



Programming Day - Week 02

Introduction

Welcome to your favorite day of the week which is programming day. This week, we shall work together to learn and implement new programming concepts including

Skills to be Tested:

• Using special directives to control output on the screen

Let's do some coding.

Task 01(OP): Write and Execute a Program to Print a Game Character. (Pacman)

Task 02(CP): Write and Execute a Program to Print a Game Maze.

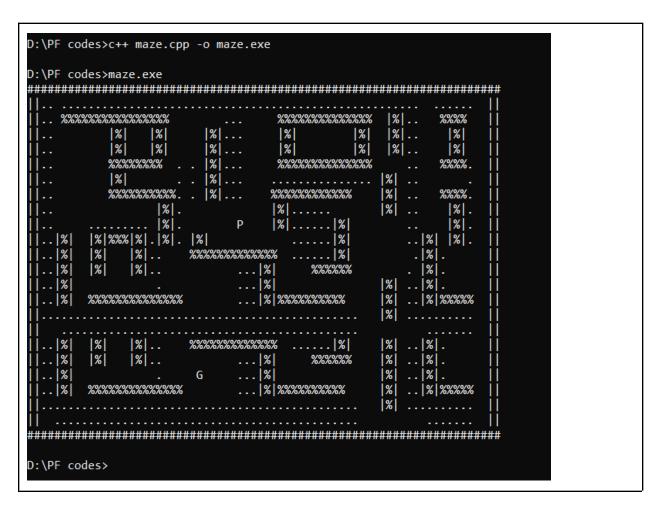
```
Sample Output
```

Skill: Using special directives to control output on the screen

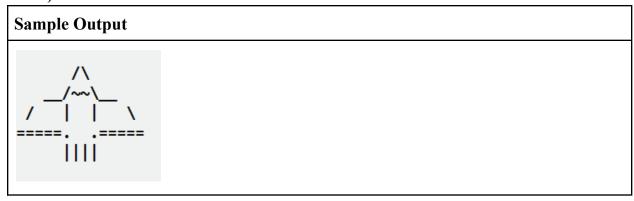




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Task 03(OP): Write and Execute a Program to Print a Game Character. (Space Craft)



Task 04(CP): Write and Execute a Program to Print a Big Alphabet.

- A
- K

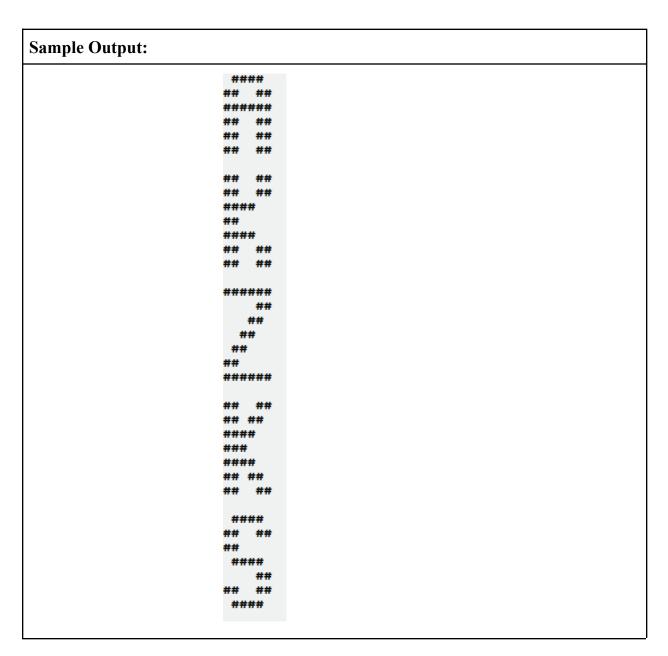
Skill: Using special directives to control output on the screen





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- Z
- K
- S



Task 05(CP): Write a c++ program to Print PACMAN with Big Alphabets.

Sample Output (with Multiple Alphabets)





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```
D:\study\programming>c++ "pacman text.cpp" -o text.exe
D:\study\programming>text.exe
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D:\study\programming>
```

Task 06(CP): Write a c++ program to Print the Header of your project

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```

Task 07(CP): Now, think about your own Business Application and Game that you want to develop in this semester. And draw the header of the Business Application and Game and also Game Player on the console.

Skill: Using special directives to control output on the screen





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Skill: Printing Colorized Output on the Screen

Introduction

So far we have been printing the desired output on the screen in black and white. In this section of the manual, you will learn to use special functions to print colorized output on the screen.

Let's have some fun with coding.

01.	system	("Col	or XY'	')	The command is used to set the color of text and background .					
02.	Colorid	Color	Color id	Color	X: Background Color Y: Text Color					
	1	Blue	9	Light Blue						
	2	Green	0 A B	Black	The different values are used to print the colorized output in the desired manner. For example,					
	3	Aqua		Light Green	>> system("Color 46")					
	4	Red		Light Aqua	This would set the background color to the corresponding					
	5	Purple	С	Light Red	value of 4(Red) and the text color would be 6(Yellow) .					
	6	Yellow	D	Light Purple						
	7	White	E	Light Yellow						
	8	Gray	F	Bright White						
03.	check of better u		_	e code for a	<pre> Inne.cpp - Notepad</pre>					

Skill: Printing Colorized Output on the Screen





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05.	Output:	G:\Semesters\Programming Fundamentals (Fall 2023)\Week 2\Class Tasks>c++ line.cpp -o line.exe
	•	G:\Semesters\Programming Fundamentals (Fall 2023)\Week 2\Class Tasks>line.exe This is My Text
		G:\Semesters\Programming Fundamentals (Fall 2023)\Week 2\Class Tasks>

Congratulations, you have just added another skill to your skill set.

Task 05(OP): Write a program to print the Header on a Business Application with colorized Background. (For example UNIVERSITY ADMISSION MANAGEMENT SYSTEM)

Task 06(CP): Write a program to Print the colorized game maze.

Skill: Printing Colorized Output on the Screen





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Task 07(CP): Write a Program to print the colorized game character.





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Task 08(CP): Write a c++ program to print the following



Task 09(CP): Write a c++ program to print the following





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(__)\ )\/\

||----w|

|| ||
```

Task 10(CP): Write a c++ program to print the following

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                          8888
88 8888 88
              88 8888
     888 88888888 88
                      88
               88 88
                       8888888
```

Task 11(CP): Write a c++ program to print a Car/Truck/ or any Complex vehicle.

Task 12(CP): Write a c++ program to print the following





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Task 13(CP):

Task 14(CP):

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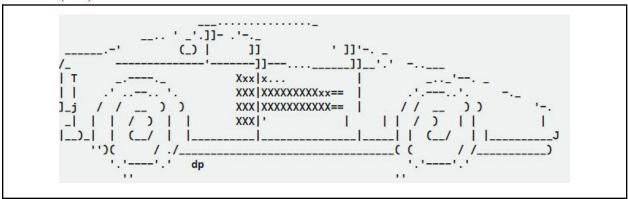
Skill: Printing Colorized Output on the Screen





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Task 15(CP):



Good Luck and Best Wishes!!
Happy Coding ahead:)