University of Dhaka

Department of Computer Science and Engineering
CSE – 1211

Lab Project: Impossible Quiz

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Introduction:

The Project was intended to emulate an user friendly application using Borland Graphics Interface (BGI) in C Programming language. The intention was to make us implement our theoretical knowledge on C programming Language and also to get use used to implementing long codes.

Project Name:

Impossible Quiz

Project Overview:

The project is a Question Answer based quiz game, in which the player has to click the answers to the questions that come one after another. It is not an ordinary quiz game. Here we have to use our sense of humor and we have to instantly apply our common sense. The questions are deceiving yet fun to deal with.

Resources Used:

1. The entire program was coded using C programming language
2. The graphical interface used here was the Borland Graphics Interface (BGI).

3. The webpage

   https://www.cs.colorado.edu/~main/bgi/doc

   was used whenever we needed to learn anything about the existing functions in BGI.

4. Useful Tutorials about implementation of BGI from https://www.youtube.com/playlist?list=PL5UFsTza4wWSNhe0xuO6ELw7ORU-UHNDO helped a lot.

5. For decoration purposes, we designed Images using Powerpoint.

The Components of Our Program:

Here are the components we will come across with the flow of the gameplay:

1. **Player Name**:

   We have to enter our name of one word to start the game.
   The code is written in such a way that the enter naming menu won't take spaces so we can maintain one word names.

2. **Menu**:

The menu will show 3 options as blocks, the "start" button, "highscore" button and the "Exit" button. There's a question mark in the corner for instructions.

a. Start:

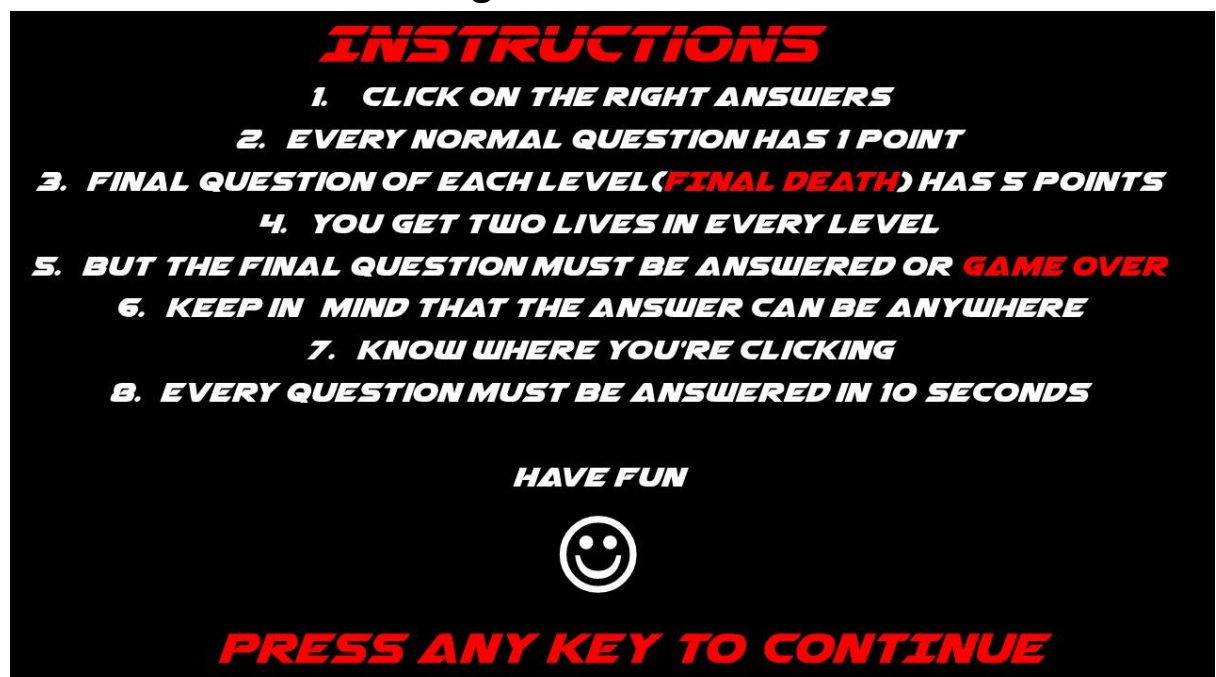Game Begins and takes you to the name enter tab.

b. High scores:

Here the 5 top scorers names and points are displayed.

c. Instructions:

We included an instruction tab so that the players can know about the gameplay rules and other things they should know about the game.

d. Exit: Exits or closes the entire application.

3.   **Level Name tab:**

Displays the name of the level.

LEVEL ONE BASICS

4.   **Question:**

The question tabs will have the level, life,score and time counters.

LEVEL:1-3   SCORE:1   5 seconds left   Life:1 ||

Which direction is the sun
facing?

Up

Down

Left

None

6. Pause Button:

A pause button stays in the corner in the gameplay. We can directly quit the game from the pause menu.
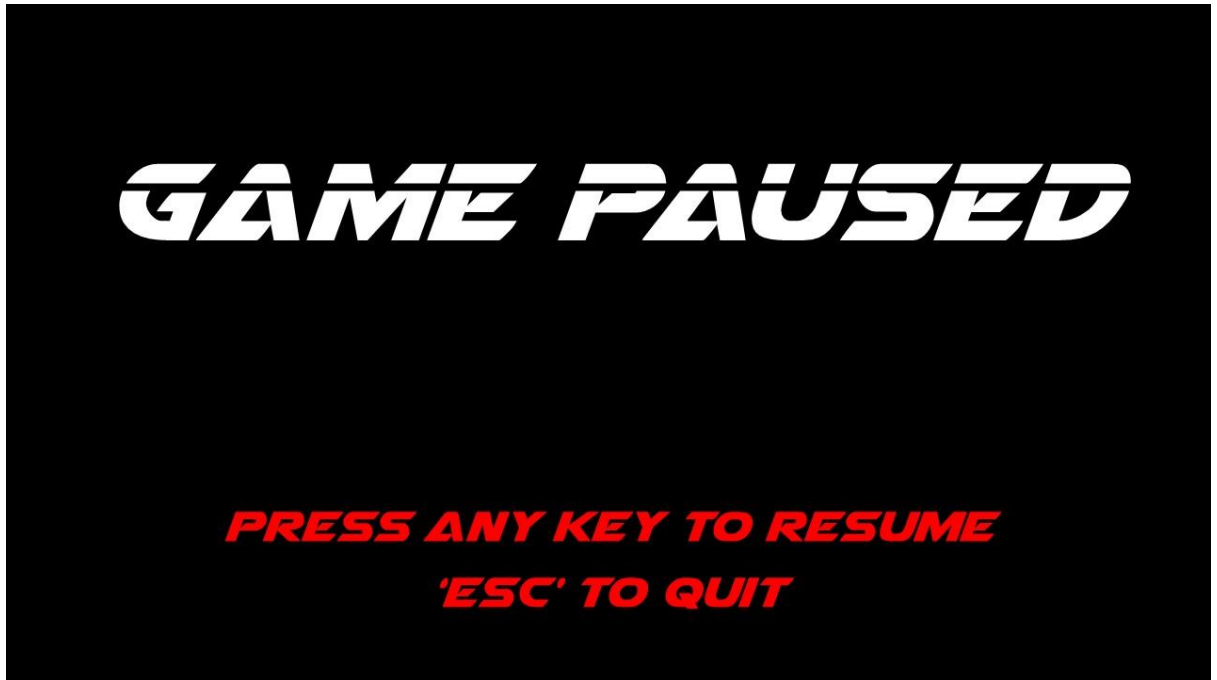
7. Game over:

