



**EINSTEIN
POWERFUL
BRAIN
SECRET**

BRAIN BOOSTER

PROJECT DONE BY-

- ❖ **RAJAGNANAGURU R**
- ❖ **DHILEEP KUMAR B**
- ❖ **PRARIT DHAWAN**
- ❖ **BARANI M**
- ❖ **SHIVAM SINHA**

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INDEX

PAGE NO

❖ SYNOPSIS	5
❖ SYSTEM REQUIREMENTS	6
❖ CODING	7
❖ OUTPUT	27
❖ BIBLIOGRAPHY	68

SYNOPSIS

OUR PROJECT DEALS WITH THE WAY TO ENHANCE BRAIN REMEMBERING CAPACITY OF THE HUMANS WITH THE EXPLOITATION OF DATA FILES AND BUILT-IN FUNCTIONS AVAILABLE IN C++.

THIS PROGRAM HAS BEEN DEVELOPED WITH THE INTENTION OF GIVING THE PLAYERS A WAY TO INCREASE REMEMBERING POWER AND LITTLE GAMING FUN. THE CONCEPT OF CLASSES HAS BEEN MADE USE IN CREATING A FILE WHICH STORES ALL PLAYER DETAILS AND IN DISPLAYING PLAYERS SCORES.

THE PERKS OF USING THIS FILE ALSO INCLUDES THE USER FRIENDLY PLATFORM THAT IT IS. THIS GAME STARTS WITH A OVERVIEW OF THE STORY OF ALBERT NEWTON AND THE USER HAS TO PLAY AS ALBERT TO GIVE A REALISTIC GAMING NATURE.

SYSTEM REQUIREMENTS

❖ HARDWARE REQUIREMENTS :

- INTEL PENTIUM II PROCESSOR OR HIGHER
- 2 GB OF RAM OR HIGHER
- 15" CRT/TFT/LCD COLOR MONITOR
- 102 KEYS KEYBOARD
- MOUSE

❖ SOFTWARE REQUIREMENTS :

- DISK OPERATING SYSTEM
- TURBO C++

CODING

```
#include<iostream.h>
#include<conio.h>
#include<graphics.h>
#include<dos.h>
#include<stdio.h>
#include<string.h>
#include<process.h>
#include<fstream.h>
#include<ctype.h>
#include<constrea.h>
char newst[20];
char f,g,w;
int l,j,sc;
char wer;
int u,v;
char y;
int e;
void stat()
{window(70,20,70,20);
cout<<"LEVEL"<<l;
window(3,4,5,5);
}
void create(char ch[20])
{delay(500);
int GD=DETECT;
int GM=DETECT;
initgraph(&GD,&GM,"C:\\TURBOC3\\BGI");
setcolor(BLUE);
setbkcolor(RED);
settextstyle(BOLD_FONT,HORIZ_DIR,5);
outtextxy(60,30,ch);
delay(1000);
closegraph();
}
class higs
{
char player[50];
int highs;
int scor;
public:
void take()
{
cout<<"enter your name\\n";
gets(player);
scor=sc;
}
void board()
{
cout<<"\\tPLAYER NAME:"<<player<<'\\t'<<"- "<<'\\t'<<scor<<'\\n';
}
int acce()
{
return scor;
}
}
```

```

char * asse()
{
return player;
}
}h1,h2;
void score(int sc)
{
window(70,22,78,23);
textcolor(YELLOW);
y=178;
cout<<y<<"SCORE:"<<sc;
window(3,4,5,5);
}

void main()
{

textbackground(WHITE);
clrscr();
textbackground(WHITE);
textcolor(BLUE);
_setcursortype(_NOCURSOR);
int w;
ofstream f;
f.open("STORY.txt",ios::out);
f<<"Once upon a time , there lived two scientists namely eienstien and
frenkel,in which ei was very powerful scientist that his memory power
was able to read and retain even 2 book pages in 5second due to which he
had studied many theories and even able to create his own theries .He got
famed to the world and was about to sign an agreement of an modern
marvellous invention which offers him an amount of $500,000,000,000 from
all sponsers and he was helping different orphages with the money he had
and also decided give a 50% to all orphages equally all over the
world.But his old companion even a good friend ie.scientist frenkel
didn't likeit thatis he got jealous of him. Even world knows that he is
next great scientist after him,so if he is disabled he can hold over the
position,and money. so,he called eien,evien came with his cousin schottky
who dropped him in his house and waited,outside.while he came to door to
see whatis happening for a long time,he say eien drunken and fainted and
his friend told";

f.close();
char chara[3000];
ifstream f1;
f1.open("STORY.txt",ios::in);
while(!f1.eof())
{
f1.getline(chara,3000);
constream cout;

cout<<setclr(100)<<chara;
delay(1000);
}
cout<<'\\n'<<'\\n';
f1.close();
ofstream y;
y.open("STORY.txt",ios::out);

