**A**

**MINI PROJECT**

**ON**

**QUIZ GAME**

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**General Introduction**

This 'QUIZ GAME' Project is designed for a question in which you can generate and manage a simple database for questions. The question number is automatically generated by the software and is stored in a binary file by the name 'QUESTION'. This data base is basically used as a MASTER file to be used as a look-up table for information like Quiz Option, SubMenu, either C**omputer/Mathematics/Science** or **General** and the Return. In this software you can ask for any Menu on the basis of the Menu Question will be asked to the user & the user get 10 sec for answering the question. If the user is correct the he get 10 points on every question. If he is incorrect then he lost the game & game is closed.

**ABSTRACT**

The sole intention behind the consideration of this Project is to generate and manage a simple database for question.

This project is developed considering “QUIZ” information keeping context of the customer in mind.

Here, data is stored in a binary file by “QUESTION” and this database is basically used as MASTER file. Reports are designed on the basis of customer’s stay and payments made by the customer.

**DATA FLOW DIAGRAM**

DELETE

COMPUTERS

MATHS

SCIENCE

GENERAL

RETURN

MODIFY

**D.B.M.S**

**Coding**

**// PROJECT COMPUTER QUIZ**

**/ INCLUDED HEADER FILES**

**#include <iostream.h>**

**#include <conio.h>**

**#include <dos.h>**

**#include <string.h>**

**#include <fstream.h>**

**#include <process.h>**

**#include <stdlib.h>**

**#include <stdio.h>**

**#include <ctype.h>**

**// CLASS NAME : lines**

**// DETAILS : IT CONTROLS FUNCTIONS RELATED TO DRAW**

**// LINES, BOXES, ETC.**

**class lines**

**{**

**public :**

**void line\_hor (int, int, int, char) ;**

**void line\_ver (int, int, int, char) ;**

**void box (int,int,int,int,char) ;**

**} ;**

**// CLASS NAME : menu**

**// DETAILS : IT CONTROLS OVER ALL FUNCTIONING OF PROJECT**

**class menu**

**{**

**public :**

**void main\_menu(void) ;**

**char \*sub\_menu(void) ;**

**void start(void) ;**

**private :**

**void edit\_menu(void) ;**

**} ;**

**CLASS NAME : quiz**

**// DETAILS : IT CONTROLS OVER ALL THE FUNCTIONS**

**// RELATED TO QUIZ**

**class quiz**

**{**

**public :**

**void play(char filename[13]) ;**

**void add(char filename[13]) ;**

**void deletion(char filename[13]) ;**

**void modify(char filename[13]) ;**

**private :**

**void delete\_record(char filename[13], int) ;**

**void modify\_record(char filename[13], int) ;**

**void display\_score(char name[20], int, int) ;**

**int recordno(char filename[13], int) ;**

**int record\_count(char filename[13]) ;**

**int found\_record(char filename[13], int) ;**

**void display\_record(char filename[13], int) ;**

**int ques\_no ;**

**char ques[60] ;**

**char ans1[50] ;**

**char ans2[50] ;**

**char ans3[50] ;**

**char sol ;**

**} ;**

**// CLASS NAME : lines**

**// FUNCTION NAME : line\_hor**

**// DETAILS : IT ACCEPTS THE ROWS AND COLUMNS AND**

**// DRAW THE HORIZONTAL LINE**

**void lines :: line\_hor(int column1, int column2, int row, char c)**

**{**

**for ( column1; column1<=column2; column1++ )**

**{**

**gotoxy(column1,row) ;**

**cout <<c ;**

**}**

**}**

**// CLASS NAME : lines**

**// FUNCTION NAME : line\_ver**

**// DETAILS : IT ACCEPTS THE ROWS AND COLUMNS AND**

**// DRAW THE VERTICAL LINE**

**void lines :: line\_ver(int row1, int row2, int column, char c)**

**{**

**for ( row1; row1<=row2; row1++ )**

**{**

**gotoxy(column,row1) ;**

**cout <<c ;**

**}**

**// CLASS NAME : lines**

**// FUNCTION NAME : box**

**// DETAILS : IT ACCEPTS THE ROWS AND COLUMNS AND**

**// DRAW THE BOX**

**void lines :: box(int column1, int row1, int column2, int row2, char c)**

**{ char ch=218 ;**

**char c1, c2, c3, c4 ;**

**char l1=196, l2=179 ;**

**if (c == ch)**

**{**

**c1 = 218 ;**

**c2 = 191 ;**

**c3 = 192 ;**

**c4 = 217 ;**

**l1 = 196 ;**

**l2 = 179 ;**

**}**

**else**

**{**

**c1 = c ;**

**c2 = c ;**

**c3 = c ;**

**c4 = c ;**

**l1 = c ;**

**l2 = c ;**

**}**

**gotoxy(column1,row1) ;**

**cout <<c1 ;**

**gotoxy(column2,row1) ;**