A tab tab is displayed when the game is over and takes us directly to the highscore tab.

Overview:

1. Gameplay and features:
   - Questions will be coming one after another
   - We have to click on the right answer with the mouse
   - The game starts with a main menu
   - We included high scores
   - We also included an instruction button in the main menu and pause button in the game
2. Levels
   - There are five levels
   - Basics
   - Humor
   - Deception
   - Brainstorming

- EZPZ level

Each level has a final question called the final death

3. Scores and lives
   - The first five questions of each of level 1-4 have 1 point each
   - Each final death has 5 points
   - The question of each questions of level 5 has 2 points
   - 1 life is lost for every wrong answer which gets refilled to 2 after every level
   - But the final death has nothing to do with lives, a wrong answer and game is over.

The BGI built-in functions we used:

1. Line
2. Rectangle
3. Setfillstyle
4. Circle
5. Arc
6. Outtextxy
7. Getmaxx
8. Getmaxy
9. Setcolor
10. Readimagefile
11. Sprintf
12. Getch

13. kbhit
14. setviewport
15. clearviewport
16. initwindow
17. settextstyle

Main Features

Tricky Quiz:
Unlike conventional Quiz games, our quiz game requires a lot of humour and brainstorming at the same time.

Intelligent level patterns:
Just to make the advanced level really, really tough, our first one or two levels might seem easier to the
player, we have kept a final death at the end of each level to make the game interesting and challenging at the same time.

Pause: if you want, you can pause the game at any moment   and the progress will not get lost.

Final Death: Each level has a bogey question at the end of each question named final death. Final Deaths are very deceiving quizzes which are very hard to answer and if the player fails to answer this question , the game is over

Progressive difficulty: The game gets tougher as level goes on.

Improves common sense: While playing the game, the user will always feel the need to improve his common sense and be better at making correct decisions.

Additional Features

Home screen: The home screen feature helps to show the multiple options available to the user.

Instructions: Displays the game rules and controls.

Quit game: Allows the user to quit the game.

High Score: Allows the user to view the leader board

Coding Challenges

Removing Keyboard buffer:

 We tried as hard as we could to reduce the image flickering, and to smoothen the user experience, and a lot of effort was put into it. However, some lagging from the user input still remained. We

used both keyboard and mouse inputs, and we tried to remove the keyboard buffer using the following line:

while(kbhit())

{

c=getch ();

}

Long code:

Our code is very long and it was very difficult for us to find out any error in the code. Implementing of functions one after another was also a challengeable job.

Implementing of high score via structure I/O :

To show high score we had to take inputs via struct and sort it than show in the bgi screen which was a frustrating job and it had taken a lot of time to find out why the code is not working but later we found the bug in the code.

Implementation of elements in BGI window:

We had to put answers to our questions in the bgi screen by finding the co-ordinates of our bgi window which was rather a tiresome and challengeable job.

FlowChart
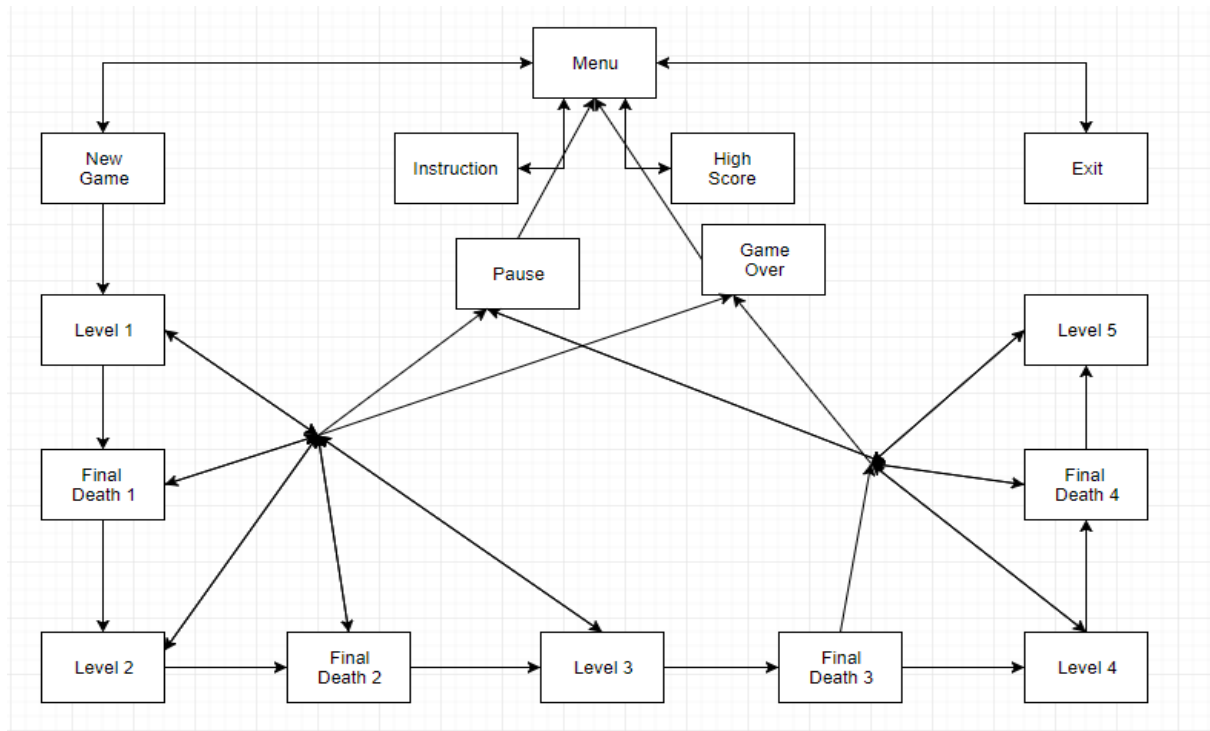
Conclusion:

We probably had even higher expectations when we started out with our project, but in the end, we had a lot of fun making what we made, and learnt a lot by doing so. This was our first real effort to making a computer game, and we do concede that our program, is not completely bug free. However, we sincerely hope the users have a good time playing it, because we certainly had a great time making it!