```

y<<"that he got over drunken,and he pickked him up and got home ,but at the morning only he came to know that he is lost his old brain power,_____ 'that his brain cells deactivated'_____,his cousin understood that it is his frenkel's work only ,and his agrement was on pending .this time frenkel called for agrree,and signed to submit it within 2 months. schottky wanted to revenge him,so planned to improve his cousin's brain power and developed an application that may improve his brain power.And to restore the trueness and kill the jealousy. PLAY AS EIENSTEIN AND IMPROVE YOUR BRAIN POWER";

```

y.close();
char charat[3000];
ifstream f2;
f2.open("STORY.txt",ios::in);
while(!f2.eof())
{
f2.getline(charat,3000);
    constream cout;

    cout<<setclr(113)<<charat;
    delay(3000);

}

f2.close();
cout<<setclr(112)<<"DOWNLOAD HERE (press d)";

if(getch()=='d')
{
int dk,gd=DETECT,gm;
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
    setcolor(WHITE);
    for(int v=35;v<555;v++)
    {
        line(25+v,170,25+v,200);
    }
for(v=35;v<555;v++)
{
setcolor(GREEN);
line(25+v,170,25+v,200);

setcolor(WHITE);
settextstyle(SMALL_FONT,0,16);

outtextxy(10,220,"downloading(0.8MB/sec)");

delay(20);
}closegraph();
e=getch();
if(e=='f')
    exit(0);
else
    delay(2);

textbackground(WHITE);
clrscr();

```



```

textbackground(WHITE);
textcolor(BLUE);
_setcursortype(_NOCURSOR);

g=kbhit();
if(g==' ')
    exit(0);
else
    delay(3);

sc=0;
j=1;
delay(500);
create("BRAIN BOOSTER");
delay(1000);
textcolor(RED);
cout<<"          A GAME TO RESTORE LIBERTY AND INCREASE BRAIN
POWER"<<'\\n';
cout<<"HELP: WAIT FOR WORD TO COME."<<'\\n';
cout<<"##### AFTER TYPING PRESS ENTER."<<'\\n';
cout<<"##### SEE THE LETTERS CAREFULLY AND IT WILL VANISH AFTER THE GIVEN
TIME"<<'\\n';
cout<<"$$$$$ ARE YOU READY TO PLAY BB???"<<'\\n';
delay(1000);
cout<<"rules"<<'\\n';

while(j!=0)
{ textbackground(WHITE);
clrscr();
switch(j)
{
case 1:    l=1;
           strcpy(newst,"ew");
           break;
case 2:strcpy(newst,"alq");
           break;
case 3:strcpy(newst,"xqp");
           break;
case 4:strcpy(newst,"zpq");
           break;
case 5:strcpy(newst,"qgx");
           break;
case 6:strcpy(newst,"qms");
           break;
case 7:strcpy(newst,"pwr");
           break;
case 8:strcpy(newst,"xsw");
           break;
case 9:strcpy(newst,"rrt");
           break;
case 10:strcpy(newst,"tii");
           break;
case 11:strcpy(newst,"wewe");
           break;
case 12:strcpy(newst,"mlno");
           break;
case 13:strcpy(newst,"regg");

