



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)

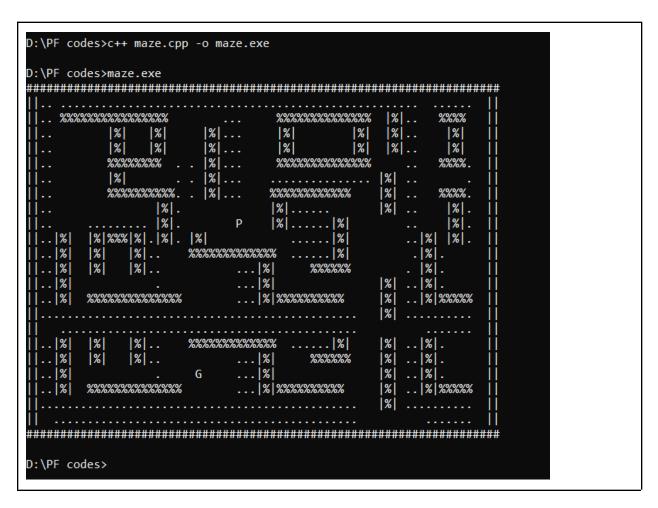
Task 02(CP): Write and Execute a Program to Print a Game Maze.

```
Sample Output
```





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Task 03(CP): Write and Execute a Program to Print a Big Alphabet.

- A
- X
- Z
- T2
- S
- II

Task 04(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
### ##
           ##
                    ## ##
                                        ##
            ##
                                                     ##
     ##
          ## ##
     ##
              ##
                   ##
          ## ###
                   ##
                                                     ##
                   ##
                                                     ##
              ##
                            ##
                                           ##
####
         ###
              ##
                            ##
                                  ##
                                           ##
                                                ###
                                                     ##
D:\study\programming>
```

#### **Task 05(CP):** Write a c++ program to Print the Header of your project





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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.	#include <windows.h> system("Color XY")</windows.h>				We use this header file to make our console screen colorized
02.					The command is used to set the color of <b>text</b> and <b>background</b> .
03.	Colorid	Color	Color id	Color	X: Background Color Y: Text Color  The different values are used to print the colorized output in the desired manner. For example, >> system("Color 46")  This would set the background color to the corresponding value of 4(Red) and the text color would be 6(Yellow).
	1	Blue	9	Light Blue	
	2	Green	0	Black	
	3	Aqua	Α	Light Green	
	4	Red	В	Light Aqua	
	5	Purple	С	Light Red	
	6	Yellow	D	Light Purple	
	7	White	Е	Light Yellow	
	8	Gray	F	Bright White	

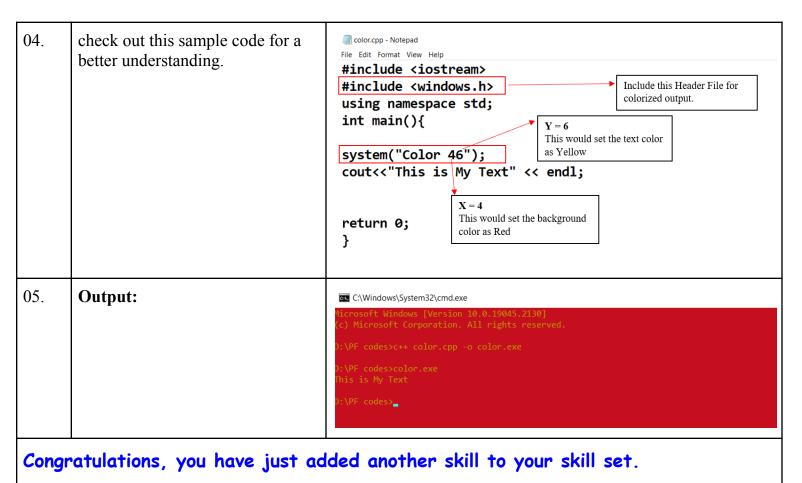
Skill: Printing Colorized Output on the Screen

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

Skill: Printing Colorized Output on the Screen

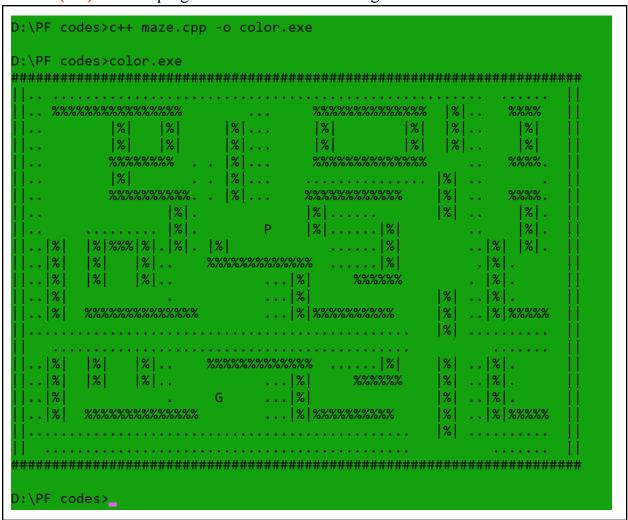
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Task 06(CP): Write a program to Print the colorized game maze.



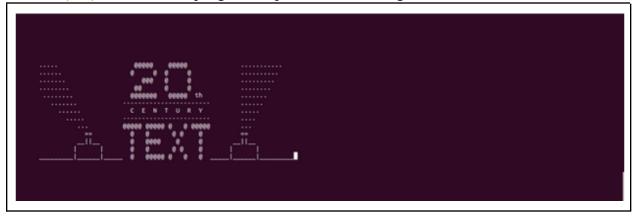
Task 07(CP): Write a Program to print the colorized game character.





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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

Skill: Printing Colorized Output on the Screen

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

```
8888888888
             88 88
         88
           88
                 88
                     88888
      88 88 88888888 88
                          88
88888888 88 88
                  88 88
                           888888
            888
                  88888
                           888888
   88
       88
          88 88
       88
                  88 88
                         88
88 8888 88
              88
                  88888
                           8888
     888 88888888 88
                       88
               88 88
                        8888888
```

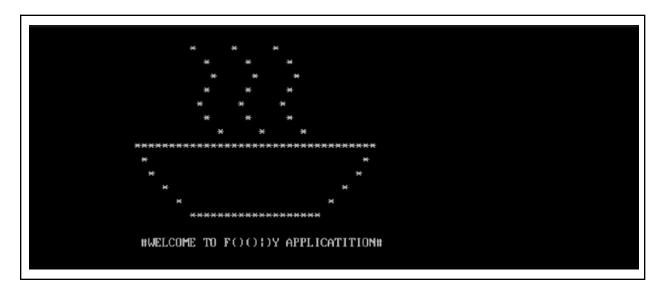
Task 11(CP): Write a c++ program to print a Car/Truck/ or any Complex vehicle.

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





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### **Task 13(CP):**



**Task 14(CP)**:

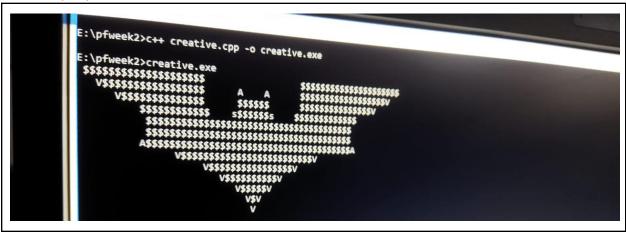




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### **Task 15(CP):**



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