A PROJECT ON

WHO WILL BECOME MILLIONAIR

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Table of content

1. Introduction on the Project
2. Objective
3. Algorithm
4. Flowchart
5. User manual
6. Conclusion

Introduction On The Project

We have created program (Who Will Be the Millionaire) that allows user to play a game like KBC. This program helps user to increase their IQ level.

This project is written in C using loop, if and switch condition. Firstly this program records the name of the user, and then after playing game the final score and the name is recorded together in a text file called score. The questions in this project are imported from a file named questions which is read and write in binary mode.

With the help of menu the user can do task like:

1. Play game
2. View score list
3. Add new questions (admin mode)

Therefore, this game increases IQ and allows user to compete with other users by making high score.

Objective

* To use the basic knowledge of programming language to develop the program.
* To be familiar and to understand the programming knowledge.
* This program is base on one of the best IQ game “Who Wants to be Millionaire?” which is helps user to pass time in a useful way.

Algorithm

1. Play game

Step 1: Start

Step 2: Input name

Step 3: Open question file in read binary mode

Step 4: Answer the questions

Step 5: Display the score and user’s name

Step 6: Save the name and score

Step 7: Ask to go to main menu or exit

Step 8: Stop.

1. Score list

Step 1: Start

Step 2: Open score.txt in read mode

Step 3: Display all name and score from score.txt

Step 4: Ask to go to main menu or exit

Step 5: Stop.

1. Admin mode

Step 1: Start

Step 2: Input id number for question

Step 3: Input question

Step 4: Input four options

Step 5: Input correct answer’s id number

Step 6: Store the data in question file

Step 7: Display success

Step 8: Ask to store another question if not exit.

Step 9: Stop.

User Manual

This manual gives information on how to use the program properly. To run the program, user most install C Programming software. It is easy to use and run.

1. First of all click on run button and black screen will appear with some text.
2. Options or menu are given in the display, user can choose any option by entering the id number given.
3. If user selects wrong id, warning will be displayed in the screen and allow to try again.
4. After selecting a menu and completing its task it asks “go to main menu”. User can enter “y” for yes and “n” for no to make their decision.
5. Last option (exit) can be selected if user does not want to select any given option.

Conclusion

We worked very hard to complete this project. Although we had many difficulties, we overcome by learning new library functions of c programming.

We spent a lot of time together to complete this project by researching and collecting information for the project.

So, with all the hard work we are successful to achieve our goal.

Bibliograpjy

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