Source Code

```
#include<bits/stdc++.h>
#include<windows.h>
#include<graphics.h>
#include<conio.h>
int mx,my,score,life,x,y,ar[100],t;
int j;
struct scores
{
    char name[105];
    int score;
};
FILE *input;
FILE *output;


struct scores hiscore[7];
DWORD screenwidth = GetSystemMetrics(SM_CXSCREEN);
DWORD screenheight = GetSystemMetrics(SM_CYSCREEN);
void start_page();
void level_one();
void level_two();
void one_one();
void one_two();
void level_three();
void one_three();
void level_four();
void level_five();
void one_four();
void gameover();
void pause();
void highscore();


void sort_score()
{
    int i;
    for(int l=0; l<6-1; l++)
        for(i=0; i<6-l-1; i++)
        {
            if(hiscore[i].score<hiscore[i+1].score)
            {
                hiscore[6]=hiscore[i];
                hiscore[i]=hiscore[i+1];
                hiscore[i+1]=hiscore[6];
            }
```

```c
     }
}


void highscore()
{cleardevice();
    char arr[100];
    int i;
    readimagefile("highscore.jpg",0,0,screenwidth,screenheight-100);
    input = fopen("score.txt","r");
    for(i=0; i<5; i++)
    {
        fscanf(input,"%s",&hiscore[i].name);
        fscanf(input,"%d",&hiscore[i].score);
    }
fclose(input);
  sort_score();

    output= fopen("score.txt","w");
    for (i=0; i<5; i++)
    {
        fprintf(output,"%s\n",hiscore[i].name);
        fprintf(output,"%d\n",hiscore[i].score);

    }
    fclose(output);


    settextstyle(1,HORIZ_DIR ,6);
for(i=0;i<5;i++)
{
    sprintf(arr,"%d",hiscore[i].score);
    outtextxy(200,180+72*i,hiscore[i].name);

    outtextxy(550,180+72*i,arr);
}
delay (100);
    getch();

}
void entername()
{
     int pos=0;

    char user[100],c;
    readimagefile("Entername.jpg",0,0,screenwidth,screenheight);
    while(1)
    {
```

```
        if(kbhit())
        {
           user[pos]=getch();
           while(kbhit())
           {
              c=getch();
           }
           if(user[pos]==8)
           {
              if(pos==0) continue;
              pos--;
              user[pos]='\0';
           }
           else
           {
              if(user[pos]=='\r')
              {if(pos==0) continue;
                 user[pos]='\0';
                 break;
              }
              else if(user[pos]==' ')
                 continue;
              else pos++;
              user[pos]='\0';
           }


           setviewport(0,250,screenwidth,450,1);
           clearviewport();
           settextstyle(3,HORIZ_DIR,6);
           outtextxy(230,130,user);
        }
     }
     setviewport(0,0,screenwidth,screenheight,1);
     strcpy(hiscore[5].name,user);
cleardevice();


}

void pause()
{char c;
   readimagefile("pause.jpg",0,0,screenwidth,screenheight);
   c=getch();
   if(c==27)
   start_page();
}
void gameover()
{
```

```c
    char ar[10];
    cleardevice();
    readimagefile("gameover.jpg",0,0,screenwidth,screenheight);
    hiscore[5].score=score;
    getch();
    highscore();

    start_page();
}



void one_one()
{
    char arr[100],ar[100];
    int x=0,y=0;
    double t;

    while(1)
    {
        for(t=0; t<46; t++)
        {
            if(t>40 && t<46)
            {
                setcolor(RED);
                sprintf(ar," TIME  OVER ");
                settextstyle(3,HORIZ_DIR,4);
                outtextxy(1000,0,ar);
            }
            else
            {
                setcolor(GREEN);
                sprintf(ar,"%.0lf seconds left",9-t/5);
                settextstyle(3,HORIZ_DIR,4);
                outtextxy(1000,0,ar);
            }
            setcolor(GREEN);
            sprintf(arr,"FINAL DEATH 1");
            settextstyle(3,HORIZ_DIR,4);
            outtextxy(0,0,arr);

            setcolor(WHITE);
            sprintf(arr,"There were 235 apples. I took away 50 of them.");
            settextstyle(1,HORIZ_DIR,4);
            outtextxy(200,200,arr);

            sprintf(arr,"How many apples do I have now?");
            settextstyle(1,HORIZ_DIR,4);
            outtextxy(350,250,arr);
```

```
settextstyle(1,HORIZ_DIR,7);
outtextxy(screenwidth-50,0,"||");

setcolor(GREEN);
sprintf(ar,"SCORE:%d",score);
settextstyle(3,HORIZ_DIR,4);
outtextxy(600,0,ar);

POINT co;
GetCursorPos(&co);
mx=co.x;
my=co.y;
if(mx>349 && mx<631 && my>339+30-3 && my<481+30-3)
{
   setcolor(RED);
   rectangle(350,340,630,480);
   settextstyle(1,HORIZ_DIR,4);
   outtextxy(480,390,"0");
}
else
{

   setcolor(WHITE);
   rectangle(350,340,630,480);
   settextstyle(1,HORIZ_DIR,4);
   outtextxy(480,390,"0");
}
if(mx>749 && mx<1031 && my>339+30-3 && my<481+30-3)
{
   setcolor(RED);
   rectangle(670+80,340,950+80,480);
   settextstyle(1,HORIZ_DIR,4);
   outtextxy(850,390,"185");
}
else
{
   setcolor(WHITE);
   rectangle(670+80,340,950+80,480);
   settextstyle(1,HORIZ_DIR,4);
   outtextxy(850,390,"185");
}


if(mx>749 && mx<1031 && my<691+30-3 && my>549+30-3)
{
   setcolor(RED);
   rectangle(670+80,550,950+80,690);
   settextstyle(1,HORIZ_DIR,4);
```