**cout <<c2 ;**

**gotoxy(column1,row2) ;**

**cout <<c3 ;**

**gotoxy(column2,row2) ;**

**cout <<c4 ;**

**column1++ ;**

**column2-- ;**

**line\_hor(column1,column2,row1,l1) ;**

**line\_hor(column1,column2,row2,l1) ;**

**column1-- ;**

**column2++ ;**

**row1++ ;**

**row2-- ;**

**line\_ver(row1,row2,column1,l2) ;**

**line\_ver(row1,row2,column2,l2) ;**

**}**

**// CLASS NAME : menu**

**// FUNCTION NAME : start**

**// DETAILS : IT CREATES THE OPENING SCREEN**

**void menu :: start(void)**

**{**

**lines line ;**

**textmode(C40) ;**

**clrscr() ;**

**textbackground(LIGHTCYAN);**

**textcolor(BLACK) ;**

**clrscr() ;**

**gotoxy(8,12) ;**

**cout <<"C O M P U T E R" ;**

**gotoxy(25,12) ;**

**cout <<"Q U I Z" ;**

**line.box(4,10,36,14,219) ;**

**gotoxy(5,21);**

**cout<<"MADE BY :";**

**gotoxy(5,22);**

**cout<<"Author & Her Team";**

**line.box(2,19,40,24,219);**

**gotoxy(4,10);**

**getch() ;**

**textbackground(BLACK) ;**

**textcolor(LIGHTGRAY) ;**

**clrscr() ;**

**}**

**// CLASS NAME : menu**

**// FUNCTION NAME : main\_menu**

**// DETAILS : IT CREATES THE MAIN MENU TO CONTROL**

**// ALL THE FUNCTIONS**

**void menu :: main\_menu(void)**

**{ lines line ;**

**textmode(C40) ;**

**clrscr ;**

**int valid ;**

**int n = 4 ;**

**int x = 14 ;**

**char ch1, ch2 ;**

**char chr1=219, chr=175 ;**

**do**

**{**

**line.box (1,1,39,25,219) ;**

**line.line\_hor(9,31,6,196) ;**

**line.box (8,3,32,20,218) ;**

**char c1=24, c2=25 ;**

**gotoxy(3,24) ;**

**cout <<c1 ;**

**cout <<c2 ;**

**cout <<"=Move <ENTER>=Select <ESC>=Exit" ;**

**gotoxy(13,5) ;**

**cout <<chr1 ;**

**textbackground(WHITE) ;**

**textcolor(BLACK) ;**

**gotoxy(14,5) ;**

**cprintf("Q U I Z ") ;**

**textbackground(BLACK) ;**

**textcolor(LIGHTGRAY) ;**

**gotoxy(14,8) ;**

**cout <<"OPTIONS" ;**

**gotoxy(14,9) ;**

**cout <<"-------" ;**

**gotoxy(14,11) ;**

**cout <<"PLAY" ;**

**gotoxy(14,12) ;**

**cout <<"ADD QUESTIONS" ;**

**gotoxy(14,13) ;**

**cout <<"EDIT" ;**

**gotoxy(14,14) ;**

**cout <<"QUIT" ;**

**gotoxy(10,x) ;**

**cout <<chr ;**

**gotoxy(13,5) ;**

**do**

**{**

**do**

**{**

**do**

**{**

**ch1 = getch() ;**

**if ( ch1 == 27 )**

**{**

**textmode(C80) ;**

**clrscr() ;**

**exit(0) ;**

**}**

**} while (( ch1 != 0 ) && ( ch1 != 13 )) ;**

**if ( ch1 != 13 )**

**{**

**do**

**{**

**ch2 = getch() ;**

**if ( ch2 == 27 )**

**{**

**textmode(C80) ;**

**clrscr() ;**

**exit(0) ;**

**}**

**} while (( ch2 != 72 ) && ( ch2 != 80 ) && ( ch2 != 13 )) ;**

**}**

**} while ((( ch1 != 0 ) || (( ch2 != 72 ) && ( ch2 != 80 ))) && (( ch1 != 13 ) && ( ch2 != 13 ))) ;**

**if (( ch1 == 0 ) && ( ch2 == 80 ))**

**{**

**gotoxy(10,x) ;**

**cout <<" " ;**

**if (n == 4)**

**{**

**n = 1 ;**

**x = x - 3 ;**

**}**

**else**

**{**

**n = n + 1 ;**

**x = x + 1 ;**

**}**

**gotoxy(10,x) ;**

**cout <<chr ;**

**gotoxy(13,5) ;**

**sound(200) ;**

**delay(30) ;**

**nosound() ;**

**}**

**if (( ch1 == 0 ) && ( ch2 == 72 ))**

**{**

**gotoxy(10,x) ;**

**cout <<" " ;**

**if ( n == 1 )**

**{**

**n = 4 ;**

**x = x + 3 ;**

**}**

**else**

**{**

**n = n - 1 ;**

**x = x - 1 ;**

**}**

**gotoxy(10,x) ;**

**cout <<chr ;**

**gotoxy(13,5) ;**

**sound(200) ;**

**delay(30) ;**

**nosound() ;**

**}**

**} while (( ch1 != 13 ) && ( ch2 != 13 )) ;**

**if (n == 1)**

**{**

**char filename[13] ;**

**strcpy(filename,sub\_menu()) ;**

**if (strcmp(filename,"null"))**

**{**

**quiz q ;**

**q.play(filename) ;**

**clrscr() ;**

**}**

**}**

**if (n == 2)**

**{**

**char filename[13] ;**

**strcpy(filename,sub\_menu()) ;**

**if (strcmp(filename,"null"))**

**{**

**textmode(C80) ;**

**clrscr() ;**

**quiz q ;**

**q.add(filename) ;**

**textmode(C40) ;**

**clrscr() ;**

**}**

**}**

**if (n == 3)**

**edit\_menu() ;**

**} while ( n != 4 ) ;**

**textmode(C80) ;**

**clrscr() ;**

**}**

**// CLASS NAME : menu**

**// FUNCTION NAME : edit\_menu**

**// DETAILS : IT CREATES THE EDIT MAIN MENU**

**void menu :: edit\_menu(void)**

**{**

**lines line ;**

**int valid ;**

**static int n = 3 ;**

**static int x = 19 ;**

**char ch1, ch2 ;**

**char chr1=219, chr=175 ;**

**do**

**{**

**line.box(19,14,31,20,218) ;**

