**Computer Project:**

**“Getting Rich”**

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**Code:**

/\* GETTING RICH!

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\*/

//Including the header files

#include<iostream.h>

#include<conio.h>

#include<stdio.h>

#include<stdlib.h>

#include<dos.h>

#include<string.h>

#include<constrea.h>

//Declaring global variables

int y,a,b,point,x,lives,i,j,v;

char c;

char w[]="Welcome! This is GETTING RICH!";

char g[]="GAME OVER!";

char e[]="[Getting Rich]";

//Function to welcome user and display rules

void info()

{

constream cout;

cout<<setclr(14);

gotoxy(13,12);

int l=strlen(w);

for(int k=0;k<l;k++)

{

cout<<w[k];

delay(50);

}

delay(400);

gotoxy(13,12);

for(k=0;k<l;k++)

cout<<"";

gotoxy(52,13);

cout<<"The rules are as follows:";

gotoxy(52,15);

cout<<"You have to move the bar ";

gotoxy(52,16);

cout<<"with the arrow keys.";

gotoxy(52,17);

cout<<"Collect as much money as ";

gotoxy(52,18);

cout<<"you can. You have 3 lives.";

delay(3000);

textcolor(12);

gotoxy(24,11);

cout<<"3";

delay(800);

gotoxy(24,11);

cout<<"2";

delay(800);

gotoxy(24,11);

cout<<"1";

delay(800);

gotoxy(24,11);

cout<<"";

}

//Function to form the gameplay box

void box()

{

constream cout;

textcolor(9);

gotoxy(0,0);

cprintf("É");

for(i=1;i<49;i++)

{

gotoxy(i,0);

cprintf("Í");

delay(10);

}

cprintf("»");

for(j=2;j<22;j++)

{

gotoxy(50,j);

cprintf("º");

delay(20);

}

gotoxy(50,22);

cprintf("¼");

for(i=49;i>=2;i--)

{

gotoxy(i,22);

cprintf("Í");

delay(10);

}

gotoxy(1,22);

cprintf("È");

for(j=21;j>1;j--)

{

gotoxy(1,j);

cprintf("º");

delay(20);

}

cout<<setclr(10);

gotoxy(19,1);

for(int p=0;p<strlen(e);p++)

{

cout<<e[p];

delay(30);

}

}

//Function to display and move the money-collecting bar

void bar()

{

if(kbhit())

{

c=getch();

if(c==(char)77)

{

a+=4;

gotoxy(a-4,b);

cout<<"";

}

else if(c==(char)75)

{

a-=4;

gotoxy(a+9,b);

cout<<"";

}

if(a<=1)

{

gotoxy(1,20);

cout<<(char)186;

a=2;

}

if(a>41)

{

gotoxy(50,20);

cout<<(char)186;

a=41;

}

gotoxy(a,b);

cprintf("\_\_\_\_\_\_\_\_\_");

}

}

//Function to drop the money from random positions

//Also to check and display game statistics

void drop()

{

constream cout;

randomize();

int d=120;

while(lives>0)

{

v=random(15)+1;

cout<<setclr(v);

x=random(50);

if(x<2)

x=2;

gotoxy(52,8);

cout<<"Your Money :";

gotoxy(52,10);

cout<<point<<" $";

gotoxy(52,4);

cout<<"Lives remaining";

gotoxy(52,6);

cout<<lives;

y=3;

while(y<=21)

{

gotoxy(x,y);

cprintf("$");

gotoxy(x,y-1);

cout<<"";

delay(d);

bar();

if(y==20)

{

if(x==a||x==a+1||x==a+2||x==a+3||x==a+4||x==a+5||x==a+6||x==a+7||x==a+8)

{

point+=100;

y+=100;

gotoxy(x,20);

cout<<"\_";

}

else

lives--;

}

y++;

}

d-=10;

if(d<55)

d=55;

if(lives==0)

{

gotoxy(52,6);

cout<<lives;

textcolor(11+BLINK);

gotoxy(21,12);

for(int l=0;l<strlen(g);l++)

{

cout<<g[l];

delay(100);

}

delay(300);

gotoxy(19,14);

textcolor(11);

cout<<"Your money: "<<point<<" $";

delay(1000);

}

}

}

//Main Function

void main()

{

clrscr();

//Intialising the variables

a=21,b=20,point=0,lives=3;

box();

info();

gotoxy(21,20);

cout<<"\_\_\_\_\_\_\_\_\_";

drop();

getch();

}

**Gameplay Output:**