  P a g e | 20

```
      outtextxy(850,600,"50");
    }
    else
    {
      setcolor(WHITE);
      rectangle(670+80,550,950+80,690);
      settextstyle(1,HORIZ_DIR,4);
      outtextxy(850,600,"50");
    }
    if(mx>349 && mx<631 && my<691+30-3 && my>549+30-3)
    {
      setcolor(RED);
      rectangle(350,550,630,690);
      settextstyle(1,HORIZ_DIR,4);
      outtextxy(450,600,"235");
    }
    else
    {
      setcolor(WHITE);
      rectangle(350,550,630,690);
      settextstyle(1,HORIZ_DIR,4);
      outtextxy(450,600,"235");
    }
    while(ismouseclick(WM_LBUTTONDOWN))
    {
      getmouseclick(WM_LBUTTONDOWN,x,y);

    }
    if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
      {
        cleardevice();
        pause();
        cleardevice();
      }
    if(x && y && mx>749 && mx<1031 && my<691+30-3 && my>549+30-3)
    {

      cleardevice();
      score+=5;


      level_two();
    }
    else if(x && y &&
        ((mx>349 && mx<631 && my<691+30-3 && my>549+30-3) ||
         (mx>749 && mx<1031 && my>339+30-3 && my<481+30-3) ||
         (mx>349 && mx<631 && my>339+30-3 && my<481+30-3)))
    {
      break;
```

```
        }
        x=0;
        y=0;
        delay(200);

    }
    break;
}

cleardevice();
gameover();

}


void level_one()
{
    FILE *one=fopen("basics.txt","r");
    char q1[100],ar[100],a[100],b[100],c[100],d[100],q2[100];
    int x=0,y=0,l,life=2;
    double t;
    readimagefile("Slide1.jpg",0,0,screenwidth,screenheight);
    delay(2000);
    for(int i=0; i<5; i++)

    {

        cleardevice();

        fscanf(one," %[^\n]",q1);
        fscanf(one," %[^\n]",q2);
        fscanf(one," %[^\n]",a);
        fscanf(one," %[^\n]",b);
        fscanf(one," %[^\n]",c);
        fscanf(one," %[^\n]",d);

        while(1)
        {
            for(t=0; t<=72; t++)
            {

                if(t>63 && t<73)
                {
                    setcolor(RED);
                    sprintf(ar," TIME  OVER ");
                    settextstyle(3,HORIZ_DIR,4);
                    outtextxy(600,0,ar);
                }
                else
```

```c
{
    setcolor(GREEN);
    sprintf(ar,"%.0lf seconds left",9-t/8);
    settextstyle(3,HORIZ_DIR,4);
    outtextxy(600,0,ar);
}


setcolor(GREEN);
sprintf(ar,"LEVEL:1-%d",i+1);
settextstyle(3,HORIZ_DIR,4);
outtextxy(0,0,ar);


setcolor(GREEN);
sprintf(ar,"SCORE:%d",score);
settextstyle(3,HORIZ_DIR,4);
outtextxy(300,0,ar);

setcolor(RED);
sprintf(ar,"Life:%d",life);
settextstyle(3,HORIZ_DIR,4);
outtextxy(1000,0,ar);

setcolor(WHITE);

settextstyle(1,HORIZ_DIR,3);
l=strlen(q1);
outtextxy(170+(17*(49-l)/2),170,q1);
l=strlen(q2);
outtextxy(170+(17*(49-l)/2),220,q2);

POINT co;
GetCursorPos(&co);
mx=co.x;
my=co.y;
settextstyle(1,HORIZ_DIR,7);
outtextxy(screenwidth-50,0,"||");


if(mx>259 && mx<931 && my>279+30-3 && my<351+30-3)
{
    setcolor(RED);
    rectangle(260,280,930,350);
    settextstyle(1,HORIZ_DIR,3);
    outtextxy(270,290,a);
}
else
{
```

```
        setcolor(WHITE);
        rectangle(260,280,930,350);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,290,a);
    }
    if(mx>259 && mx<931 && my>366+30-3 && my<436+30-3)
    {
        setcolor(RED);
        rectangle(260,365,930,435);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,376,b);
    }
    else
    {
        setcolor(WHITE);
        rectangle(260,365,930,435);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,376,b);
    }


    if(mx>259 && mx<931 && my<521+30-3 && my>451+30-3)
    {
        setcolor(RED);
        rectangle(260,450,930,520);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,460,c);
    }
    else
    {
        setcolor(WHITE);
        rectangle(260,450,930,520);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,460,c);
    }
    if(mx>259 && mx<931 && my<606+30-3 && my>534+30-3)
    {
        setcolor(RED);
        rectangle(260,535,930,605);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,545,d);
    }
    else
    {
        setcolor(WHITE);
        rectangle(260,535,930,605);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,545,d);
```

```
        }
        while(ismouseclick(WM_LBUTTONDOWN))
        {
            getmouseclick(WM_LBUTTONDOWN,x,y);

        }
        if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
        {
            cleardevice();
            pause();
            cleardevice();
        }
        if(i==4)
            if(x && y && mx>259 && mx<931 && my<351+30-3 && my>279+30-3)
            {
                x=0;
                y=0;
                score++;

                cleardevice();
                break;
            }

            else if( x && y &&
                  ((mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
                   (mx>259 && mx<931 && my<521+30-3 && my>451+30-3) ||
                   (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
            {
                x=0;
                y=0;
                life--;

                //cleardevice();
                break;

            }
        if( i==0)
            if(x && y && mx>259 && mx<931 && my>366+30-3 && my<436+30-3)
            {
                x=0;
                y=0;
                score++;

                cleardevice();
                break;
            }

            else if( x && y &&
                  ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
```

```
                    (mx>259 && mx<931 && my<521+30-3 && my>451+30-3) ||
                    (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
            {
               x=0;
               y=0;
               life--;

               //   cleardevice();
               break;

            }
        if(i==1)
            if( x && y && mx>259 && mx<931 && my<521+30-3 && my>451+30-3)
            {
               x=0;
               y=0;

               score++;
               cleardevice();
               break;
            }

            else if( x && y &&
                    ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
                     (mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
