KON BNEGA CROREPATI

A PROJECT WORK

Submitted in the partial fulfillment for the award of the

degree of

BACHELOR OF ENGINEERING

IN

BIG DATA AND

ANALYTICS

Submitted by:

Gurleen Kaur

20BCS3839

SUPERVISORS NAME:

Mrs. Spinder kaur

DEPARTMENT OF COMPUTER SCIENCE

AND ENGINEERING APEX INSTITUE OF

TECHNOLOGY

CHANDIGARH UNIVERSITY, GHARUAN, MOHALI

- 140413, PUNJAB

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DECLARATION

I, Gurleen kaur, student of Bachelor of Engineering in Computer science and engineering (hons) Big data and Analytics, session:2020-2021, Department of Computer Science and Engineering, Apex Institute of Technology, Chandigarh University, Punjab, hereby declare that the work presented in this Project Work entitled 'KBC software questions and answers' is the outcome of our own bona fide work and is correct to the best of our knowledge and this work has been undertaken taking care of Engineering Ethics. It contains no material previously published or written by another person nor material which has been accepted for the award of any other degree or diploma of the university or other institute of higher learning, except where due acknowledgment has been made in the text.
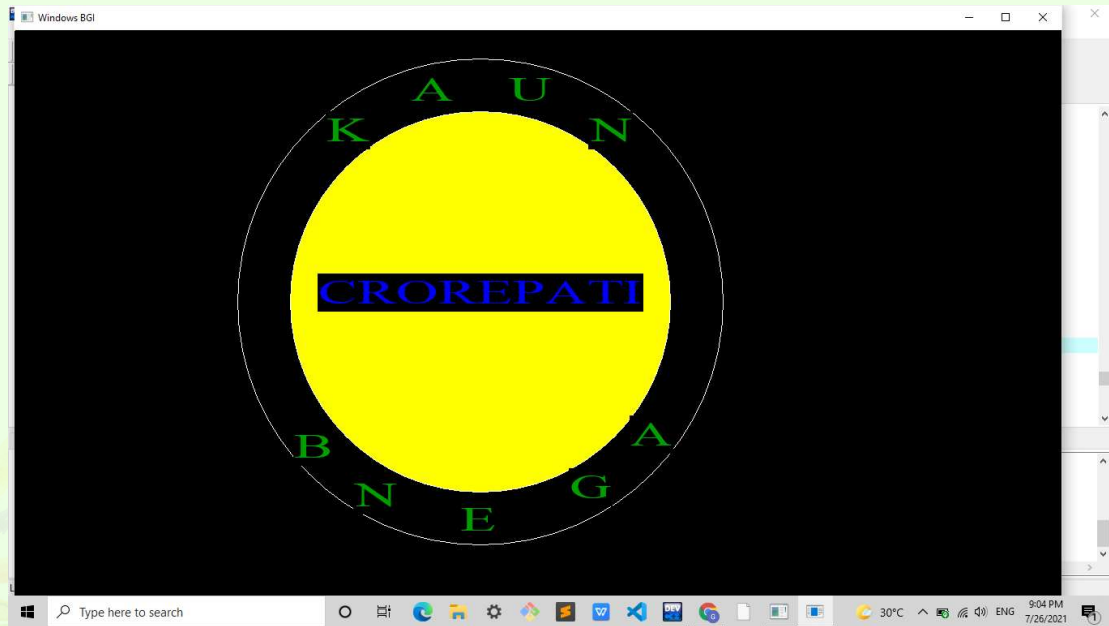
Gurleen Kaur

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Date: 27/july/2021

KON BNEGA CROREPATI

This report is about the completion of the C/C++ based Software

project KON BNEGA CROREPATI

GAME LOGO:

Start Date:

14 - April - 2021

End Date:

29 - july - 2021

Institutional Training Teacher: Mrs. Spinder kaur mam

ACKNOWLEDGEMENT

We had a great experience working on this project and we got to learn a plethora of new skills through this project. However, it would not have been possible without the kind support and help of many individuals. We would like to extend our sincere thanks to all of them. We are highly indebted to the Mrs. Spinder Kaur mam and Mr. Dinesh vij sir for their guidance and best supervision as well as providing necessary information regarding the project and also for their support in completing the project.