```

```

        break;
case 14:strcpy(newst,"erbe");
        break;
case 15:strcpy(newst,"bdjt");
        break;
case 16:strcpy(newst,"pdme");
        break;
case 17:delay(200);
        cout<<"LEVEL 2";
        delay(200);
        l=2;
        strcpy(newst,"123");
        break;
case 18:strcpy(newst,"234");
        break;
case 19:strcpy(newst,"345");
        break;
case 20:strcpy(newst,"456");
        break;
case 21:strcpy(newst,"6776");
        break;
case 22:strcpy(newst,"3454");
        break;
case 23:strcpy(newst,"4657");
        break;
case 24:strcpy(newst,"9142");
        break;
case 25:strcpy(newst,"3955");
        break;
case 26:strcpy(newst,"6765");
        break;
case 27:strcpy(newst,"2841");
        break;
case 28:strcpy(newst,"324443");
        break;
case 29:strcpy(newst,"43422");
        break;
case 30:strcpy(newst,"546575");
        break;
case 31:strcpy(newst,"44455");
        break;
case 32:strcpy(newst,"@#");
        break;
case 33:strcpy(newst,"!@*");
        break;
case 34:strcpy(newst,"*#$");
        break;
case 35:strcpy(newst,"@&$");
        break;
case 36:strcpy(newst,"$$$^");
        break;
case 37:strcpy(newst,"@$%^");
        break;
case 38:strcpy(newst,"DDR13");
        break;
case 39:strcpy(newst,"rt2#!");
        break;
case 40:strcpy(newst,"dsv");

```

```

        break;
case 41:strcpy(newst,"wredf");
        break;
case 42:strcpy(newst,"qasdfvg");
        break;
case 43:strcpy(newst,"sdfhgyj");
        break;
case 44:strcpy(newst,"edcfgth");
        break;
case 45:strcpy(newst,"wedscvfl");
        break;
case 46:strcpy(newst,"wspokjhf");
        break;
case 47:strcpy(newst,"wefgnmky");
        break;
case 48:strcpy(newst,"wsdfrffb");
        break;
case 49:strcpy(newst,"wdfvbnji");
        break;
case 50:strcpy(newst,"woefjvnc");
        break;
case 51:strcpy(newst,"xcnryuhr");
        break;
case 52:strcpy(newst,"ghuuugyt");
        break;
case 53:strcpy(newst,"ghgjahhk");
        break;
case 54:strcpy(newst,"fhkievnm");
        break;
case 55:strcpy(newst,"guhdbnjl");
        break;
case 56:strcpy(newst,"bfdyukdc");
        break;
case 57:strcpy(newst,"ngejtdgh");
        break;
case 58:strcpy(newst,"sdfhtrfa");
        break;
case 59:strcpy(newst,"brudfzry");
        break;
case 60:strcpy(newst,"grytwsdf");
        break;
case 61:strcpy(newst,"ghklofxv");
        break;
case 62:strcpy(newst,"1357dhfh");
        break;
case 63:strcpy(newst,"efht234");
        break;
case 64:delay(200);
        cout<<"LEVEL 3";
        l=3;
        strcpy(newst,"s5bd5ddf");
        break;
case 65:strcpy(newst,"fjfhs4u8");
        break;
case 66:strcpy(newst,"REgh368tr");
        break;
case 67:strcpy(newst,"46u88fhu4");
        break;