**gotoxy(21,15) ;**

**cout <<chr1 ;**

**textbackground(WHITE) ;**

**textcolor(BLACK) ;**

**gotoxy(22,15) ;**

**cprintf("E D I T ") ;**

**textbackground(BLACK) ;**

**textcolor(LIGHTGRAY) ;**

**gotoxy(23,17) ;**

**cout <<"DELETE" ;**

**gotoxy(23,18) ;**

**cout <<"MODIFY" ;**

**gotoxy(23,19) ;**

**cout <<"RETURN" ;**

**gotoxy(20,x) ;**

**cout <<chr ;**

**gotoxy(21,15) ;**

**do**

**{**

**do**

**{**

**do**

**{**

**ch1 = getch() ;**

**if ( ch1 == 27 )**

**{**

**gotoxy(1,15) ; clreol() ;**

**gotoxy(1,17) ; clreol() ;**

**gotoxy(1,18) ; clreol() ;**

**gotoxy(1,19) ; clreol() ;**

**gotoxy(1,20) ; clreol() ;**

**gotoxy(19,14) ; clreol() ;**

**return ;**

**}**

**} while (( ch1 != 0 ) && ( ch1 != 13 )) ;**

**if ( ch1 != 13 )**

**{**

**do**

**{**

**ch2 = getch() ;**

**if ( ch2 == 27 )**

**{**

**gotoxy(1,15) ; clreol() ;**

**gotoxy(1,17) ; clreol() ;**

**gotoxy(1,18) ; clreol() ;**

**gotoxy(1,19) ; clreol() ;**

**gotoxy(1,20) ; clreol() ;**

**gotoxy(19,14) ; clreol() ;**

**return ;**

**}**

**} while (( ch2 != 72 ) && ( ch2 != 80 ) && ( ch2 != 13 )) ;**

**}**

**} while ((( ch1 != 0 ) || (( ch2 != 72 ) && ( ch2 != 80 ))) && (( ch1 != 13 ) && ( ch2 != 13 ))) ;**

**if (( ch1 == 0 ) && ( ch2 == 80 ))**

**{**

**gotoxy(20,x) ;**

**cout <<" " ;**

**if (n == 3)**

**{**

**n = 1 ;**

**x = x - 2 ;**

**}**

**else**

**{**

**n = n + 1 ;**

**x = x + 1 ;**

**}**

**gotoxy(20,x) ;**

**cout <<chr ;**

**gotoxy(21,15) ;**

**sound(200) ;**

**delay(30) ;**

**nosound() ;**

**}**

**if (( ch1 == 0 ) && ( ch2 == 72 ))**

**{**

**gotoxy(20,x) ;**

**cout <<" " ;**

**if ( n == 1 )**

**{**

**n = 3 ;**

**x = x + 2 ;**

**}**

**else**

**{**

**n = n - 1 ;**

**x = x - 1 ;**

**}**

**gotoxy(20,x) ;**

**cout <<chr ;**

**gotoxy(21,15) ;**

**sound(200) ;**

**delay(30) ;**

**nosound() ;**

**}**

**} while (( ch1 != 13 ) && ( ch2 != 13 )) ;**

**if (n == 1)**

**{**

**char filename[13] ;**

**strcpy(filename,sub\_menu()) ;**

**if (strcmp(filename,"null"))**

**{**

**textmode(C80) ;**

**clrscr() ;**

**quiz q ;**

**q.deletion(filename) ;**

**textmode(C40) ;**

**clrscr() ;**

**return ;**

**}**

**clrscr() ;**

**return ;**

**}**

**else**

**if (n == 2)**

**{**

**char filename[13] ;**

**strcpy(filename,sub\_menu()) ;**

**if (strcmp(filename,"null"))**

**{**

**textmode(C80) ;**

**clrscr() ;**

**quiz q ;**

**q.modify(filename) ;**

**textmode(C40) ;**

**clrscr() ;**

**return ;**

**}**

**clrscr() ;**

**return ;**

**}**

**} while ( n != 3 ) ;**

**gotoxy(1,15) ; clreol() ;**

**gotoxy(1,17) ; clreol() ;**

**gotoxy(1,18) ; clreol() ;**

**gotoxy(1,19) ; clreol() ;**

**gotoxy(1,20) ; clreol() ;**

**gotoxy(19,14) ; clreol() ;**

**}**

**// CLASS NAME : menu**

**// FUNCTION NAME : sub\_menu**

**// DETAILS : IT CREATES THE SUB MAIN MENU AND**

**// RETURN FILE NAME**

**char \*menu :: sub\_menu(void)**

**{**

**lines line ;**

**clrscr() ;**

**int valid ;**

**static int n = 1 ;**

**static int x = 10 ;**

**char ch1, ch2 ;**

**char chr1=219, chr=175 ;**

**line.box(1,1,39,25,219) ;**

**line.line\_hor(2,38,23,196) ;**

**char c1=24, c2=25 ;**

**gotoxy(3,24) ;**

**cout <<c1 ;**

**cout <<c2 ;**

**cout <<"=Move <ENTER>=Select <ESC>=Exit" ;**

**gotoxy(13,6) ;**

**cout <<chr1 ;**

**textbackground(WHITE) ;**

**textcolor(BLACK) ;**

**gotoxy(14,6) ;**

**cprintf("S U B - M E N U ") ;**

**textbackground(BLACK) ;**

**textcolor(LIGHTGRAY) ;**

**line.box(11,5,31,7,218) ;**

**gotoxy(14,10) ;**

**cout <<"COMPUTERS" ;**

**gotoxy(14,12) ;**

**cout <<"MATHEMATICS" ;**

**gotoxy(14,14) ;**

**cout <<"SCIENCE" ;**

**gotoxy(14,16) ;**

**cout <<"GENERAL" ;**

**gotoxy(14,18) ;**

**cout <<"RETURN" ;**

**gotoxy(12,x) ;**

**cout <<chr ;**

**gotoxy(13,6) ;**

**do**

**{**

**do**

**{**

**do**

**{**

**ch1 = getch() ;**

**if ( ch1 == 27 )**

**{**

**clrscr() ;**

**return("null") ;**

**}**

**} while (( ch1 != 0 ) && ( ch1 != 13 )) ;**

**if ( ch1 != 13 )**

**{**

**do**

**{**

**ch2 = getch() ;**

**if ( ch2 == 27 )**

**{**

**clrscr() ;**

**return("null") ;**

**}**

**} while (( ch2 != 72 ) && ( ch2 != 80 ) && ( ch2 != 13 )) ;**

**}**

**} while ((( ch1 != 0 ) || (( ch2 != 72 ) && ( ch2 != 80 ))) && (( ch1 != 13 ) && ( ch2 != 13 ))) ;**

**if (( ch1 == 0 ) && ( ch2 == 80 ))**

**{**

**gotoxy(12,x) ;**

**cout <<" " ;**

**if (n == 5)**

**{**

**n = 1 ;**

**x = x - 8 ;**

**}**

**else**

**{**

**n = n + 1 ;**

**x = x + 2 ;**

**}**

**gotoxy(12,x) ;**

**cout <<chr ;**

**gotoxy(13,6) ;**

**sound(200) ;**

**delay(30) ;**

**nosound() ;**

**}**

**if (( ch1 == 0 ) && ( ch2 == 72 ))**

**{**

**gotoxy(12,x) ;**

**cout <<" " ;**

**if ( n == 1 )**

**{**

**n = 5 ;**

**x = x + 8 ;**

**}**

**else**

**{**

**n = n - 1 ;**

**x = x - 2 ;**

**}**

**gotoxy(12,x) ;**

**cout <<chr ;**

**gotoxy(13,6) ;**

**sound(200) ;**

**delay(30) ;**

**nosound() ;**

**}**

**} while (( ch1 != 13 ) && ( ch2 != 13 )) ;**

**clrscr() ;**

**if (n == 1)**

**return("computer.dat") ;**

**else**

**if (n == 2)**

**return("maths.dat") ;**

**else**

**if (n == 3)**

**return("science.dat") ;**

**else**

**if (n == 4)**

**return("general.dat") ;**

**return("null") ;**

**}**

**// CLASS NAME : quiz**

**// FUNCTION NAME : record\_count**

**// DETAILS : IT RETURNS THE NO. OF RECORD IN THE**

**// GIVEN FILE**

**int quiz :: record\_count(char filename[13])**

**{**

**fstream file ;**

**file.open(filename, ios::in) ;**

**file.seekg(0,ios::beg) ;**

**int t=0 ;**

**while (file.read((char \*) this, sizeof(quiz)))**

**t++ ;**

**file.close() ;**

**return t ;**

**}**

**// CLASS NAME : quiz**

**// FUNCTION NAME : add**

**// DETAILS : IT ADDS THE RECORDS IN THE GIVEN FILE**

**void quiz :: add(char filename[13])**

**{**

**lines line ;**

**int valid ;**

**int t\_ques\_no ;**

**t\_ques\_no = record\_count(filename) ;**

**t\_ques\_no++ ;**

**if (t\_ques\_no == 1)**

**{**

**ques\_no = t\_ques\_no ;**

**strcpy(ques,"abc") ;**

**strcpy(ans1,"-") ;**

**strcpy(ans2,"-") ;**

**strcpy(ans3,"-") ;**

**sol = '0' ;**

**fstream file ;**

**file.open(filename, ios::out | ios::app ) ;**

**file.write((char \*) this, sizeof(quiz)) ;**

**file.close() ;**

**delete\_record(filename,t\_ques\_no) ;**

**}**

**char ch ;**

**do**

**{**

**clrscr() ;**

**line.box(1,1,79,23,218) ;**

**gotoxy(3,5) ;**

**cout <<"question # " <<t\_ques\_no ;**

**gotoxy(3,8) ;**

**cout <<"question : " ;**

**gotoxy(3,10) ;**

**cout <<"answer 1 : " ;**

**gotoxy(3,12) ;**

**cout <<"answer 2 : " ;**

**gotoxy(3,14) ;**

**cout <<"answer 3 : " ;**

**gotoxy(3,16) ;**

**cout <<"solution : " ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER QUESTION" ;**

**gotoxy(14,8) ;**

**gets(ques) ;**

**strupr(ques) ;**

**if (ques[0] == '0')**

**return ;**

**if (strlen(ques) > 159 || strlen(ques) == 0)**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ;**

**cout <<"LENGTH SHOULD NOT BE BLANK OR GREATER THAN 159" ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,8) ; clreol() ;**

**}**

**} while ( !valid ) ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER ANSWER FOR THE QUESTION" ;**

**gotoxy(14,10) ;**

**gets(ans1) ;**

**strupr(ans1) ;**

**if (ans1[0] == '0')**

**return ;**

**if (strlen(ans1) > 49)**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ;**

**cout <<"LENGTH SHOULD NOT GREATER THAN 49" ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,10) ; clreol() ;**

**}**

**} while ( !valid ) ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER ANSWER FOR THE QUESTION" ;**

**gotoxy(14,12) ;**

**gets(ans2) ;**

**strupr(ans2) ;**

**if (ans2[0] == '0')**

**return ;**

**if (strlen(ans2) > 49)**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ;**

**cout <<"LENGTH SHOULD NOT GREATER THAN 49" ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,12) ; clreol() ;**

**}**

**} while ( !valid ) ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER ANSWER FOR THE QUESTION" ;**

**gotoxy(14,14) ;**

**gets(ans3) ;**

**strupr(ans3) ;**

**if (ans3[0] == '0')**

**return ;**

**if (strlen(ans3) > 49)**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ;**

**cout <<"LENGTH SHOULD NOT GREATER THAN 49" ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,14) ; clreol() ;**

**}**

**} while ( !valid ) ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER CORRECT SOLUTION FOR THE QUESTION (1/2/3)" ;**