                     (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
            {
               x=0;
               y=0;
               life--;

               //   cleardevice();
               break;

            }
        if(i==2 || i==3)
            if(x && y && mx>259 && mx<931 && my<606+30-3 && my>534+30-3)
            {
               x=0;
               y=0;

               score++;
               cleardevice();
               break;
            }

            else if( x && y &&
                    ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
                     (mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
```

```
                    (mx>259 && mx<931 && my<521+30-3 && my>451+30-3)))
            {
                x=0;
                y=0;
                life--;

                //    cleardevice();
                break;

            }


        x=0;
        y=0;




        delay(200);
      }
      if(t>72)
         life--;
      if(life==0)
         gameover();
      break;

    }

  }
  cleardevice();
  one_one();

}
void level_two()
{
  FILE *one=fopen("humor.txt","r");
  char q1[100],ar[100],a[100],b[100],c[100],d[100],q2[100];
  int x=0,y=0,l,life=2;
  double t;
  readimagefile("Slide2.jpg",0,0,screenwidth,screenheight);
  delay(2000);
  for(int i=0; i<5; i++)

  {

    cleardevice();

    fscanf(one," %[^\n]",q1);
    fscanf(one," %[^\n]",q2);
```

```
fscanf(one," %[^\n]",a);
fscanf(one," %[^\n]",b);
fscanf(one," %[^\n]",c);
fscanf(one," %[^\n]",d);

while(1)
{
   for(t=0; t<=72; t++)
   {

      if(t>63 && t<73)
      {
         setcolor(RED);
         sprintf(ar," TIME  OVER ");
         settextstyle(3,HORIZ_DIR,4);
         outtextxy(600,0,ar);
      }
      else
      {
         setcolor(GREEN);
         sprintf(ar,"%.0lf seconds left",9-t/8);
         settextstyle(3,HORIZ_DIR,4);
         outtextxy(600,0,ar);
      }


      setcolor(GREEN);
      sprintf(ar,"LEVEL:2-%d",i+1);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(0,0,ar);


      setcolor(GREEN);
      sprintf(ar,"SCORE:%d",score);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(300,0,ar);

      setcolor(RED);
      sprintf(ar,"Life:%d",life);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(1000,0,ar);

      setcolor(WHITE);

      settextstyle(1,HORIZ_DIR,3);
      l=strlen(q1);
      outtextxy(170+(17*(49-l)/2),170,q1);
      l=strlen(q2);
      outtextxy(170+(17*(49-l)/2),220,q2);
```

```
settextstyle(1,HORIZ_DIR,7);
outtextxy(screenwidth-50,0,"||");

POINT co;
GetCursorPos(&co);
mx=co.x;
my=co.y;

if(mx>259 && mx<931 && my>279+30-3 && my<351+30-3)
{
   setcolor(RED);
   rectangle(260,280,930,350);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,290,a);
}
else
{

   setcolor(WHITE);
   rectangle(260,280,930,350);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,290,a);
}
if(mx>259 && mx<931 && my>366+30-3 && my<436+30-3)
{
   setcolor(RED);
   rectangle(260,365,930,435);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,376,b);
}
else
{
   setcolor(WHITE);
   rectangle(260,365,930,435);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,376,b);
}


if(mx>259 && mx<931 && my<521+30-3 && my>451+30-3)
{
   setcolor(RED);
   rectangle(260,450,930,520);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,460,c);
}
else
{
```

```
          setcolor(WHITE);
          rectangle(260,450,930,520);
          settextstyle(1,HORIZ_DIR,3);
          outtextxy(270,460,c);
        }
        if(mx>259 && mx<931 && my<606+30-3 && my>534+30-3)
        {
          setcolor(RED);
          rectangle(260,535,930,605);
          settextstyle(1,HORIZ_DIR,3);
          outtextxy(270,545,d);
        }
        else
        {
          setcolor(WHITE);
          rectangle(260,535,930,605);
          settextstyle(1,HORIZ_DIR,3);
          outtextxy(270,545,d);
        }
        while(ismouseclick(WM_LBUTTONDOWN))
        {
          getmouseclick(WM_LBUTTONDOWN,x,y);

        }
        if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
        {
          cleardevice();
          pause();
          cleardevice();
        }
        if(i==0 || i==2)
          if(x && y && mx>259 && mx<931 && my<351+30-3 && my>279+30-3)
          {
            x=0;
            y=0;
            score++;

            cleardevice();
            break;
          }

          else if( x && y &&
              ((mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
               (mx>259 && mx<931 && my<521+30-3 && my>451+30-3) ||
               (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
          {
            x=0;
            y=0;
            life--;
```

```
                    //cleardevice();
                    break;

            }
        if( i==1 || i==3)
            if(x && y && mx>259 && mx<931 && my>366+30-3 && my<436+30-3)
            {
                x=0;
                y=0;
                score++;

                cleardevice();
                break;
            }

            else if( x && y &&
                    ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
                     (mx>259 && mx<931 && my<521+30-3 && my>451+30-3) ||
                     (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
            {
                x=0;
                y=0;
                life--;

                //    cleardevice();
                break;

            }
        if(i==4)
            if( x && y && mx>259 && mx<931 && my<521+30-3 && my>451+30-3)
            {
                x=0;
                y=0;

                score++;
                cleardevice();
                break;
            }

            else if( x && y &&
                    ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
                     (mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
                     (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
            {
                x=0;
                y=0;
                life--;
```

```
                     //   cleardevice();
                     break;

               }



           x=0;