We would like to express our gratitude towards our parents and friends for their kind cooperation and encouragement which help us in the completion of the project

ABSTRACT

This is a software creating language (C/C++) based project which is like the mirror reflection of real world Kon Bnega Crorepati Quiz show hosted by Mr. Amitabh Bachchan sir.This game is based on MCQ type questions. So it will give the user a brief idea about the quiz games. It will also help in enhancing the Knowledgable skills of the user. This game is not like other games because it helps in gaining knowledge by answering the questions. The basic requirements to play this game is that user need a Computer technology based device (Laptop, Mobile Phone, Tablet etc.) . User can play this game anytime any where.

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1. INFORMATION ABOUT THE PROJECT

Kaun Banega Crorepati (KBC) simulation system is based on the reality show by the same name, and hosted by Mr. Amitabh Bachchan. The main objective of this application is to provide its users with an opportunity to play the famous quizzing game at the comfort of their homes on a computer system. This game consists of a number of questions and each correct answer to these questions rewards the player with a certain prize money. As the game goes to a higher level the reward prize also increases. This game is based on a input-type system, as the user types the correct option the program detects the answer and returns similarly. If the option typed by the player becomes correct the program displays it in the screen and offers a reward worth the question.This game consist of two life-lines ,50-50 and switch the question. Only one lifeline can be used in each question.50-50 means two wrong options will be deleted by the program making it easier for the player to choose the Correct option. Switch the question means player can change the given question to a new one.

2. LANGUAGE USED

We have used C++ Graphics language to give animation in the game which makes it more attractive for the user. We have used C++ for inputing the answers from the user and then we have used C++ if else statements according to which result is calculated. We have not used C++ object oriented programming as our program does not include any classes and objects.

3. METHODOLOGY

Step 1: It displays all the required instructions necessary to know before playing the game.

Step 2: It displays the awarding system used in the game.

