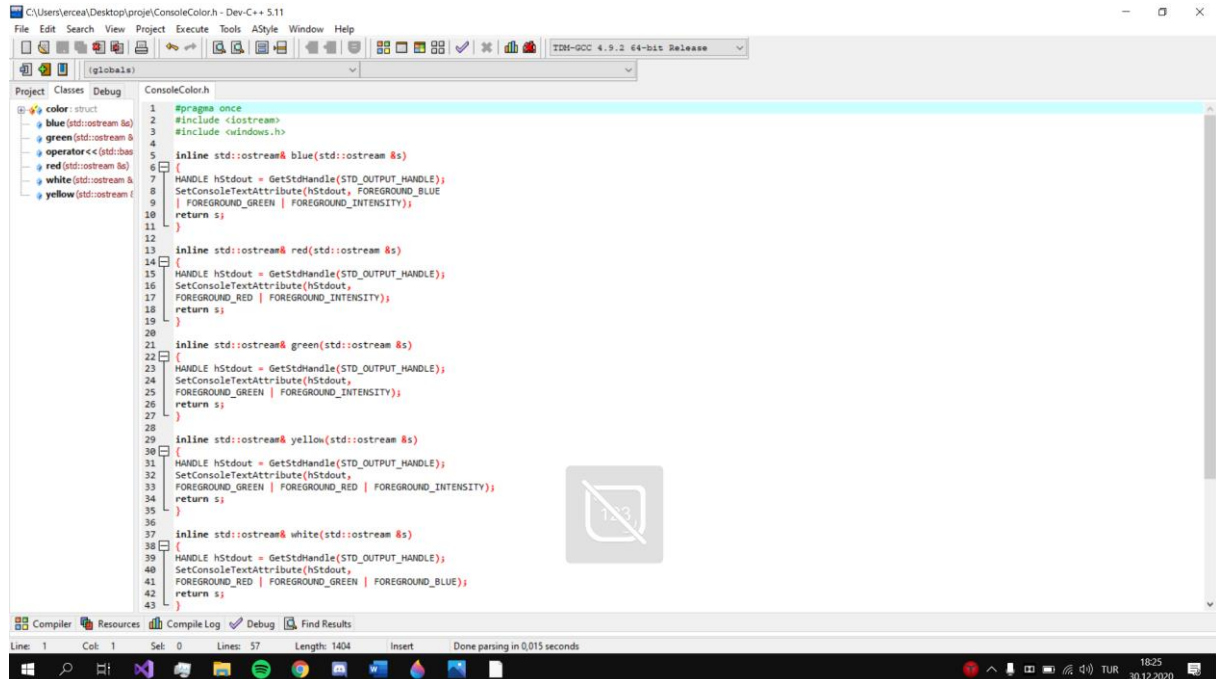
1)



One of our friends worked on Visual Studio and the other friends working project on DEV C++, then we united whole codes on DEV C++ and we got errors because of casting and we found the way to solve the problem. If these options will be done, code will be running.

TOOLS -> COMPILER OPTIONS -> CODE GENERATION -> LANGUAGE STANDART: ISO C++ 11

2)



```
1 #pragma once
2 #include <iostream>
3 #include <windows.h>
4
5 inline std::ostream& blue(std::ostream &s)
6 {
7     HANDLE hStdout = GetStdHandle(STD_OUTPUT_HANDLE);
8     SetConsoleTextAttribute(hStdout, FOREGROUND_BLUE
9     | FOREGROUND_GREEN | FOREGROUND_INTENSITY);
10    return s;
11 }
12
13 inline std::ostream& red(std::ostream &s)
14 {
15     HANDLE hStdout = GetStdHandle(STD_OUTPUT_HANDLE);
16     SetConsoleTextAttribute(hStdout,
17     FOREGROUND_RED | FOREGROUND_INTENSITY);
18    return s;
19 }
20
21 inline std::ostream& green(std::ostream &s)
22 {
23     HANDLE hStdout = GetStdHandle(STD_OUTPUT_HANDLE);
24     SetConsoleTextAttribute(hStdout,
25     FOREGROUND_GREEN | FOREGROUND_INTENSITY);
26    return s;
27 }
28
29 inline std::ostream& yellow(std::ostream &s)
30 {
31     HANDLE hStdout = GetStdHandle(STD_OUTPUT_HANDLE);
32     SetConsoleTextAttribute(hStdout,
33     FOREGROUND_GREEN | FOREGROUND_RED | FOREGROUND_INTENSITY);
34    return s;
35 }
36
37 inline std::ostream& white(std::ostream &s)
38 {
39     HANDLE hStdout = GetStdHandle(STD_OUTPUT_HANDLE);
40     SetConsoleTextAttribute(hStdout,
41     FOREGROUND_RED | FOREGROUND_GREEN | FOREGROUND_BLUE);
42    return s;
43 }
```

We took this header code from the internet for design purposes. Because we don't how to write it down for coloring.