           y=0;



           delay(200);
          }
         if(t>72)
            life--;
         if(life==0)
            gameover();
         break;

      }

   }
   cleardevice();
   one_two();

}
void one_two()
{
   char arr[100],ar[100];
   int x=0,y=0;
   double t;

   while(1)
   {
     for(t=0; t<46; t++)
     {
        if(t>40 && t<46)
        {
           setcolor(RED);
           sprintf(ar," TIME  OVER ");
           settextstyle(3,HORIZ_DIR,4);
           outtextxy(1000,0,ar);
        }
        else
        {
           setcolor(GREEN);
           sprintf(ar,"%.0lf seconds left",9-t/5);
```

```
        settextstyle(3,HORIZ_DIR,4);
        outtextxy(1000,0,ar);
    }
    setcolor(GREEN);
    sprintf(arr,"FINAL DEATH 2");
    settextstyle(3,HORIZ_DIR,4);
    outtextxy(0,0,arr);
    setcolor(WHITE);
    sprintf(arr,"Mary's Father had 5 daughter's.");
    settextstyle(1,HORIZ_DIR,4);
    outtextxy(350,200,arr);
    sprintf(arr,"1.Tana 2.Tene 3.Tini 4.Tono 5.\" ?\"");
    settextstyle(1,HORIZ_DIR,4);
    outtextxy(350,250,arr);

    setcolor(GREEN);
    sprintf(ar,"SCORE:%d",score);
    settextstyle(3,HORIZ_DIR,4);
    outtextxy(600,0,ar);

    setcolor(CYAN);
    settextstyle(2,HORIZ_DIR,8);
    outtextxy(0,40,"YOU MUST ANSWER THIS CORRECTLY TO GO TO THE NEXT LEVEL.KNOW
WHERE YOU'RE CLICKING");

    settextstyle(1,HORIZ_DIR,7);
    outtextxy(screenwidth-50,0,"||");

    POINT co;
    GetCursorPos(&co);
    mx=co.x;
    my=co.y;
    if(mx>349 && mx<631 && my>339+30-3 && my<481+30-3)
    {
        setcolor(RED);
        rectangle(350,340,630,480);
        settextstyle(1,HORIZ_DIR,4);
        outtextxy(480,390,"Tunu");
    }
    else
    {

        setcolor(WHITE);
        rectangle(350,340,630,480);
        settextstyle(1,HORIZ_DIR,4);
        outtextxy(480,390,"Tunu");
    }
    if(mx>749 && mx<1031 && my>339+30-3 && my<481+30-3)
    {
```

```
    setcolor(RED);
    rectangle(670+80,340,950+80,480);
    settextstyle(1,HORIZ_DIR,4);
    outtextxy(850,390,"Tina");
}
else
{
    setcolor(WHITE);
    rectangle(670+80,340,950+80,480);
    settextstyle(1,HORIZ_DIR,4);
    outtextxy(850,390,"Tina");
}


if(mx>749 && mx<1031 && my<691+30-3 && my>549+30-3)
{
    setcolor(RED);
    rectangle(670+80,550,950+80,690);
    settextstyle(1,HORIZ_DIR,4);
    outtextxy(850,600,"Tona");
}
else
{
    setcolor(WHITE);
    rectangle(670+80,550,950+80,690);
    settextstyle(1,HORIZ_DIR,4);
    outtextxy(850,600,"Tona");
}
if(mx>349 && mx<631 && my<691+30-3 && my>549+30-3)
{
    setcolor(RED);
    rectangle(350,550,630,690);
    settextstyle(1,HORIZ_DIR,4);
    outtextxy(450,600,"Tuni");
}
else
{
    setcolor(WHITE);
    rectangle(350,550,630,690);
    settextstyle(1,HORIZ_DIR,4);
    outtextxy(450,600,"Tuni");
}
while(ismouseclick(WM_LBUTTONDOWN))
{
    getmouseclick(WM_LBUTTONDOWN,x,y);

}
    if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
    {
```

```
            cleardevice();
            pause();
            cleardevice();
        }
    if(x && y && mx>355 && mx<470 && my<250+30-3 && my>201+30-3)
    {

        cleardevice();
        score+=5;


        level_three();
        break;
    }
    else if(x && y &&
        ((mx>349 && mx<631 && my<691+30-3 && my>549+30-3) ||
        (mx>749 && mx<1031 && my>339+30-3 && my<481+30-3) ||
        (mx>349 && mx<631 && my>339+30-3 && my<481+30-3)))
    {
        break;
    }
    x=0;
    y=0;
    delay(200);

    }
    break;
}

cleardevice();
gameover();

}

void level_three()
{
    FILE *one=fopen("mysticmathP1.txt","r");
    char q1[100],ar[100],a[100],b[100],c[100],d[100],q2[100];
    int x=0,y=0,l,life=2;
    double t;
    readimagefile("Slide3.jpg",0,0,screenwidth,screenheight);
    delay(2000);
    for(int i=0; i<5; i++)

    {

        cleardevice();

        fscanf(one," %[^\n]",q1);
```

```c
fscanf(one," %[^\n]",q2);
fscanf(one," %[^\n]",a);
fscanf(one," %[^\n]",b);
fscanf(one," %[^\n]",c);
fscanf(one," %[^\n]",d);

while(1)
{
   for(t=0; t<=72; t++)
   {

      if(t>63 && t<73)
      {
         setcolor(RED);
         sprintf(ar,"  TIME  OVER  ");
         settextstyle(3,HORIZ_DIR,4);
         outtextxy(600,0,ar);
      }
      else
      {
         setcolor(GREEN);
         sprintf(ar,"%.0lf seconds left",9-t/8);
         settextstyle(3,HORIZ_DIR,4);
         outtextxy(600,0,ar);
      }


      setcolor(GREEN);
      sprintf(ar,"LEVEL:3-%d",i+1);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(0,0,ar);


      setcolor(GREEN);
      sprintf(ar,"SCORE:%d",score);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(300,0,ar);

      setcolor(RED);
      sprintf(ar,"Life:%d",life);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(1000,0,ar);

      setcolor(WHITE);

      settextstyle(1,HORIZ_DIR,3);
      l=strlen(q1);
      outtextxy(170+(17*(49-l)/2),170,q1);
      l=strlen(q2);
```

```
outtextxy(170+(17*(49-l)/2),220,q2);

settextstyle(1,HORIZ_DIR,7);
outtextxy(screenwidth-50,0,"||");
POINT co;
GetCursorPos(&co);
mx=co.x;
my=co.y;

if(mx>259 && mx<931 && my>279+30-3 && my<351+30-3)
{
   setcolor(RED);
   rectangle(260,280,930,350);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,290,a);
}
else
{

   setcolor(WHITE);
   rectangle(260,280,930,350);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,290,a);
}
if(mx>259 && mx<931 && my>366+30-3 && my<436+30-3)
{
   setcolor(RED);
   rectangle(260,365,930,435);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,376,b);
}
else
{
   setcolor(WHITE);
   rectangle(260,365,930,435);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,376,b);
}


if(mx>259 && mx<931 && my<521+30-3 && my>451+30-3)
{
   setcolor(RED);
   rectangle(260,450,930,520);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,460,c);
}
else
{
```

```
         setcolor(WHITE);
         rectangle(260,450,930,520);
         settextstyle(1,HORIZ_DIR,3);
         outtextxy(270,460,c);
    }
    if(mx>259 && mx<931 && my<606+30-3 && my>534+30-3)
    {
         setcolor(RED);
         rectangle(260,535,930,605);
         settextstyle(1,HORIZ_DIR,3);
         outtextxy(270,545,d);
    }
    else
    {
