Project Based Learning(PBL) Report

Pheonix_Mind_Reader

BACHELOR OF TECHNOLOGY

IN

COMPUTER SCIENCE AND ENGINEERING

Under the esteemed guidance of

Mrs. EstherVarma
(Data Structures-Faculty)

By

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Department of Computer Science and Engineering
Accredited by NBA

Geethanjali College of Engineering and Technology
(UGC Autonomous)
(Affiliated to J.N.T.U.H, Approved by AICTE, New Delhi)
Cheeryal (V), Keesara (M), Medchal.Dist.-501 301.

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DECLARATION BY THE CANDIDATE

I/We **E.Sai kiran(22R15A0514),** hereby declare that the PBL report entitled
"Phonix_Mind_Reader " is done under the guidance of, **Mrs. EstherVarma
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CERTIFICATE

This is to certify that the B.Tech Project Based Learning(BPL) report entitled "Pheonix_Mind_Reader" is a bonafide work submitted by Ejumalla Saikiran(22R15A0514),under the course of DATA STRUCTURES.

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ACKNOWLEDGEMENT

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ABSTRACT

My project is a Game (or) Puzzle that entertains and surprise the players who want to play. In this Puzzle the System(Compiler) will tell you what item is choosen or picked by the player. Without Saying what he is choosen he gives some input like yes/no and, than System will tell you what item is choosen by him.

CHAPTER 1

INTRODUCTION

➢ **What is PHEONIX_MIND_READER?**

Predict Like Puzzle is the type of puzzle developed by C language. It is used to predict what favourite item we picked in our mind in a given Data.

It is generally played in a paper craft but I was developed this in programming interface. If we don't know the logic of puzzle it is very difficult, suspensfull and surprizefull for every one who play with this puzzle.

By this I can say what a programming is? Making computer to listen our orders to perform our tasks by reducing Human Efforts. By this we can make a lot of Puzzles, Riddles and Mazes.

➢ **Required Software Material:**
- Dev C++
- Basic idea on C language and it syntaxes.

➢ **Required Hardware Material:**
- Windows that supports Dev C++

CHAPTER 2

PROGRAM CODE FOR PUZZLE

```c
#include<stdio.h>

int main()

{

int val,value,a,b,c,d,e;

printf("_____
_____\n);

printf("***

ENTERYOURFAVOURITE||FRUITS||NAMES||FLOWERS||CELBRITY_NAMES|| TO

MENU***\n");

        printf("_____
_____\n");

        printf("_____
_____\n");

        printf("*****CAUTION:CHOOSE YOUR FAVOURITE ONE FROM THE
LIST AND DON'T TELL***\n");

        printf("_____
_____\n");

//USER ENTERD VALUES

        char s1[10];

    char s2[10];

    char s3[10];

    char s4[10];

    char s5[10];

    char s6[10];

    char s7[10];
```

```c
    char s8[10];

    char s9[10];

    char s10[10];

    char s[5];

    // taking a sentence input from the user

    printf("ENTER YOUR FAVOURITE MENU OF 7-ITEMS:\n ");

    gets(s1);

    gets(s2);

    gets(s3);

    gets(s4);

    gets(s5);

    gets(s6);

    gets(s7);

    gets(s8);

    gets(s9);

    gets(s10);

    printf("SELECT YOUR FAVOURITE FROM THE LIST:[ENTER OK IF
SELECTED]");

    scanf("%s",&s);

    //ORDER-1
printf("\nIF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT
ENTER[0]->NO\n");

printf("THE MENU OF ORDER-1 IS:
\n%s\n%s\n%s\n%s\n%s\n%s",s1,s5,s2,s6,s7,s3,s4,s8,s10,s9);

    printf("\n\n");

  scanf("%d",&a);
```

```c
        printf("\n\n\n%d\n\n",a);
```

//ORDER-2

```c
printf("\nIF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT ENTER[0]->NO\n");

printf("THE MENU OF ORDER-2 IS:
\n%s\n%s\n%s\n%s\n%s\n%s",s5,s7,s3,s4,s10,s8);

    printf("\n\n");

    scanf("%d",&b);

        printf("\n\n\n%d\n\n",b);
```

//ORDER-3

```c
printf("\nIF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT ENTER[0]->NO\n");

printf("THE MENU OF ORDER-3 IS:
\n%s\n%s\n%s\n%s\n%s\n%s",s1,s4,s6,s7,s5,s9);

 printf("\n\n");

    scanf("%d",&c);

        printf("\n\n\n%d\n\n",c);
```