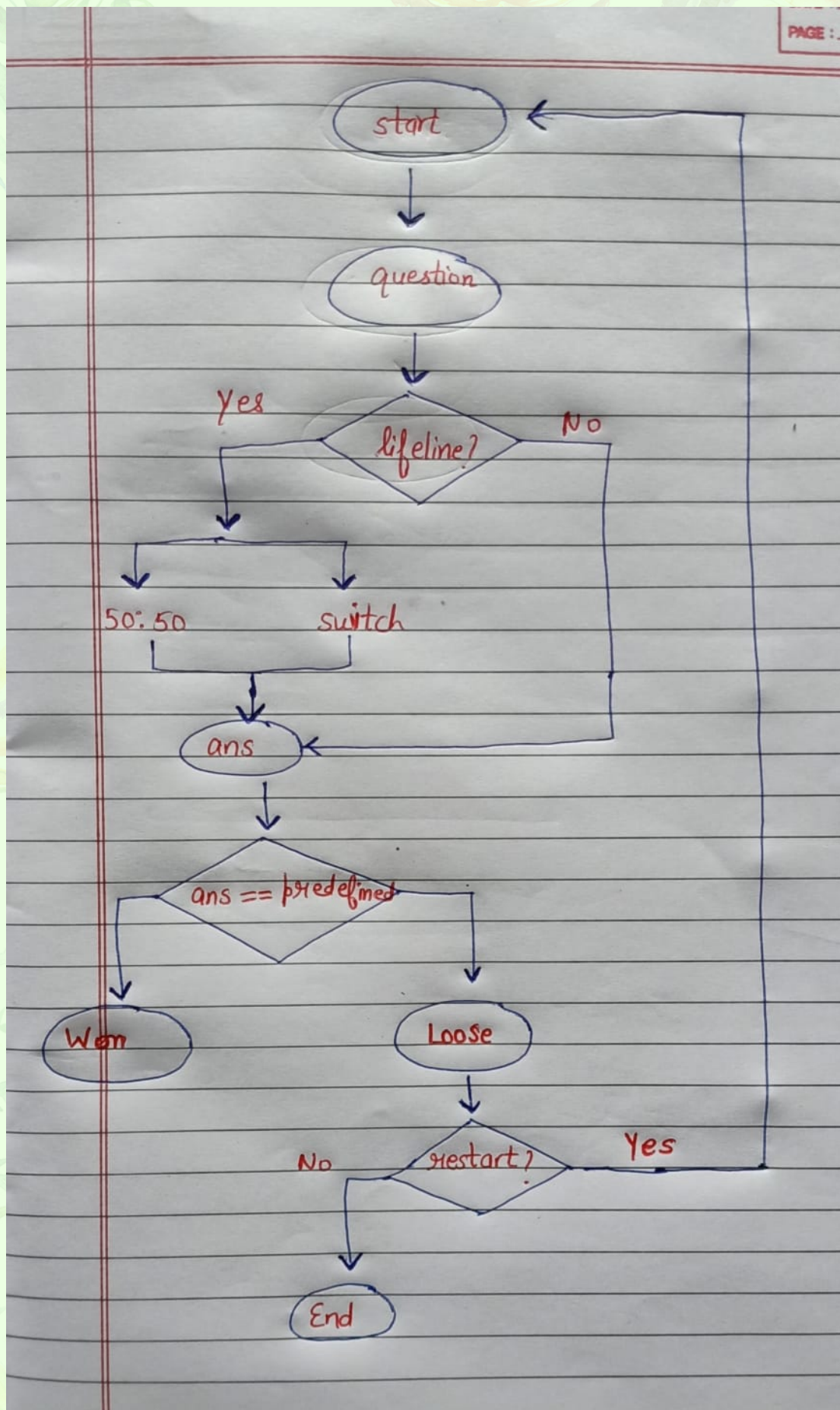Step 3: It then displays the Questions and Options.

Step 4: If user needs any lifeline then he can pressthe key as per guidelines given at the time of start of the game.

Step 5: After that user enters there answer. The result is being diplayed on a clear screen which tells the user that how much award has been honoured to them.

