Data Structures Lab (22XD27)

Semester – II Final Package

Abstract

Teammates:

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Topic:

SNAKE GAME

Data Structures Used:

Double Linked List, 2D Array.

Header Files Used:

[1].iostream

[2].cctype

[3].window.h

[4].conio.h (kbhit())

[5].unistd.h (sleep())

Functions Used:

[1].Create Body – It creates the Body of the Snake.It uses double linkedlist to create body.

[2].Create Map – It creates the game board by setting up the walls, empty spaces, and the location of the food that the player needs to collect.

[3].Create Food – Displaying the food randomly on the console.

[4].View Map - Setting the map when we enter play(it views the outline of map).

[5].Run - Movement of snake and increase of score.

[6].Play – Usage of keys for movement,speed control when score increases.

[7].Popall - Deletes all nodes in a linked list of type Body.

[8].Rules – Rules how to control keys and details of game.

[9].gotoxy – It can move the cursor to any position on the screen.It takes two arguments which represent X and Y coordinates.

[10].Main – Processes all the functions in the program.

--------- Thank You ---------