



Programming Fundamental

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)

Sample Output

```
D:\study\programming>c++ "pacman img.cpp" -o pacman.exe

D:\study\programming>pacman.exe
      .:---:..
     .-----
    .-----
   .-----:
  .-----:
 :-----:
:-----:
:-----:
:-----:
 .-----:
  .-----:
   .-----:
    .-----:
     .-----:
      .:---:..

D:\study\programming>
```

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

Sample Output

Skill: Using special directives to control output on the screen



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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

```
D:\New folder>c++ test01.cpp -o test01.exe
```

```
D:\New folder>test01.exe
```

```
*****  
*                                                                 *  
*           University Admission                               *  
*           Mangement System                                   *  
*                                                                 *  
*                                                                 *  
*****
```

Skill: Using special directives to control output on the screen



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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>	We use this header file to make our console screen colorized																																				
02.	system("Color XY")	The command is used to set the color of text and background.																																				
03.	<table><thead><tr><th>Color id</th><th>Color</th><th>Color id</th><th>Color</th></tr></thead><tbody><tr><td>1</td><td>Blue</td><td>9</td><td>Light Blue</td></tr><tr><td>2</td><td>Green</td><td>0</td><td>Black</td></tr><tr><td>3</td><td>Aqua</td><td>A</td><td>Light Green</td></tr><tr><td>4</td><td>Red</td><td>B</td><td>Light Aqua</td></tr><tr><td>5</td><td>Purple</td><td>C</td><td>Light Red</td></tr><tr><td>6</td><td>Yellow</td><td>D</td><td>Light Purple</td></tr><tr><td>7</td><td>White</td><td>E</td><td>Light Yellow</td></tr><tr><td>8</td><td>Gray</td><td>F</td><td>Bright White</td></tr></tbody></table>	Color id	Color	Color id	Color	1	Blue	9	Light Blue	2	Green	0	Black	3	Aqua	A	Light Green	4	Red	B	Light Aqua	5	Purple	C	Light Red	6	Yellow	D	Light Purple	7	White	E	Light Yellow	8	Gray	F	Bright White	<p>X: Background Color Y: Text Color</p> <p>The different values are used to print the colorized output in the desired manner. For example, >> system("Color 46")</p> <p>This would set the background color to the corresponding value of 4(Red) and the text color would be 6(Yellow).</p>
Color id	Color	Color id	Color																																			
1	Blue	9	Light Blue																																			
2	Green	0	Black																																			
3	Aqua	A	Light Green																																			
4	Red	B	Light Aqua																																			
5	Purple	C	Light Red																																			
6	Yellow	D	Light Purple																																			
7	White	E	Light Yellow																																			
8	Gray	F	Bright White																																			

Skill: Printing Colorized Output on the Screen



```
D:\PF codes>c++ pacman.cpp -o pac.exe
```



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```
-----  
o   ^ _ ^  
o   (oo)\_____  
      (__) \      )\/  
          ||----w |  
          ||      ||
```

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

```
      8888888888 888 88888  
      88      88 88 88 88  
      8888 88 88 88 88888  
          88 88 8888888888 88 88  
8888888888 88 88      88 88 8888888  
  
88 88 88 888 88888 8888888  
88 88 88 88 88 88 88 88  
88 8888 88 88 88 88888 8888  
888 888 8888888888 88 88 88  
88 88 88      88 88 8888888
```

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

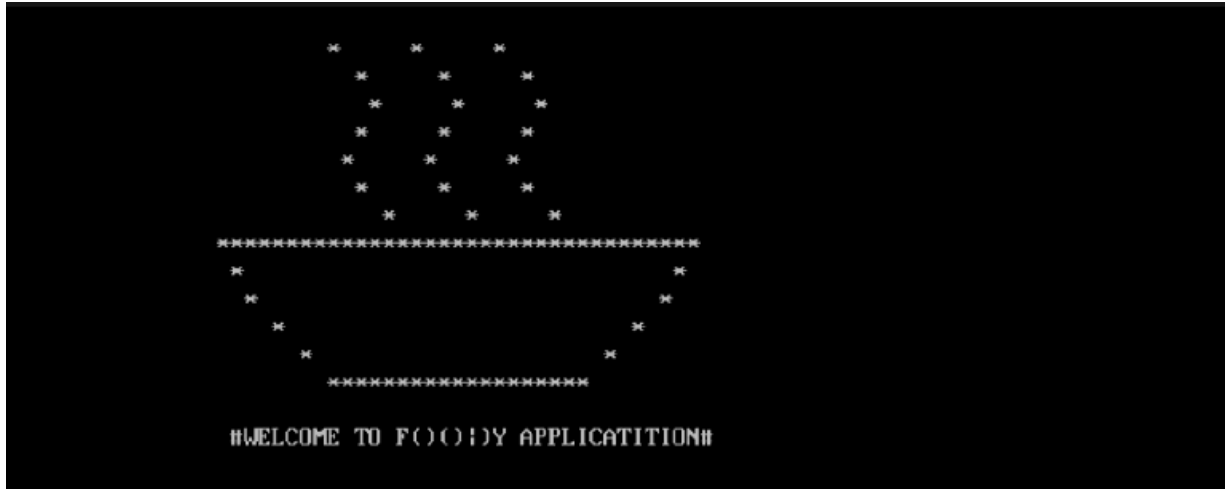
Task 12(CP): Write a c++ program to print the following

Skill: Printing Colorized Output on the Screen



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Good Luck and Best Wishes !!

Happy Coding ahead :)

Skill: Printing Colorized Output on the Screen