Step 6: If the user selects a wrong answer then there is a chance for restarting the game and it brings the user to the very beginning of the game.
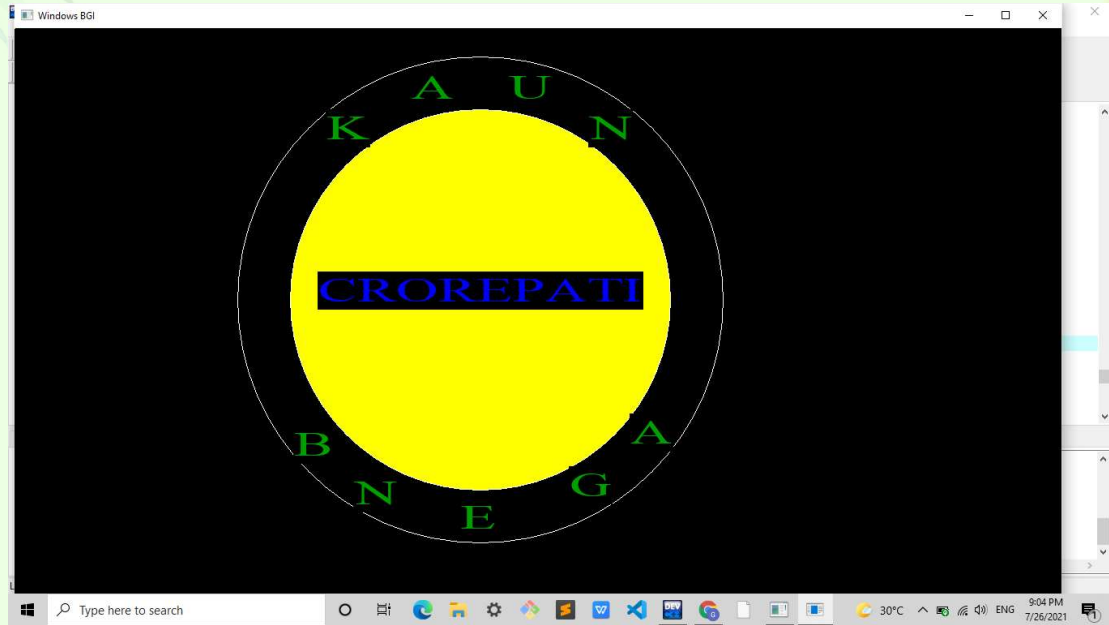
Step 7: There are two lifelines available on every question but user can select only one of them.
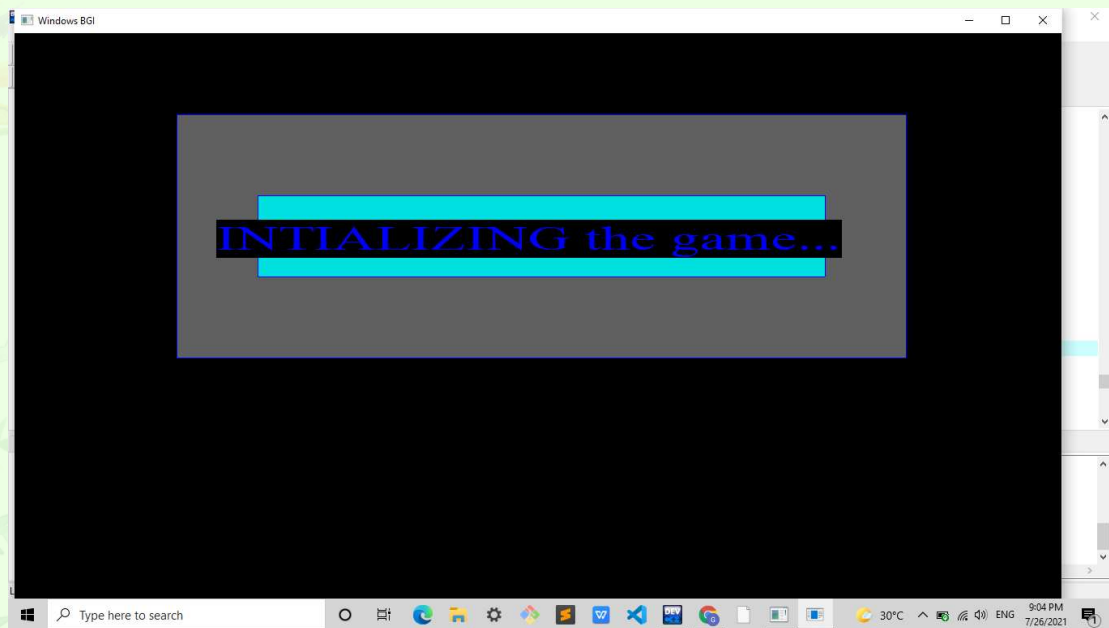
4. FLOWCHART OF GAME

```
                    start  ←─────────────────┐
                      │                       │
                      ↓                       │
                  question                    │
                      │                       │
         yes          ↓           No          │
                  ◇ lifeline? ◇───────────┐   │
          │                               │   │
          ↓                               │   │
    ┌─────┴─────┐                         │   │
    ↓           ↓                         │   │
  50:50      switch                       │   │
    │           │                         │   │
    └─────┬─────┘                         │   │
          ↓                               │   │
         ans  ←──────────────────────────┘   │
          │                                   │
          ↓                                   │
    ◇ ans == predefined ◇                     │
     │                  │                     │
     ↓                  ↓                     │
   Won               Loose                    │
                        │                     │
                        ↓                     │
         No      ◇ restart? ◇    Yes          │
          │                └──────────────────┘
          ↓
         End
```

