Mathematical Problem-Solving Game

REPRESENTED BY:

YASHRA NOOR
RAMESA SOHAIL
RAFIA MARYAM

INTRODUCTION

Mathematical problem-solving game following aspects:

- User Information
- Mathematical Problem
- Correct/Incorrect Feedback
- Yes/No Choice
- Score Tracking
- Exit the program

CODING APPARTUS:

- Input/output Operations
- File Operations
- Random Number Generation
- Memory Management
- Control Structures
- Functions

Participation of team members:

- Rafia: Introduction, User Information, and File Handling

- Yashra: Math Problem Generation and Game Logic

- Ramesa: Main Function, Game Loop, and Conclusion