```

```
case 68:strcpy(newst,"$%fgffhtf");
    break;
case 69:strcpy(newst,"@$5&534h");
    break;
case 70:strcpy(newst,"frhdsa@f");
    break;
case 71:strcpy(newst,"dfead4eG");
    break;
case 72:strcpy(newst,"dgr65bc4");
    break;
case 73:strcpy(newst,"detyrwa4");
    break;
case 74:strcpy(newst,"ertcxe45");
    break;
case 75:strcpy(newst,"w57wu586");
    break;
case 76:strcpy(newst,"ertw4y4t");
    break;
case 77:strcpy(newst,"shf fhfx");
    break;
case 78:strcpy(newst,"r54 dr 6");
    break;
case 79:strcpy(newst,"gr4r*$ j");
    break;
case 80:strcpy(newst,"c vvbn 56");
    break;
case 81:strcpy(newst,"@56g bhhgy");
    break;
case 82:strcpy(newst,"45$vhrrhr");
    break;
case 83:strcpy(newst,"$57rdbg");
    break;
case 84:strcpy(newst,"chg45ryt");
    break;
case 85:strcpy(newst,"W3#455C%");
    break;
case 86:strcpy(newst,"dt#rr44644");
    break;
case 87:strcpy(newst,"jrjh %j");
    break;
case 88:strcpy(newst,"rjf*$6fttr ");
    break;
case 89:strcpy(newst,"hgf %^d");
    break;
case 90:strcpy(newst,"x#5@%^fgr");
    break;
case 91:strcpy(newst,"%34tfwet");
    break;
case 92:strcpy(newst,"$652fdhg");
    break;
case 93:strcpy(newst," vb#%#^Ffd");
    break;
case 94:strcpy(newst,"$4ydsxgg");
    break;
case 95:strcpy(newst,"$ hfebdg");
    break;
case 96:strcpy(newst,"$35367x");
    break;
```

```

case 97:strcpy(newst,"gg#5dhted");
        break;
case 98:strcpy(newst,"$#5462ygccbn");
        break;
case 99:strcpy(newst,"$e7ur3eg");
        break;
case 100:strcpy(newst,"#!@^*@)!^2612");
        break;
}
create(newst);
textbackground(WHITE);
clrscr();
textbackground(WHITE);
gotoxy(1,1);
textcolor(BLUE);
_setcursortype(_NOCURSOR);
clrscr();

gotoxy(0,0);_setcursortype(_NOCURSOR);
cout<<"E";
delay(20);
cout<<"N";
delay(20);
cout<<"T";
delay(20);
cout<<"E";
delay(20);
cout<<"R";
delay(20);
cout<<"_";
delay(20);
cout<<"T";
delay(20);
cout<<"H";
delay(20);
cout<<"E";
delay(20);
cout<<"_";
delay(20);cout<<"T";
delay(20);cout<<"H";
delay(20);cout<<"I";
delay(20);cout<<"N";
delay(20);cout<<"G";
delay(20);cout<<"_";
delay(20);cout<<"W";
delay(20);cout<<"H";
delay(20);cout<<"I";
delay(20);cout<<"C";
delay(20);cout<<"H";
delay(20);cout<<"_";
delay(20);cout<<"Y";
delay(20);cout<<"O";
delay(20);cout<<"U";
delay(20);cout<<"_";
delay(20);cout<<"S";
delay(20);cout<<"A";
delay(20);cout<<"W";
delay(20);cout<<"_";

```

```

delay(20);cout<<"T";
delay(20);cout<<"H";
delay(20);cout<<"E";
delay(20);cout<<"R";
delay(20);cout<<"E";
delay(20);cout<<"_";
delay(20);cout<<"S";
delay(20);cout<<"I";
delay(20);cout<<"R";
delay(20);cout<<"/";
delay(20);cout<<"M";
delay(20);cout<<"A";
delay(20);cout<<"D";
delay(20);cout<<"A";
delay(20);cout<<"M";
delay(20);
char cha[20];
score(sc);stat();
window(10,10,10,10);
cin.getline(cha,20);
clrscr();
if(strcmp(cha,newst)==0)
{clrscr(); _setcursortype(_NOCURSOR);
cout<<"correct";
j++;
sc=sc+100;
score(sc);
}
else{j=0;
clrscr(); _setcursortype(_NOCURSOR);
cout<<"incorrect";
window(11,11,11,11);
cout<<'\n'<<'\n';
cout<<"_____^^^^^GAMEOVER^^^^^_____"<<'\n'<<'\n';delay(1000);
cout<<"~~~~~YOUR
SCORE:"<<"__"<<sc<<"__"<<"~~~~~"<<'\n'<<'\n';delay(1000);

cout<<'\t'<<"_____ "<<'\n';delay(1000);
cout<<'\t'<<"| DO YOU WANT TO CONTINUE? | "<<'\n';delay(1000);
cout<<'\t'<<"| (a) yes (b) no | "<<'\n';delay(1000);
cout<<'\t'<<"| _____ | "<<'\n';delay(20);
cin>>wer;

if(wer=='a')
cout<<"PLEASE GO OUT OF GAME AND RUN THE GAME AGAIN";
else
{ _setcursortype(_NOCURSOR);
if(wer=='b')
{

ifstream fi("games.dat",ios::in|ios::binary);
ofstream fo("temp.dat",ios::out|ios::binary);
w='y';
hl.take();
char a[]=" ";
while(!fi.eof())
{