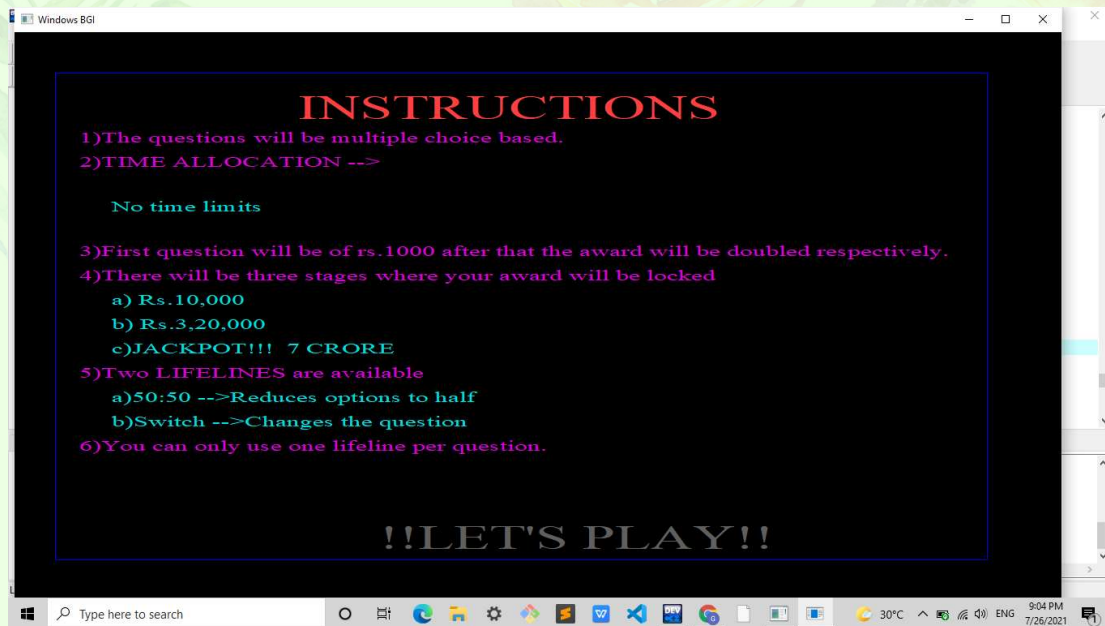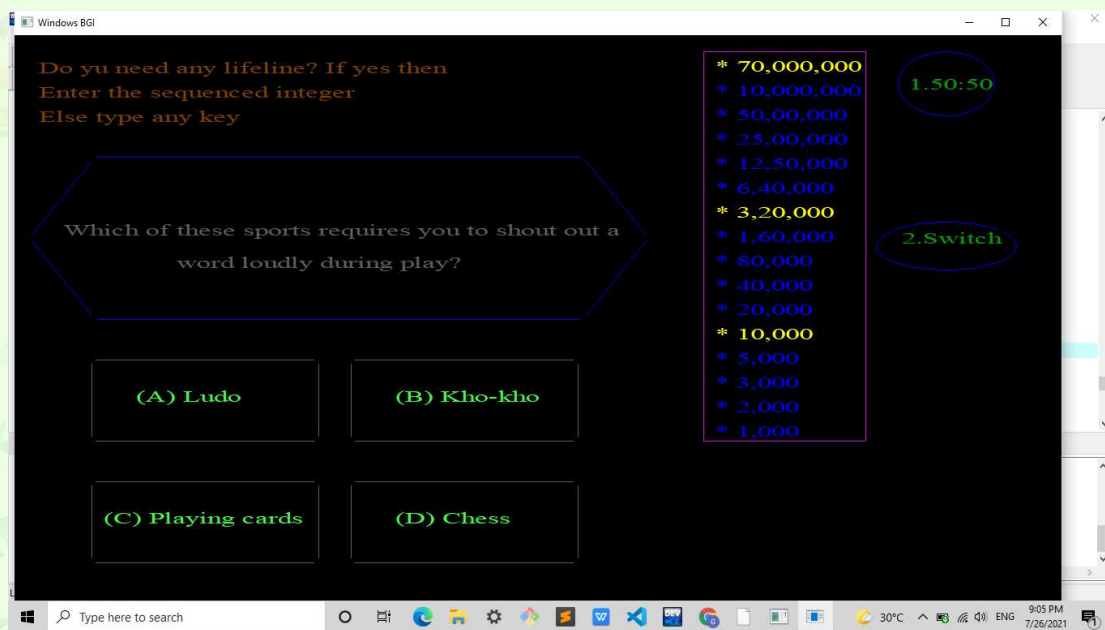# 5. START OF THE GAME