         setcolor(WHITE);
         rectangle(260,535,930,605);
         settextstyle(1,HORIZ_DIR,3);
         outtextxy(270,545,d);
    }
    while(ismouseclick(WM_LBUTTONDOWN))
    {
         getmouseclick(WM_LBUTTONDOWN,x,y);

    }
    if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
    {
         cleardevice();
         pause();
         cleardevice();
    }
    if(i==0 || i==1 || i==3)
       if(x && y && mx>259 && mx<931 && my<351+30-3 && my>279+30-3)
       {
          x=0;
          y=0;
          score++;

          cleardevice();
          break;
       }

       else if( x && y &&
            ((mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
             (mx>259 && mx<931 && my<521+30-3 && my>451+30-3) ||
             (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
       {
          x=0;
          y=0;
          life--;
```

```
                    //cleardevice();
                    break;

               }
          if( i==2 || i==4)
             if(x && y && mx>259 && mx<931 && my>366+30-3 && my<436+30-3)
             {
                x=0;
                y=0;
                score++;

                cleardevice();
                break;
             }

             else if( x && y &&
                  ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
                   (mx>259 && mx<931 && my<521+30-3 && my>451+30-3) ||
                   (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
             {
                x=0;
                y=0;
                life--;

                //    cleardevice();
                break;

             }



          x=0;
          y=0;




          delay(200);
        }
      if(t>72)
         life--;
      if(life==0)
         gameover();
      break;

   }

}
```

```
    cleardevice();
    one_three();


}

void start_page()
{
    life=2;
    score=0;

    int x=0,y=0;
    readimagefile("startpage.jpg",0,0,screenwidth,screenheight);
    for(long long i=1;; i++)
    {




        POINT co;
        GetCursorPos(&co);
        mx=co.x;
        my=co.y;

        if(mx>599 && mx<801 && my<331+30-3 && my>249+30-3)
        {
            setcolor(RED);
            rectangle(600,250,800,330);
            settextstyle(1,HORIZ_DIR,4);
            outtextxy(620,275,"START");
        }
        else
        {

            setcolor(WHITE);
            rectangle(600,250,800,330);
            settextstyle(1,HORIZ_DIR,4);
            outtextxy(620,275,"START");
        }
        if(mx>599 && mx<801 && my>399+30-3 && my<501+30-3)
        {
            setcolor(RED);
            rectangle(600,400,800,500);
            settextstyle(1,HORIZ_DIR,4);
            outtextxy(640,270+150,"HIGH");
            settextstyle(1,HORIZ_DIR,4);
            outtextxy(620,270+180,"SCORE");
        }
        else
```

```
    {
        setcolor(WHITE);
        rectangle(600,400,800,500);
        settextstyle(1,HORIZ_DIR,4);
        outtextxy(640,270+150,"HIGH");
        settextstyle(1,HORIZ_DIR,4);
        outtextxy(620,270+180,"SCORE");
    }


    if(mx>599 && mx<801 && my<621+30-3 && my>549+30-3)
    {
        setcolor(RED);
        rectangle(600,550,800,620);
        settextstyle(1,HORIZ_DIR,4);
        outtextxy(640,270+300,"EXIT");
    }
    else
    {
        setcolor(WHITE);
        rectangle(600,550,800,620);
        settextstyle(1,HORIZ_DIR,4);
        outtextxy(640,270+300,"EXIT");
    }
if(mx>screenwidth-60 && mx<=screenwidth && my>0 && my<=100)
    {setcolor(RED);
    settextstyle(1,HORIZ_DIR,7);
    outtextxy(screenwidth-50,0,"?");
    }
    else
{setcolor(WHITE);
    settextstyle(1,HORIZ_DIR,7);
    outtextxy(screenwidth-50,0,"?");
    }
    while(ismouseclick(WM_LBUTTONDOWN))
    {
        getmouseclick(WM_LBUTTONDOWN,x,y);

    }
    if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
        {
            cleardevice();
            readimagefile("inst.jpg",0,0,screenwidth,screenheight);
    getch();
    cleardevice();
start_page();          }
    if(x && y && mx>599 && mx<801 && my<501+30-3 && my>398+30-3)
    {
```

```
   highscore();
x=0;y=0;
   start_page();


      }
      if(x && y && mx>599 && mx<801 && my<621+30-3 && my>549+30-3)
      {
         closegraph();



      }


      else if(x && y && mx>599 && mx<801 && my<331+30-3 && my>249+30-3)
      {

         cleardevice();
         entername();
         level_one();
         break;
      }
      else
      {
         x=0;
         y=0;
      }

      delay(200);
   }
}

void one_three()
{
   char arr[100],ar[100];
   int x=0,y=0;
   double t;

   while(1)
   {
      for(t=0; t<46; t++)
      {
         if(t>40 && t<46)
         {
            setcolor(RED);
            sprintf(ar," TIME  OVER ");
            settextstyle(3,HORIZ_DIR,4);
            outtextxy(1000,0,ar);
         }
         else
```

```
      {
        setcolor(GREEN);
        sprintf(ar,"%.0lf seconds left",9-t/5);
        settextstyle(3,HORIZ_DIR,4);
        outtextxy(1000,0,ar);
      }
      setcolor(GREEN);
      sprintf(arr,"FINAL DEATH 3");
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(0,0,arr);
      setcolor(WHITE);
      sprintf(arr,"I can be anywhere. Where am I? Where am I?");
      settextstyle(1,HORIZ_DIR,4);
      outtextxy(350,200,arr);
      sprintf(arr,"Where am I? Where am I?");
      settextstyle(1,HORIZ_DIR,4);
      outtextxy(350,250,arr);

      setcolor(GREEN);
      sprintf(ar,"SCORE:%d",score);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(600,0,ar);

      setcolor(CYAN);
      settextstyle(2,HORIZ_DIR,8);
      outtextxy(0,40,"YOU MUST ANSWER THIS CORRECTLY TO GO TO THE NEXT LEVEL.KNOW
WHERE YOU'RE CLICKING");

      settextstyle(1,HORIZ_DIR,7);
      outtextxy(screenwidth-50,0,"||");

      POINT co;
      GetCursorPos(&co);
      mx=co.x;
      my=co.y;
      if(mx>349 && mx<631 && my>339+30-3 && my<481+30-3)
      {
        setcolor(RED);
        rectangle(350,340,630,480);
        settextstyle(1,HORIZ_DIR,4);
        outtextxy(480,390,"HERE");
      }
      else
      {

        setcolor(WHITE);
        rectangle(350,340,630,480);
