

Slide 1 - Iddi

Hello everybody my name is Iddi and my partner's name is Bilal. Today, we will be showcasing our source codes on muscle car vs JDM which are embedded as games.

Slide 2 - Bilal

So basically we created two code files which we like to call games that revolve around scanf and conio.h. I will be presenting scanf and my fellow partner Iddi here will present conio.h. The games are prepared according to the guidelines. Let's get started!

Slide 3 - Bilal

This showcase is divided into two main sections. one being muscle cars and the other being JDM cars.

Slide 4-Bilal

So what are muscle cars?

An american sports coupe which has 2 doors,boxy shape and a powerful engine is known as a muscle car.We have got four of them here a dodge charger, a chevrolet camaro , a ford mustang and a pontiac gto.

Slide 5 - Bilal

You may be wondering how that works?

The code we have prepared allows you to choose a specific key that is specially designated for a car.

Like when you enter F you will get an output Ford mustang

Similarly dodge when you enter D

Slide 6-Bilal

The while loop allows continuous user input.

scanf captures user choice and the switch structure processes it.

#### Slide 7 - Iddi

In contrast to what my partner covered, my game is based on JDM cars.

What are JDM cars? Japanese Domestic Market cars are vehicles made for the Japanese market, known for their unique specifications and performance features. AS U CAN SEE

#### Slide 8 - Iddi

You might be wondering how the JDM car game functions.

This game ALLOWS USERS TO CHOOSE THEIR FAVORITE JDM CAR BY ENTERING A SPECIFIC KEY.

The controls include N to display NISSAN GTR

S to display SUBARU IMPREZA WRX

H to display HONDA CIVIC TYPE R

M to display MAZDA RX-7

Q to to exit the game

#### Slide 9 - Iddi

As per requested, it was recommended to include `_kbhit` and `__getch` in our codes. So what you might be wondering how it relates to the code,

The code Uses `_kbhit()` to check for keypress.

The code uses `__getch()` to allow instant input without the Enter key.

#### Slide 10 - Iddi & Bilal

Bilal - Now we are going to run and represent the codes for you.

We have mailed each of you a code file in case anyone wants to play the game!! We advise you to use dev c++ for each of our codes.

Iddi - I will be going first to display my JDM game code covering the function `conio.h`. This game code runs with a while loop and as well as involves `_kbhit` and `__getch` in order to project your desired JDM car.

The output of this code also displays the number of the letter from the ASCII table.

#### Slide 11 - Iddi

Key Findings

Conclusion

## Citation/ References

### *Slide 3*

-Ford Mustang

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### *Slide 7*

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