LOGO:

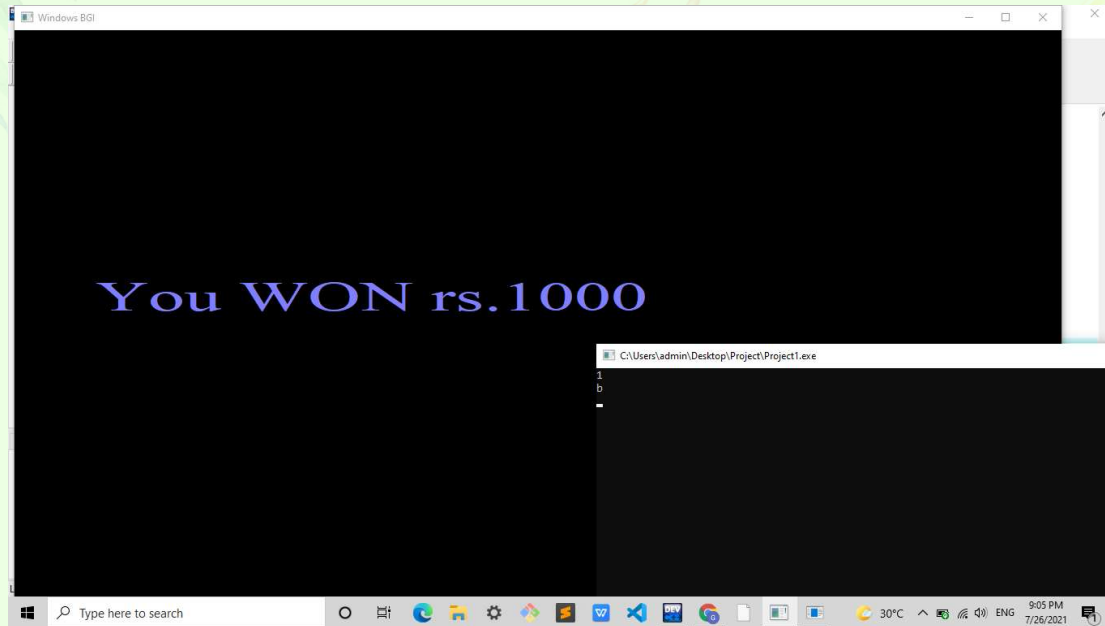

INITIALIZATION:

REQUIRED INSTRUCTIONS:

