



PROJECT REPORT

GUESS THE NAME OF THE ANIMAL

I. PROGRAM ALL OF THE FUNCTIONS IN

Each node has data and two nodes point to left and right
The question function is used to browse questions and answers
The Deserialize function is used to load the question into the tree
The updatetree function is used to update more questions and answers
The gameReady function is used to load the introductory waiting screen
The finalquestion function is used to load the last question
main function to coordinate the program

II. PROGRAM STRUCTURE

First the program will load the waiting screen with the display function, then the Deserialize function will load the questions into the tree, the question function will then load and print the questions for the user to choose, to the last question, the finalquestion function will give answers. In the correct case, it will ask if you want to play again, in the wrong case, it will ask a new answer and a new question

III. DIFFICULTY AND SOLUTIONS

The difficulty encountered was when loading the question. The solution is to choose the structure of loading the question is if it is not # then turn left, otherwise turn right