//ORDER-4

```c
printf("\nIF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT ENTER[0]->NO\n");

printf("THE MENU OF ORDER-4 IS:
\n%s\n%s\n%s\n%s\n%s\n%s",s10,s5,s2,s3,s9,s6);

    printf("\n\n");

    scanf("%d",&d);

        printf("\n\n%d\n\n\n",d);
```

//ORDER-5

```c
printf("\nIF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT ENTER[0]->NO\n");
```

```c
    printf("THE MENU OF ORDER-5 IS:
\n%s\n%s\n%s\n%s\n%s\n%s",s1,s5,s2,s6,s10,s8);

    printf("\n\n");

    scanf("%d",&e);

    printf("\n\n\n%d\n\n",e);
//LOGIC PART
    val=((a*10000)+(b*1000)+(c*100)+(d*10)+(e));

    printf("%d",val);

    if (val==10101)

    {


    printf("_____");
    printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s1);
    printf("_____");

    }

        else if (val==10011)

        {
        printf("_____");
        printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s2);
        printf("_____");

    }

        else if (val==11110)

        {
        printf("_____");
        printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s3);
        printf("_____");
```

```c
        }
    else if (val==11000)

    {

    printf("_____");

    printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s4);

    printf("_____");

    }

    else if (val==11111)

    {

    printf("_____");

    printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s5);

    printf("_____");

    }

    else if (val==10111)

    {

            printf("_____");

    printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s6);

    printf("_____");

    }

    else if (val==11100)

    {

            printf("_____");

    printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s7);

    printf("_____");

    }
```

```c
    else if (val==11001)

        {

                printf("_____");

        printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s8);

        printf("_____");

    }

    else if (val==10110)

        {

                printf("_____");

        printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s9);

        printf("_____");

    }

    else if (val==11011)

        {

                printf("_____");

        printf("\n->%s IS YOUR FAVOURITE |CHOOSEN BY USER<-\n",s10);

        printf("_____");

    }

        else

        {


        printf("wrong data\n");

    printf("error");

return 0;

}}
```

CHAPTER-3
PROJECT

7.1 PROJECT (Advanced Technologies):

Name: Pheonix_Mind_Reader

My project is a game named Pheonix_Mind_Reader it is designed to entertainment purpose usually Games/Puzzles do.

7.2 Technologies Used:

¬ Dev C++

Operating System: Windows7/8/8.1/10

Team Size: 1

7.3 TECHNICAL DETAILS:

¬ The project is used to design in C Language as back end it is sufficient and no front end.

C Language:

>C is a general-purpose programming language created by Dennis Ritchie at the Bell Laboratories in 1972.
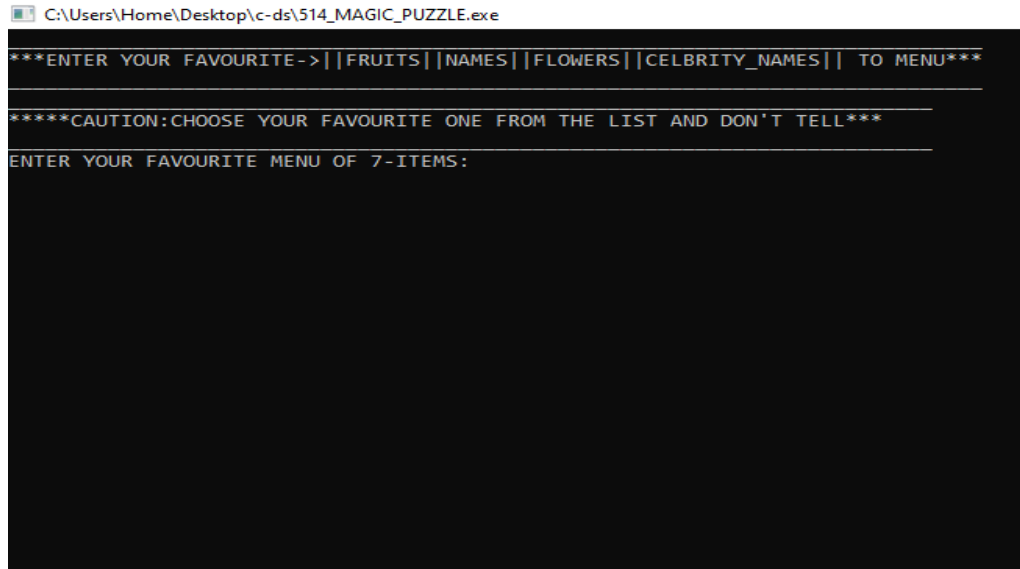
>It is a very popular language, despite being old.