```

```

    fi.read((char*)&h2,sizeof(h2));
    if(h1.acce()>=h2.acce())
    {
        fo.write((char*)&h1,sizeof(h1));
        w='n';
        break;
    }
    else
        fo.write((char*)&h2,sizeof(h2));
}
if(w=='y')
    fo.write((char*)&h1,sizeof(h1));
else
    if(!fi.eof())
        while(!fi.eof())
        {
            fi.read((char*)&h2,sizeof(h2));
            fo.write((char*)&h2,sizeof(h2));
        }
fi.close();
fo.close();
remove("games.dat");
rename("temp.dat","games.dat");
fi.open("games.dat",ios::in);
cout<<"\n\nPLAYER ACHIEVEMENTS AND TOPPERS\n\n";
char h[]=" ";
while(fi.read((char*)&h2,sizeof(h2)))
{
    // fi.read((char*)&h2,sizeof(h2));
    if(fi.eof())
        break;
        if(strcmp(h,h2.asse())!=0)
            h2.board();
            strcpy(h,h2.asse());
}
fi.close();

cout<<"
_____
_____";
delay(1000);
cout<<"\n";

cout<<"
*SPONSERED BY DHILPK
COMPANY"<<"\n"<<"\n";delay(1000);
cout<<"
EDITOR:R.RAJAGNANAGURU,DHILEEPKUMAR,PRARITDHAWAN
"<<"\n"<<"\n";delay(1000);
cout<<"
PROGRAMMER:R.RAJAGNANAGURU
"<<"\n"<<"\n";delay(1000);
cout<<"
MAIN HELPERS:M.BARANI,SHIVAMSINHA
"<<"\n"<<"\n";delay(1000);
cout<<"
*BROUGHT TO YOU BY GAMINGFUN PRODUCTS
"<<"\n"<<"\n";delay(1000);
cout<<"
ÛÛßÛÛÛÛÛ"<<"\n";
cout<<"
ÛÛÛÛÛÛÛÛ"<<"\n";
cout<<"
ÛÛÛÛÛßßß"<<"\n";

```

```

cout<<"  Û      ÛÛÛÛÛÛÛÛÛ " <<'\n';
cout<<"  ÛÛÛ  ÛÛÛÛÛÛÛÛÛÛ " <<'\n';
cout<<"  ßÛÛÛÛÛÛÛÛÛÛÛ  ß " <<'\n';
cout<<"  ßÛÛÛÛÛÛÛÛÛÛÛ " <<'\n';
cout<<"  ÛÛÛ ßÛ      " <<'\n';
cout<<"  ÛÛ  ÛÛ      " <<'\n';
cout<<"T";
delay(800);
cout<<"H";
delay(800);
cout<<"A";
delay(800);
cout<<"N";
delay(800);
cout<<"K";
delay(800);
cout<<"Y";
delay(800);
cout<<"O";
delay(800);
cout<<"U";
delay(800);
cout<<"!!!";

delay(800);
exit(0);
}
}
}
}
}
else
    cout<<"ok thank you";
getch();
}

```


OUTPUT

Once upon a time , there lived two scientists namely eienstien and frenkel,in which ei was very powerful scientist that his memory power was able to read and retain even 2 book pages in 5second due to which he had studied many theories and even able to create his own theories .He got famed to the world and was about to sign an agreement of an modern marvellous invention which offers him an amount of \$500,000,000,000 from all sponseres and he was helping different orphages with the money he had and also decided give a 50% to all orphages equally all over the world.But his old companion even a good friend ie.scientist frenkel didn't like it that is he got jealous of him. Even world knows that he is next great scientist after him,so if he is disabled he can hold over the position,and money. so,he called eien,even came with his cousin schottky who dropped him in his house and waited,outside.while he came to door to see what is happening for a long time,he say eien drunken and fainted and his friend told

that he got over drunken,and he pickked him up and got home ,but at the morning only he came to know that he is lost his old brain power,'that his brain cells deactivated',his cousin understood that it is his frenkel's work only ,and his agrement was on pending .this time frenkel called for agrree, and signed to submit it within 2 months. schottky wanted to revenge him,so planned to improve his cousin's brain power and developed an application that may improve his brain power.And to restore the trueness and kill the jealousy. **PLAY AS EINSTEN AND IMPROVE YOUR BRAIN POWER**DOWNLOAD HERE (press d)

Activate Windows
Go to Settings to activate Windows.

downloading(0.8MB/sec)

Activate Windows
Go to Settings to activate Windows.

