Slide 1- Bilal
Good morning everyone,
My name is bilal and my partner here is Iddi
Today we are going to showcase the JDM marquee code and its presentation.

Slide 2 - Iddi
The objective/goal for this deliverable is to create an animated marquee display based on our last project.
The animation direction of the marquee should change based on user input.
-The Program should also terminate based on user-defined keys.

Slide 3- Bilal

In this slideshow, we have included different details of the code like
the objectives in which we will explain what the code includes,
the key library includes the keys used in the code,
then we have the three main functions of our code,
after that, we have the while loop and user input as mentioned in the assignment
Lastly, we are going to showcase the code for all of you

Slide 4- Iddi
Key libraries incorporated in our code include
<stdio.h> which is a Standard Input/Output library for using functions like printf.
<conio.h> which is a Console Input/Output library for keyboard functions like _kbhit and _getch.
<string.h> which is Necessary for string manipulations such as strlen.
<windows.h> which Provides access to Windows API functions, including Sleep().

Slide 5- Bilal
The first function we have here is void init which helps the code to initialize properly and displays the "Welcome to the JDM Marquee Game! " message.

Slide 6 - Iddi
I will be diving into the int main function and giving you a breakdown of what resides in this function.
As you can see, the displayed code above shows our main input
The int pos tracks the current position of the marquee.
The int dir Indicates the direction of movement (left or right).
The Const char* message Holds the message displayed in the marquee.
And lastly, the Init() function displays instructions.

Slide 7-Bilal
The next function we have in our code is the char getuser input function
This function confirms if the key is pressed with the help of_KBHIT()
When the key is pressed _GETCH() retrieves it without displaying it

When no key is pressed it returns to 0.
Then we have the sleep function which basically delays the output of the code and the refresh speed.

Slide 8-Iddi
I will be diving into the while loop and giving you a breakdown of what resides in this function.

An explanation of this function:
The infinite loop maintains the marquee's display logic.
Updates pos based on direction and wraps around using modulo.
Calls printMarquee to show the current state of the marquee.

Slide 9-Bilal
The next function we have is the user input function
This function controls the directions of the marquee and helps the user to quit the game.
It displays acknowledgment if any other key is pressed
Slide 10-Iddi
We will now be showcasing our code

Slide 11-Bilal
After watching the presentation and demo of the code we can make some conclusions on these points.
This game showcases a straightforward yet powerful implementation done in C programming.

The code skillfully highlights essential programming concepts, including how to handle user input, manipulate strings, and manage control flow.

With its user-friendly design, the game invites interaction while keeping things simple, making it easy for anyone to modify and enhance.

Slide 12-Iddi
This brings us to the end of our presentation, as always thanks for your time. Highly appreciated.
Any questions?

Citations

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