

## **Report on project**

**Project Name:** "IQ Level Identifier"

**Course title:** Structured Programming Lab

**Course Code:** CSE104 (Section-02)

Submitted By,

**Group Number: 04**

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**Objective:**

Our project objective was to identify people's IQ level by questioning them from the 3 different difficulty levels. We designed our project by C programming with a plain console application as mentioned in the project proposal. The three difficulty levels include warm up questions in the beginning level then respectively level up session and final level.

**Functionality:**

Firstly, we simply added some texts to make a welcome window. To get the user's name we used character data type and took input by using scanf function. Then we printed some text containing "Welcome to the Game" using printf function.

After this, we used conditional statements to bring six questions to user. We used switch-case to deliver the questions by using for loop. To take answers as user input we used getch() function and to remove the sensitivity issue of uppercase lowercase we used toupper function. Then we used if-else conditionals to check the correct answers. We delivered "Yes correct" text if the answer is correct. In case the user provided answer was incorrect we delivered the correct answer too by using simple printf function. Initially the score was 0, we added 11.5 (for warm-up level), 10 (for Level-Up session and for Final session) by using summation for each correct answer.

At the end of each levels, we call the score function to determine the desired place according to the IQ scale.