BRAIN BOOSTER

Activate Windows
Go to Settings to activate Windows.

ER_THE_THING_WHICH_YOU_SAW_THERE_SIR/MADAM

Correct

LEVEL1

Activate Windows
Go to Settings to activate Windows.

SCORE: 200



ER_THE_THING_WHICH_YOU_SAW_THERE_SIR/MADAM

Correct

LEVEL1

Activate Windows
Go to Settings to activate Windows.

SCORE: 300

zpq

Activate Windows
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

LEVEL 1

Active **SCORE: 300**
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

zpq

LEVEL 1

Active **SCORE: 300**
Go to Settings to activate Windows.

ER_THE_THING_WHICH_YOU_SAW_THERE_SIR/MADAM

Correct

LEVEL 1

Activate Windows
Go to Settings to activate Windows.

SCORE: 400

qgx

Activate Windows
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

LEVEL 1

Active **SCORE: 400**
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

qg×

LEVEL 1

Active **SCORE: 400**
Go to Settings to activate Windows.

ER_THE_THING_WHICH_YOU_SAW_THERE_SIR/MADAM

Correct

LEVEL 1

Activate Windows
Go to Settings to activate Windows.

SCORE: 500

qms

Activate Windows
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

LEVEL 1

Active **SCORE: 500**
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

qms

LEVEL 1

Active **SCORE: 500**
Go to Settings to activate Windows.

ER_THE_THING_WHICH_YOU_SAW_THERE_SIR/MADAM

Correct

LEVEL 1

Activate Windows
Go to Settings to activate Windows.

SCORE: 600

pwr

Activate Windows
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

ptw

LEVEL 1

Activated **SCORE: 600**
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

correct

LEVEL 1

Activated **SCORE: 700**
Go to Settings to activate Windows.



ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

XSW

LEVEL 1

Active **SCORE: 700**
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

Correct

LEVEL 1

Active **SCORE: 800**
Go to Settings to activate Windows.



ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

rrt

LEVEL 1

Activated **SCORE: 800**
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

correct

LEVEL 1

Activated **SCORE: 900**
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

dfbg

LEVEL 1

Active **SCORE: 900**
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

Incorrect

^^^^^GAMEOVER^^^^^

~~~~~YOUR SCORE: 900~~~~~

DO YOU WANT TO CONTINUE?  
(a)yes (b)no

LEVEL 1

Active **SCORE: 900**  
Go to Settings to activate Windows.



ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

Incorrect

~~~~~GAMEOVER~~~~~

~~~~~YOUR SCORE: 900~~~~~

DO YOU WANT TO CONTINUE?  
(a)yes (b)no

LEVEL1

Active **SCORE: 900**  
Go to Settings to activate Windows.

ENTER THE THING WHICH YOU SAW THERE SIR/MADAM

Incorrect

~~~~~GAMEOVER~~~~~

~~~~~YOUR SCORE: 900~~~~~

DO YOU WANT TO CONTINUE?  
(a)yes (b)no

LEVEL1

Active **SCORE: 900**  
Go to Settings to activate Windows.

b  
enter your name

watson

#### PLAYER ACHIEVEMENTS AND TOPPERS

|                     |      |     |
|---------------------|------|-----|
| PLAYER NAME:ioa -   | 1000 |     |
| PLAYER NAME:murugan | -    | 900 |
| PLAYER NAME:y -     | 200  |     |
| PLAYER NAME:watson  | -    | 100 |
| PLAYER NAME:dsf -   | 0    |     |
| PLAYER NAME:robit   | -    | 0   |
| PLAYER NAME:bit -   | 0    |     |

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EDITOR:R.RAJAGNANAGURU,DHILEEPKUMAR,PRARITDHAWAN

PROGRAMMER:R.RAJAGNANAGURU

MAIN HELPERS:M.BARANI,SHIVAMSINHA

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PLAYER NAME:bit - 0

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MAIN HELPERS:M.BARANI,SHIVAMSINHA

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THANKYOU!!!

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# THE END

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## **BIBLIOGRAPHY**



❖ **COMPUTER SCIENCE IN C++**  
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