MUSCLE VS JDM
THE GAME

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OBJECTIVES

-CREATE TWO CODE SOURCE FILES WHICH ARE CLASSIFIED AS GAMES.

-THE GAMES REVOLVES AROUND THE FOLLOWING:
- SCANF
- CONIO.H

-EACH INDIVIDUAL GAME FUNCTIONS AS PER REQUESTED:
- RUNS CONTINUOUSLY USING A WHILE LOOP.
- REQUESTS A SINGLE CHAR USER INPUT.
- PRINT THE USER PROVIDED INPUT AND THE ASCII INTEGER VALUE FOR EACH USER INPUT.

-THE FUNCTION _KBHIT() AND _GETCH() FOR CONIO.H WAS INCLUDED IN THE GAME CODE FILES.

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Muscle Cars

<Muscle cars are high-performance vehicles characterized by powerful engines and aggressive designs>
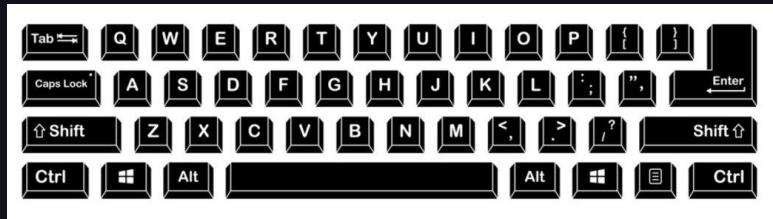
MUSCLE CAR GAME - OVERVIEW

GAME TITLE:
THE MUSCLE GAME

FUNCTION:
ALLOWS USERS TO CHOOSE
THEIR FAVORITE MUSCLE CAR
BY ENTERING A SPECIFIC KEY.

KEY OPTIONS/CONTROLS
- C -CHEVROLET CAMARO
- F -FORD MUSTANG
- D -DODGE CHARGER
- P -PONTIAC GTO
- Q -QUIT

MUSCLE CAR GAME -EXPLANATION

```c
while (1) {
    scanf(" %c", &input);
    switch (input) {
        case 'c':
            printf("You chose Chevrolet Camaro!\n");
        // Other cases...
    }
}
```

- WHAT DOES THE WHILE DO?

- WHAT DOES THE SCANF DO?

JDM

<JDM (Japanese Domestic Market) cars are known for their compact size, high performance, and tuning potential>
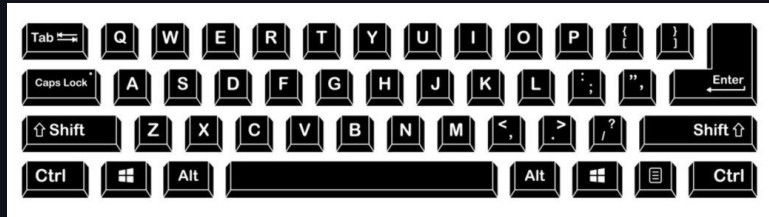
JDM CAR GAME - OVERVIEW

GAME TITLE:
THE JDM GAME

FUNCTION:
ALLOWS USERS TO CHOOSE
THEIR FAVORITE JDM CAR BY
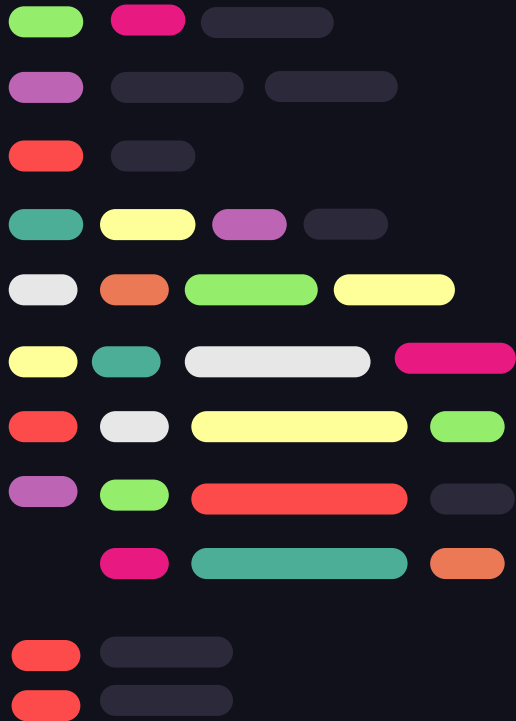ENTERING A SPECIFIC KEY.

KEY OPTIONS/CONTROLS
- N -NISSAN GTR

- S -SUBARU IMPREZA WRX

- H -HONDA CIVIC TYPE R

- M -MAZDA RX-7

- Q -QUIT

JDM CAR GAME -EXPLANATION

```
while (1) {
    if (_kbhit()) {
        input = _getch();
        if (input == 'n') {
            printf("You chose Nissan GT-R!\n");
        // Other cases...
        }
    }
}
```

    -   WHAT DOES THE _KBHIT() DO?

    -   WHAT DOES THE _GETCH() DO?

COMPARISONS OF APPROACHES AND DEMO

COMPARISONS

MUSCLE CAR GAME: USES
SCANF, BLOCKING INPUT
UNTIL ENTER IS PRESSED.

JDM CAR GAME: LEVERAGES
CONIO.H FOR NON-BLOCKING
INPUT, ENHANCING
USER EXPERIENCE.

DEMO

PLEASE CHECK YOUR EMAIL AS
A CODE FILE HAS BEEN
SHARED AMONG THE CLASS.

DEV C++ IS REQUIRED TO RUN
THE CODE.

THANK YOU,
BILAL & IDDI.

CONCLUSION

- BOTH GAMES PROVIDE A FUN WAY TO INTERACT WITH OUR FAVORITE CAR GENRES.

- ENCOURAGES ENGAGEMENT WITH THE CAR COMMUNITY.

- POTENTIAL FOR FUTURE ENHANCEMENTS, SUCH AS ADDING MORE CAR OPTIONS BESIDES FIVE OPTIONS.

THANK YOU FOR YOUR TIME, MUCH APPRECIATED.
BILAL & IDDI.