

PROJECT REPORT ON “KBC Software Question and Answer”

BACHELOR OF ENGINEERING

IN

INTERNET OF THINGS

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DECLARATION

I, '**NEHA SHARMA**', student of '**Bachelor of Engineering in CSE(IOT)**', session: **2020-24**, 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 GAME USING C++**' 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.

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ABSTRACT

Our Project is to illustrate the features of C++ as well as object-oriented programming concepts. C++ is a statically typed, Free-form, compiled, general-purpose programming language. It is regarded as a 'middle-level' language, as it comprises a combination of both high-level and low-level language features.

As one of the most popular programming languages ever created, C++ is widely used in the software industry. Some of its application software, device drivers, embedded software, high-performance server and client application, and entertainment software such as video games. C++ has greatly influenced many other popular programming languages.

KAUN BANEGA CROREPATI – A project in C++, in this project use of graphics, arrays and of course object oriented approach. The questions are stored in arrays which are displayed on the interface randomly. There is excessive use of strings manipulation.

ACKNOWLEDGEMENT

We would like to express our deep and sincere thanks to our project Owner **ER. HARMANDEEP KAUR JHAJJ** for giving us the opportunity to do the project and providing valuable support and guidance in carrying out our project work. Their dynamism, vision and efforts have deeply inspired us. They taught us the methodology to carry out the research and to present the work as clearly as possible. It was a great privilege for us to study and work under their guidance.

CHAPTER 1

INTRODUCTION

1.1 Problem Definition:

The “KBC Software question and answer” has been developed to override the problems prevailing in the manual system. This software support to eliminate and in some cases reduce the hardships faced by this existing system.

1.2 Project Overview

KBC simulation system is based on the television show by the hosted Mr. Amitabh Bachchan. The main objective of this application is to provide users with an opportunity to play the famous quizzing game at the comfort of their homes on a computer system. Every organization, whether big or small has challenges to overcome and managing the information of points, level, questions, Answers, Participants. IN KBC has different questions needs, therefore we design exclusive management system that adapted to your managerial requirements. The project is totally built at administrative end and thus only the administrator is guaranteed the access.

1.3 HARDWARE SPECIFICATION

- A computer with c++ compiler

1.4 SOFTWARE SPECIFICATION

- DEV C++
- Operating System: Windows XP

2. LITERATURE SURVEY

- Game shows are often dismissed as mere entertainment; their meaning is not seen to extend beyond the immediate concerns over winners and losers, ratings and market share. But the fact that quiz shows and game shows have been in existence for almost 80 years is testimony to a highly successful genre of broadcast programming, a reflection of popular culture, and space for the interaction of the common person with the ritualized television text.
- Quiz shows actually have their origin before the advent of broadcast media. During the growth of newspapers in the early twentieth century, publications adopted the quiz or question-answer feature in a bid to attract audience and boost circulation (DeLong, 1991). Furthermore, theatrical performers in music halls incorporated games into their acts, building on a socially accepted culture of gambling (DeLong, 1991). But, while broadcasting did not invent quizzes or games, it was radio and television that made them into regular programs. In 1930s radio programs such as Vox Pop, which combined elements of quiz, interviews and human interest, and shows such as Uncle Jim's Question Bee, which selected contestants from the audience to answer a range of general knowledge questions in return of monetary rewards, started emerging (Hoerschelmann 2006)
- For the home audience it is always the "win/lose complexity of game shows" that works. If a player misses a question that the viewer knows the answer to, the viewer can feel proud and smart; on the other hand, if the player wins the viewer can still celebrate vicariously in the contestant's victory. Some game shows, along with being entertaining, also educate the viewers, keeping them abreast of current affairs and general knowledge .

3. PROBLEM FORMULATION

From the literature review, it's miles found that research spotlight the want of green and scalable technique for e-studying useful resource and evaluation approach being one of the maximum critical aspect. The current strategies are normally described to 1 or fields , so we want a easy to apply flexible machine that may be green in evaluation throughout diverse topics in a single go.

4. OBJECTIVES

The main objectives of C++ project on KBC software questions and answers is to manage the details of questions, answers, patterns, participants. It manages all the information about the games. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the details for game.

Functionalities provided by KBC are as follows:

- Provides the searching facilities based on various factors. Such as questions , patterns, participants, points.
- KBC also manage the level details online for Players details.
- Shows the information and description of the questions, Patterns.
- Integration of all records of points.

5. METHODOLOGY

- Create a page where users enter their name age and place they belong.
- Their details and rules of KBC GAME will be displayed on C++ compiler screen.
- Question will be displayed on screen and user have to choose one correct answer .
- For using life-line user need to press L.
- If you give the right answer you will win the respective amount else you will lose the game.

6. CONCLUSION AND DISCUSSION

CONCLUSION

Our project is only a humble venture to satisfy the needs to manage their project. Several user friendly coding has also been adopted. The objectives of software planning is to provide a frame work that enables the manager to make reasonable estimates made within a limited time frame at the beginning of the software projects and should be updated regularly as the project progresses. And also the main purpose of our project is to develop an system that offers new aspects of learning and improving knowledge in Educational Area.

DISCUSSION FOR FUTURE

- We can give more advance software for KBC system and add more facilities. We will host the platform online servers to make it accessible worldwide.
- We will try to improve its quality.
- We can add printer in the future. And integrate multiple load players to distribute the load of system.
- Implement the backup mechanism for taking backup of codebase and database on regular basis on different servers.
- We will try to make it more User friendly it is now.

7. REFERENCES

1. <https://www.w3schools.com/cpp/>
2. <https://www.geeksforgeeks.org/c-plus-plus/>
3. Google for problem solving