**gotoxy(14,16) ;**

**sol = getche() ;**

**if (sol == '0')**

**return ;**

**if (sol != '1' && sol != '2' && sol != '3')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(14,16) ; clreol() ;**

**}**

**} while ( !valid ) ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,19) ;**

**cout <<"Do you want to save the record (y/n) : " ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(42,19) ;**

**ch = getche() ;**

**ch = toupper(ch) ;**

**if (ch == '0')**

**return ;**

**if (ch != 'Y' && ch != 'N')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(42,19) ; clreol() ;**

**}**

**} while ( !valid ) ;**

**if (ch == 'Y')**

**{**

**ques\_no = t\_ques\_no ;**

**fstream file ;**

**file.open(filename, ios::app ) ;**

**file.write((char \*) this, sizeof(quiz)) ;**

**file.close() ;**

**t\_ques\_no++ ;**

**}**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,21) ;**

**cout <<"Do you want to add more questions (y/n) : " ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(45,21) ;**

**ch = getche() ;**

**ch = toupper(ch) ;**

**if (ch == '0')**

**return ;**

**if (ch != 'Y' && ch != 'N')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(45,21) ; clreol() ;**

**}**

**} while ( !valid ) ;**

**} while (ch == 'Y’);**

**// CLASS NAME : quiz**

**// FUNCTION NAME : found\_record**

**// DETAILS : IT SEARCH THE GIVEN RECORDS IN THE**

**// GIVEN FILE AND RETURN 0 IF NOT FOUND**

**int quiz :: found\_record(char filename[13], int t\_ques\_no)**

**{**

**fstream file ;**

**file.open(filename, ios::in) ;**

**file.seekg(0,ios::beg) ;**

**int found=0 ;**

**while (file.read((char \*) this, sizeof(quiz)))**

**{**

**if (t\_ques\_no == ques\_no)**

**{**

**found++ ;**

**break ;**

**}**

**}**

**file.close() ;**

**return found ;**

**}**

**// CLASS NAME : quiz**

**// FUNCTION NAME : display\_record**

**// DETAILS : IT DISPLAY THE RECORD FOR THE GIVEN**

**// QUESTION NO. FROM THE GIVEN FILE**

**void quiz :: display\_record(char filename[13], int t\_ques\_no)**

**{**

**fstream file ;**

**file.open(filename, ios::in) ;**

**file.seekg(0,ios::beg) ;**

**while (file.read((char \*) this, sizeof(quiz)))**

**{**

**if (t\_ques\_no == ques\_no)**

**{**

**gotoxy(3,3) ;**

**cout <<"question # " <<t\_ques\_no ;**

**gotoxy(3,7) ;**

**cout <<"question : " <<ques ;**

**gotoxy(3,8) ;**

**cout <<"answer 1 : " <<ans1 ;**

**gotoxy(3,9) ;**

**cout <<"answer 2 : " <<ans2 ;**

**gotoxy(3,10) ;**

**cout <<"answer 3 : " <<ans3 ;**

**break ;**

**}**

**}**

**file.close() ;**

**}**

**// CLASS NAME : quiz**

**// FUNCTION NAME : delete\_record**

**// DETAILS : IT DELETE THE RECORD FOR THE GIVEN**

**// QUESTION NO. FROM THE GIVEN FILE**

**void quiz :: delete\_record(char filename[13], int t\_ques\_no)**

**{**

**fstream file ;**

**file.open(filename, ios::in) ;**

**fstream temp ;**

**temp.open("temp.dat", ios::out) ;**

**file.seekg(0,ios::beg) ;**

**while (!file.eof())**

**{**

**file.read((char \*) this, sizeof(quiz)) ;**

**if ( file.eof() )**

**break ;**

**if (ques\_no != t\_ques\_no)**

**temp.write((char \*) this, sizeof(quiz)) ;**

**}**

**file.close() ;**

**temp.close() ;**

**file.open(filename, ios::out) ;**

**temp.open("temp.dat", ios::in) ;**

**temp.seekg(0,ios::beg) ;**

**t\_ques\_no = 1 ;**

**while (!temp.eof())**

**{**

**temp.read((char \*) this, sizeof(quiz)) ;**

**ques\_no = t\_ques\_no ;**

**if (temp.eof())**

**break ;**

**file.write((char \*) this, sizeof(quiz)) ;**

**t\_ques\_no++ ;**

**}**

**file.close() ;**

**temp.close() ;**

**}**

**// CLASS NAME : quiz**

**// FUNCTION NAME : deletion**

**// DETAILS : IT GIVE THE QUESTION NO. TO DELETE**

**// RECORD FROM THE GIVEN FILE**

**void quiz :: deletion(char filename[13])**

**{ lines line ;**

**clrscr() ;**

**int valid ;**

**int t\_ques\_no=0, t;**

**char t1\_ques\_no[5] ;**

**char ch ;**

**line.box(1,1,79,23,218) ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,3) ;**

**cout <<"Enter question no. to be deleted : " ;**

**do**

**{**

**gotoxy(38,3) ;**

**gets(t1\_ques\_no) ;**

**} while (strlen(t1\_ques\_no) == 0) ;**

**t = atoi(t1\_ques\_no) ;**

**t\_ques\_no = t ;**

**if (t1\_ques\_no[0] == '0')**

**return ;**

**if (!found\_record(filename,t\_ques\_no))**

**{**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(3,15) ;**

**cout <<"question not found" ;**

**line.line\_hor(1,79,24,196) ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**return ;**

**}**

**clrscr() ;**

**line.box(1,1,79,23,218) ;**

**display\_record(filename,t\_ques\_no) ;**

**gotoxy(3,12) ;**

**cout <<"Do you want to delete this Record (y/n) : " ;**

**do**

**{**

**valid = 1 ;**

**gotoxy(45,12) ;**

**ch = getche() ;**

**ch = toupper(ch) ;**

**if (ch != 'Y' && ch != 'N')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(45,10) ; clreol() ;**

**}**

**} while (!valid ) ;**

**if (ch == 'N')**

**return ;**

**gotoxy(1,25) ;**

**cout <<"Wait..." ;**

**delete\_record(filename,t\_ques\_no) ;**

**clrscr() ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(3,14) ;**

**cout <<"Record Deleted" ;**

**line.line\_hor(1,79,24,196) ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue...." ;**

**getch() ;**

**}**

**// CLASS NAME : quiz**

**// FUNCTION NAME : modify\_record**

**// DETAILS : IT MODIFY THE RECORD FOR THE GIVEN**

**// QUESTION NO. FROM THE GIVEN FILE**

**void quiz :: modify\_record(char filename[13], int t\_ques\_no)**

**{**

**lines line ;**

**int valid, modified=0 ;**

**char ch ;**

**line.line\_hor(2,78,12,196) ;**

**line.box(1,1,79,23,218) ;**

**gotoxy(3,14) ;**

**cout <<"QUESTION # " <<t\_ques\_no ;**

**gotoxy(3,16) ;**

**cout <<"QUESTION : " ;**

**gotoxy(3,17) ;**

**cout <<"ANSWER 1 : " ;**

**gotoxy(3,18) ;**

**cout <<"ANSWER 2 : " ;**

**gotoxy(3,19) ;**

**cout <<"ANSWER 3 : " ;**

**gotoxy(3,20) ;**

**cout <<"SOLUTION : " ;**

**gotoxy(1,25) ; clreol() ;**

**line.line\_hor(1,79,23,196) ;**

**gotoxy(14,16) ;**

**cout <<"Change (y/n) " ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(28,16) ;**

**ch = getche() ;**

**ch = toupper(ch) ;**

**if (ch != 'Y' && ch != 'N')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(28,16) ; clreol() ;**

**}**

**} while (!valid) ;**

**valid = 0 ;**

**while (!valid && ch == 'Y')**

**{**

**line.box(1,1,79,23,218) ;**

**modified = 1 ;**

**valid = 1 ;**

**gotoxy(14,16) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER QUESTION" ;**

**gotoxy(14,16) ;**

**gets(ques) ;**

**strupr(ques) ;**

**if (ques[0] == '0')**

**return ;**

**if (strlen(ques) >159 || strlen(ques) == 0)**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ;**

**cout <<"LENGTH SHOULD NOT BLANK OR GREATER THAN 159" ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,16) ; clreol() ;**