6. QUESTIONING LAYOUT

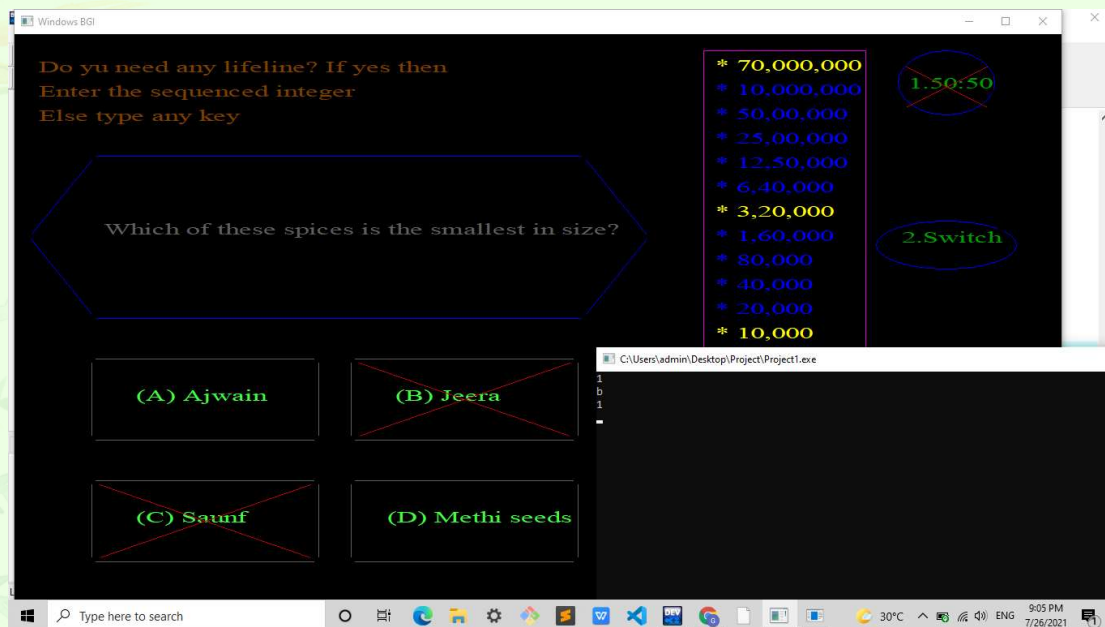This is how question would be visible to the

user.

The user will have to give the input on the console screen and not

on the graphics screen. Graphics screen is only to guide and
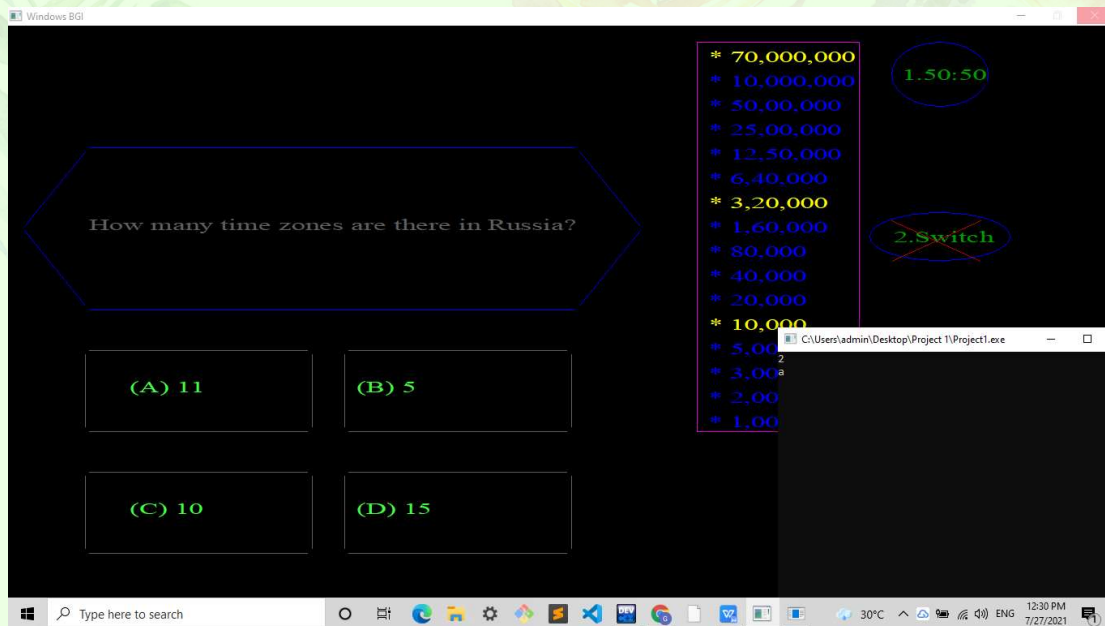
command the user.

7.RESULT LAYOUT

8.LIFLINES:

A) 50:50

B) Switch the question

CONCLUSION

This game will proves that it is useful for budding child to gaining knowledge by playing just a home comfortable game. This will help society as well because this is not a health harming game as it just requires your attention and your problem solving and learning capabilities.