>C is strongly associated with UNIX, as it was developed to write the UNIX operating system.
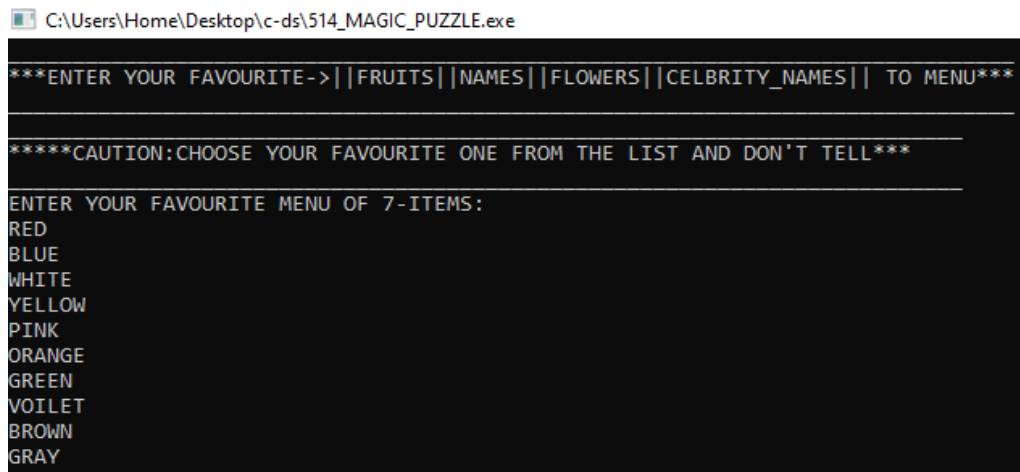
CHAPTER-4
SCREENSHOTS

STEP-1:

C:\Users\Home\Desktop\c-ds\514_MAGIC_PUZZLE.exe

```
***ENTER YOUR FAVOURITE->||FRUITS||NAMES||FLOWERS||CELBRITY_NAMES|| TO MENU***

*****CAUTION:CHOOSE YOUR FAVOURITE ONE FROM THE LIST AND DON'T TELL***

ENTER YOUR FAVOURITE MENU OF 7-ITEMS:
```

STEP-2:

C:\Users\Home\Desktop\c-ds\514_MAGIC_PUZZLE.exe

```
***ENTER YOUR FAVOURITE->||FRUITS||NAMES||FLOWERS||CELBRITY_NAMES|| TO MENU***

*****CAUTION:CHOOSE YOUR FAVOURITE ONE FROM THE LIST AND DON'T TELL***

ENTER YOUR FAVOURITE MENU OF 7-ITEMS:
RED
BLUE
WHITE
YELLOW
PINK
ORANGE
GREEN
VOILET
BROWN
GRAY
```

STEP-3:

```
SELECT YOUR FAVOURITE FROM THE LIST:[ENTER OK IF SELECTED]OK

IF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT ENTER[0]->NO
THE MENU OF ORDER-1 IS:
RED
PINK
BLUE
ORANGE
GREEN
WHITE

1


1
```

STEP-4:

```
IF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT ENTER[0]->NO
THE MENU OF ORDER-2 IS:
PINK
GREEN
WHITE
YELLOW
GRAY
VOILET

0
```

STEP-5:

```
IF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT ENTER[0]->NO
THE MENU OF ORDER-3 IS:
RED
YELLOW
ORANGE
GREEN
PINK
BROWN

1


1
```

STEP-6:

```
IF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT ENTER[0]->NO
THE MENU OF ORDER-4 IS:
GRAY
PINK
BLUE
WHITE
BROWN
ORANGE

1


1
```

STEP-7:

```
IF U FIND YOUR ITEM IN BELOW MENU ENTER[1]->YES||IF NOT ENTER[0]->NO
THE MENU OF ORDER-5 IS:
RED
PINK
BLUE
ORANGE
GRAY
VOILET

1
```

STEP-8:

```
10111_____
->ORANGE IS YOUR FAVOURITE |CHOOSEN BY USER<-

_____
--------------------------------
Process exited after 101.2 seconds with return value 0
Press any key to continue . . . _
```

CHAPTER-5
CONCLUSION

    This project is the demo for that our requirements of tasks and problems are solved by the computer system using programming language. Our skills in programming language are expressed in solving our task in finite number of steps without any ambiguity ,Logical and Syntax Errors.

    In this project the data choosen by user from the collection of data is identified[predicted] by the computer system through the Logic of the Program

CHAPTER-6
BIBLIOGRAPHY

1. www.javatutpoint.com
2. www.w3schools.com
3. Wikipedia