**}**

**}**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,17) ;**

**cout <<"Change (y/n) " ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(28,17) ;**

**ch = getche() ;**

**ch = toupper(ch) ;**

**if (ch != 'Y' && ch != 'N')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(28,17) ; clreol() ;**

**}**

**} while (!valid) ;**

**valid = 0 ;**

**while (!valid && ch == 'Y')**

**{**

**line.box(1,1,79,23,218) ;**

**modified = 1 ;**

**valid = 1 ;**

**gotoxy(13,17) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER ANSWER FOR THE QUESTION" ;**

**gotoxy(14,17) ;**

**gets(ans1) ;**

**strupr(ans1) ;**

**if (ans1[0] == '0')**

**return ;**

**if (strlen(ans1) > 49)**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ;**

**cout <<"LENGTH SHOULD NOT GREATER THAN 49" ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,17) ; clreol() ;**

**}**

**}**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,18) ;**

**cout <<"Change (y/n) " ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(28,18) ;**

**ch = getche() ;**

**ch = toupper(ch) ;**

**if (ch != 'Y' && ch != 'N')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(28,18) ; clreol() ;**

**}**

**} while (!valid) ;**

**valid = 0 ;**

**while (!valid && ch == 'Y')**

**{**

**line.box(1,1,79,23,218) ;**

**modified = 1 ;**

**valid = 1 ;**

**gotoxy(14,18) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER ANSWER FOR THE QUESTION" ;**

**gotoxy(14,18) ;**

**gets(ans2) ;**

**strupr(ans2) ;**

**if (ans2[0] == '0')**

**return ;**

**if (strlen(ans2) > 49)**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ;**

**cout <<"LENGTH SHOULD NOT GREATER THAN 49" ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,18) ; clreol() ;**

**}**

**}**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,19) ;**

**cout <<"Change (y/n) " ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(28,19) ;**

**ch = getche() ;**

**ch = toupper(ch) ;**

**if (ch != 'Y' && ch != 'N')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(28,19) ; clreol() ;**

**}**

**} while (!valid) ;**

**valid = 0 ;**

**while (!valid && ch == 'Y')**

**{**

**line.box(1,1,79,23,218) ;**

**modified = 1 ;**

**valid = 1 ;**

**gotoxy(14,19) ; clreol() ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER ANSWER FOR THE QUESTION" ;**

**gotoxy(14,19) ;**

**gets(ans3) ;**

**strupr(ans3) ;**

**if (ans3[0] == '0')**

**return ;**

**if (strlen(ans3) > 49)**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ;**

**cout <<"LENGTH SHOULD NOT GREATER THAN 49" ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(14,19) ; clreol() ;**

**}**

**}**

**if (!modified)**

**return ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**gotoxy(1,25) ; clreol() ;**

**valid = 1 ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,25) ;**

**cout <<"ENTER CORRECT SOLUTION FOR THE QUESTION (1/2/3)" ;**

**gotoxy(14,20) ;**

**sol = getche() ;**

**if (sol == '0')**

**return ;**

**if (sol != '1' && sol != '2' && sol != '3')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(14,20) ; clreol() ;**

**}**

**} while (!valid) ;**

**gotoxy(1,25) ; clreol() ;**

**gotoxy(1,24) ; clreol() ;**

**gotoxy(1,22) ;**

**cout <<"Do you want to save the record (y/n) : " ;**

**do**

**{**

**line.box(1,1,79,23,218) ;**

**valid = 1 ;**

**gotoxy(41,22) ;**

**ch = getche() ;**

**ch = toupper(ch) ;**

**if (ch != 'Y' && ch != 'N')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(41,22) ; clreol() ;**

**}**

**} while ( !valid ) ;**

**if (ch == 'N')**

**return ;**

**fstream file ;**

**file.open(filename, ios::out | ios::ate) ;**

**int recno ;**

**recno = t\_ques\_no ;**

**int location ;**

**location = (recno-1) \* sizeof(quiz) ;**

**file.seekp(location) ;**

**file.write((char \*) this, sizeof(quiz)) ;**

**file.close() ;**

**clrscr() ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(1,14) ;**

**cout <<"Record Modified" ;**

**line.line\_hor(1,79,24,196) ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**}**

**// CLASS NAME : quiz**

**// FUNCTION NAME : modify**

**// DETAILS : IT GIVE THE QUESTION NO. TO MODIFY**

**// RECORD FROM THE GIVEN FILE**

**void quiz :: modify(char filename[13])**

**{**

**lines line ;**

**clrscr() ;**

**int valid ;**

**int t\_ques\_no=0, t;**

**char t1\_ques\_no[5] ;**

**char ch ;**

**line.box(1,1,79,23,218) ;**

**gotoxy(72,25) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(3,3) ;**

**cout <<"Enter question no. to be modify : " ;**

**do**

**{**

**gotoxy(38,3) ;**

**gets(t1\_ques\_no) ;**

**} while (strlen(t1\_ques\_no) == 0) ;**

**t = atoi(t1\_ques\_no) ;**

**t\_ques\_no = t ;**

**if (t1\_ques\_no[0] == '0')**

**return ;**

**if (!found\_record(filename,t\_ques\_no))**

**{**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(3,15) ;**

**cout <<"question not found" ;**

**line.line\_hor(2,78,24,196) ;**

**gotoxy(1,25) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**return ;**

**}**

**clrscr() ;**

**display\_record(filename,t\_ques\_no) ;**

**gotoxy(3,12) ;**

**cout <<"Do you want to modify this Record (y/n) : " ;**

**do**

**{**

**valid = 1 ;**

**gotoxy(45,12) ;**

**ch = getche() ;**

**ch = toupper(ch) ;**

**if (ch != 'Y' && ch != 'N')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(45,10) ; clreol() ;**

**}**

**} while (!valid ) ;**

**if (ch == 'N')**

**return ;**

**modify\_record(filename,t\_ques\_no) ;**

**}**

**// CLASS NAME : quiz**

**// FUNCTION NAME : display\_score**

**// DETAILS : IT DISPLAY THE SCORE FOR THE GIVEN**

**// PLAYER'S NAME**

**void quiz :: display\_score(char name[20], int played, int correct)**

**{**

**clrscr() ;**

**lines line ;**

**line.box(1,1,39,25,218) ;**

**line.box(2,2,38,24,219) ;**

**textbackground(WHITE) ;**

**textcolor(BLACK+BLINK) ;**

**gotoxy(5,4) ;**

**cprintf(" ") ;**

**gotoxy(9,4) ;**

**cprintf("S C O R E B O A R D") ;**

**textbackground(BLACK) ;**

**textcolor(LIGHTGRAY) ;**

**gotoxy(5,7) ;**

**cout <<"Player's Name : " <<name ;**

**gotoxy(5,9) ;**

**cout <<"questions Attempted : " <<played ;**

**gotoxy(5,11) ;**

**cout <<"Correct answer : " <<correct ;**

**gotoxy(5,13) ;**

**cout <<"Wrong answer : " <<played-correct ;**

**int score ;**

**score = correct \* 10 ;**

**gotoxy(5,16) ;**

**cout <<"Score : " <<score ;**

**int tplayed ;**

**tplayed = played \* 10 ;**

**float percentage ;**

**percentage = ((score\*100)/tplayed) ;**

**gotoxy(5,18) ;**

**cout <<"Percentage : " <<percentage ;**

**getch() ;**

**}**

**// CLASS NAME : quiz**

**// FUNCTION NAME : play**

**// DETAILS : IT CREATES SCREEN FOR PLAYING QUIZ**

**// TO THE PLAYER FOR THE GIVEN FILE NAME**

**// AND KEEP SCORE.**

**void quiz :: play(char filename[13])**

**{**

**clrscr() ;**

**int valid ;**

**lines line ;**

**char name[20] ;**

**gotoxy(3,3) ;**

**cout <<"Enter your name : " ;**

**do**

**{**

**line.box(1,1,39,25,219) ;**

**valid = 1 ;**

**gotoxy(30,24) ;**

**cout <<"<0>=EXIT" ;**

**gotoxy(21,3) ;**

**gets(name) ;**

**strupr(name) ;**

**if (name[0] == '0')**

**return ;**

**if (strlen(name) > 18)**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(30,24) ;**

**cout <<" " ;**

**gotoxy(3,23) ;**

**cout <<"LENGTH SHOULD NOT GREATER THAN 18" ;**

**gotoxy(3,24) ;**

**cout <<"Press any key to continue..." ;**

**getch() ;**

**gotoxy(3,23) ;**

**cout <<" " ;**

**gotoxy(3,24) ;**

**cout <<" " ;**

**gotoxy(21,3) ;**

**cout <<" " ;**

**}**

**} while ( !valid ) ;**

**char t\_sol, ch ;**

**int correct=0, played=0 ;**

**fstream file ;**

**file.open(filename,ios::in) ;**

**file.seekg(0,ios::beg) ;**

**while (file.read((char \*) this, sizeof(quiz)))**

**{**

**clrscr() ;**

**line.box(1,1,39,25,219) ;**

**gotoxy(25,3) ;**

**cout <<"SCORE:" <<correct\*10 ;**

**valid = 1 ;**

**gotoxy(28,24) ;**

**cout <<"<ESC>=Exit" ;**

**gotoxy(3,4) ;**

**cout <<"question # " <<ques\_no ;**

**gotoxy(3,6) ;**

**cout <<"question : " <<ques ;**

**gotoxy(3,10) ;**

**cout <<"answer 1 : " <<ans1 ;**

**gotoxy(3,11) ;**

**cout <<"answer 2 : " <<ans2 ;**

**gotoxy(3,12) ;**

**cout <<"answer 3 : " <<ans3 ;**

**gotoxy(3,14) ;**

**cout <<"Enter correct solution : " ;**

**int i=0, j=0, time=10 ;**

**do**

**{**

**valid = 1 ;**

**gotoxy(3,21) ;**

**cout <<"Time : " <<time ;**

**gotoxy(28,12) ;**

**do**

**{**

**delay(1) ;**

**i++ ;**

**j++ ;**

**if (j == 600)**

**{**

**j = 0 ;**

**time-- ;**

**gotoxy(11,21) ;**

**cout <<" " ;**

**gotoxy(10,21) ;**

**cout <<time ;**

**gotoxy(28,14) ;**

**}**

**} while (!kbhit() && i<6000) ;**

**if (i >= 6000)**

**{**

**played++ ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(13,16) ;**

**cout <<"Sorry Time up!" ;**

**gotoxy(1,1) ;**

**getch() ;**

**if (played)**

**display\_score(name,played,correct) ;**

**return ;**

**}**

**gotoxy(3,21) ;**

**cout <<" " ;**

**gotoxy(28,12) ;**

**t\_sol = getche() ;**

**if (t\_sol == 27)**

**{**

**if (played)**

**display\_score(name,played,correct) ;**

**return ;**

**}**

**if (t\_sol != '1' && t\_sol != '2' && t\_sol != '3')**

**{**

**valid = 0 ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(28,12) ;**

**cout <<" " ;**

**}**

**} while (!valid) ;**

**played++ ;**

**if (t\_sol != sol)**

**{**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(14,16) ;**

**cout <<"wrong answer" ;**

**gotoxy(13,17) ;**

**cout <<"Correct answer : " <<sol ;**

**gotoxy(1,1) ;**

**ch = getch() ;**

**gotoxy(14,15) ;**

**cout <<" " ;**

**gotoxy(13,16) ;**

**cout <<" " ;**

**gotoxy(3,24) ;**

**cout <<" " ;**

**}**

**else**

**{**

**correct++ ;**

**sound(500) ;**

**delay(100) ;**

**nosound() ;**

**gotoxy(16,16) ;**

**cout <<"GOOD ! CORRECT ANSWER" ;**

**gotoxy(25,3) ;**

**cout <<"SCORE:" <<correct\*10 ;**

**gotoxy(1,1) ;**

**ch = getch() ;**

**}**

**if (ch == 27)**

**{**

**display\_score(name,played,correct) ;**

**return ;**

**}**

**}**

**gotoxy(3,22) ;**

**cout <<"No more questions available" ;**

**getch() ;**

**if (!played)**

**return ;**

**display\_score(name,played,correct) ;**

**}**

**// FUNCTION NAME : main**

**// DETAILS : IT CALLS THE START FUNCTION AND**

**// MENU FUNCTION.**

**void main(void)**

**{**

**menu m ;**

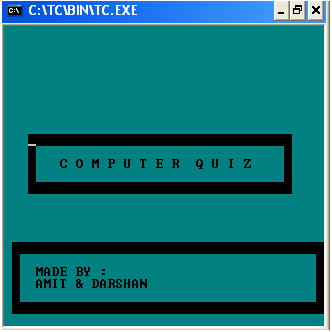
**m.start() ;**

**m.main\_menu() ;**

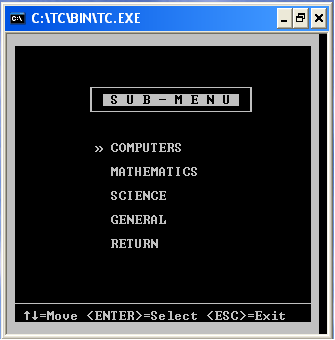
**}**

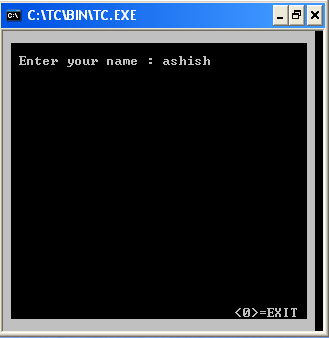
**// END OF PROJECT**

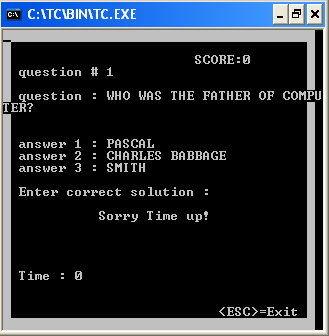
**Output:**

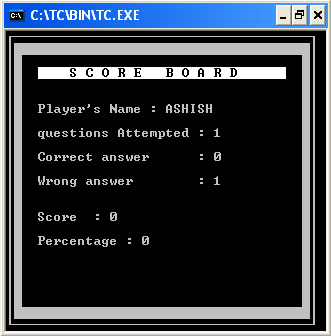


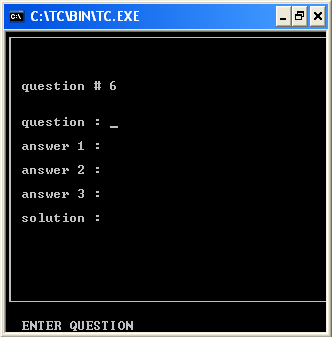


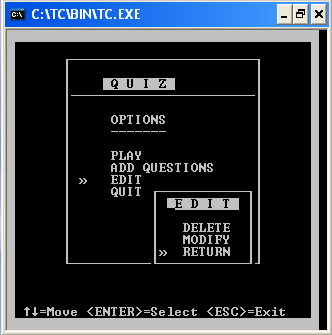












**SPECIFICATION/REQUIREMENTS:**

**1] Hardware:**

* + - * 1.7 GHz Pentium IV
      * 64 MB RAM
      * A Hard-drive space for storing questions.

**2] Software:**

* Operating System: Windows XP Service Pack 1
* TurboC3 compiler.
* **TECHNOLOGY USED:**

**1] Front end:**

* + C++

C++ is an object oriented programming language. It is a superset of c language. C++ adds a number of object oriented features such as object inheritance , function overloading , operator overloading to C. C++ is a versatile language for handling very large programs.

* + Uses of C++

C++ can be used to build a variety of system such as editor, compiler, database, communication system.

C++ is easily maintainable and expandable.

**2] Back end:**

* Any file for storing database.

Many real life problems handle large volumes of data so we need to use some devices such as floppy disk or hard disk to store a data. The data is stored in these devices using a concept of files. A file is a collection of data stored in a particular area on a disk. Programs can be designed to perform read and write operations on these files.

**CONCLUSION:**

The Quiz Game is capable to handle number of Question record having all their information stored in the backend file.

**REFERENCE:**

**E . BALAGURUSWAMI**