        settextstyle(1,HORIZ_DIR,4);
        outtextxy(480,390,"HERE");
```

```
        }
        if(mx>749 && mx<1031 && my>339+30-3 && my<481+30-3)
        {
           setcolor(RED);
           rectangle(670+80,340,950+80,480);
           settextstyle(1,HORIZ_DIR,4);
           outtextxy(850,390,"HERE");
        }
        else
        {
           setcolor(WHITE);
           rectangle(670+80,340,950+80,480);
           settextstyle(1,HORIZ_DIR,4);
           outtextxy(850,390,"HERE");
        }


        if(mx>749 && mx<1031 && my<691+30-3 && my>549+30-3)
        {
           setcolor(RED);
           rectangle(670+80,550,950+80,690);
           settextstyle(1,HORIZ_DIR,4);
           outtextxy(850,600,"HERE");
        }
        else
        {
           setcolor(WHITE);
           rectangle(670+80,550,950+80,690);
           settextstyle(1,HORIZ_DIR,4);
           outtextxy(850,600,"HERE");
        }
        if(mx>349 && mx<631 && my<691+30-3 && my>549+30-3)
        {
           setcolor(RED);
           rectangle(350,550,630,690);
           settextstyle(1,HORIZ_DIR,4);
           outtextxy(450,600,"HERE");
        }
        else
        {
           setcolor(WHITE);
           rectangle(350,550,630,690);
           settextstyle(1,HORIZ_DIR,4);
           outtextxy(450,600,"HERE");
        }
        if(mx>100 && mx<350 && my<130 && my>85)
        {
           setcolor(RED);
```

```
        settextstyle(1,HORIZ_DIR,4);
        outtextxy(100,70,"Hi There :3");
      }
      else
      {
        setcolor(BLACK);

        settextstyle(1,HORIZ_DIR,4);
        outtextxy(100,70,"Hi There :3");
      }
      while(ismouseclick(WM_LBUTTONDOWN))
      {
        getmouseclick(WM_LBUTTONDOWN,x,y);


      }
      if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
        {
          cleardevice();
          pause();
          cleardevice();
        }
      if(x && y && mx>100 && mx<350 && my<130 && my>85)
      {

        cleardevice();
        score+=5;


        level_four();
        break;
      }
      else if(x && y &&
          (((mx>349 && mx<631 && my<691+30-3 && my>549+30-3) ||
           (mx>749 && mx<1031 && my>339+30-3 && my<481+30-3) ||
           (mx>349 && mx<631 && my>339+30-3 && my<481+30-3) ||
           (mx>749 && mx<1031 && my<691+30-3 && my>549+30-3))))
      {
        break;
      }
      x=0;
      y=0;
      delay(200);

  }
  break;
}

cleardevice();
gameover();
```

```c
}

void level_four()
{
    FILE *one=fopen("mysticmathP2.txt","r");
    char q1[100],ar[100],a[100],b[100],c[100],d[100],q2[100];
    int x=0,y=0,l,life=2;
    double t;
    readimagefile("Slide4.jpg",0,0,screenwidth,screenheight);
    delay(2000);
    for(int i=0; i<5; i++)

    {

        cleardevice();

        fscanf(one," %[^\n]",q1);
        fscanf(one," %[^\n]",q2);
        fscanf(one," %[^\n]",a);
        fscanf(one," %[^\n]",b);
        fscanf(one," %[^\n]",c);
        fscanf(one," %[^\n]",d);

        while(1)
        {
            for(t=0; t<=72; t++)
            {

                if(t>63 && t<73)
                {
                    setcolor(RED);
                    sprintf(ar," TIME  OVER ");
                    settextstyle(3,HORIZ_DIR,4);
                    outtextxy(600,0,ar);
                }
                else
                {
                    setcolor(GREEN);
                    sprintf(ar,"%.0lf seconds left",9-t/8);
                    settextstyle(3,HORIZ_DIR,4);
                    outtextxy(600,0,ar);
                }


                setcolor(GREEN);
                sprintf(ar,"LEVEL:4-%d",i+1);
                settextstyle(3,HORIZ_DIR,4);
                outtextxy(0,0,ar);
```

```
setcolor(GREEN);
sprintf(ar,"SCORE:%d",score);
settextstyle(3,HORIZ_DIR,4);
outtextxy(300,0,ar);

setcolor(RED);
sprintf(ar,"Life:%d",life);
settextstyle(3,HORIZ_DIR,4);
outtextxy(1000,0,ar);

setcolor(WHITE);

settextstyle(1,HORIZ_DIR,3);
l=strlen(q1);
outtextxy(170+(17*(49-l)/2),170,q1);
l=strlen(q2);
outtextxy(170+(17*(49-l)/2),220,q2);

settextstyle(1,HORIZ_DIR,7);
outtextxy(screenwidth-50,0,"||");

POINT co;
GetCursorPos(&co);
mx=co.x;
my=co.y;

if(mx>259 && mx<931 && my>279+30-3 && my<351+30-3)
{
    setcolor(RED);
    rectangle(260,280,930,350);
    settextstyle(1,HORIZ_DIR,3);
    outtextxy(270,290,a);
}
else
{

    setcolor(WHITE);
    rectangle(260,280,930,350);
    settextstyle(1,HORIZ_DIR,3);
    outtextxy(270,290,a);
}
if(mx>259 && mx<931 && my>366+30-3 && my<436+30-3)
{
    setcolor(RED);
    rectangle(260,365,930,435);
    settextstyle(1,HORIZ_DIR,3);
    outtextxy(270,376,b);
```

```
     }
     else
     {
        setcolor(WHITE);
        rectangle(260,365,930,435);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,376,b);
     }


     if(mx>259 && mx<931 && my<521+30-3 && my>451+30-3)
     {
        setcolor(RED);
        rectangle(260,450,930,520);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,460,c);
     }
     else
     {
        setcolor(WHITE);
        rectangle(260,450,930,520);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,460,c);
     }
     if(mx>259 && mx<931 && my<606+30-3 && my>534+30-3)
     {
        setcolor(RED);
        rectangle(260,535,930,605);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,545,d);
     }
     else
     {
        setcolor(WHITE);
        rectangle(260,535,930,605);
        settextstyle(1,HORIZ_DIR,3);
        outtextxy(270,545,d);
     }
     while(ismouseclick(WM_LBUTTONDOWN))
     {
        getmouseclick(WM_LBUTTONDOWN,x,y);

     }
        if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
     {
        cleardevice();
        pause();
        cleardevice();
     }
```

```
if(i==0)
  if(x && y && mx>259 && mx<931 && my<351+30-3 && my>279+30-3)
  {
    x=0;
    y=0;
    score++;

    cleardevice();
    break;
  }

  else if( x && y &&
      ((mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
       (mx>259 && mx<931 && my<521+30-3 && my>451+30-3) ||
       (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
  {
    x=0;
    y=0;
    life--;

    //cleardevice();
    break;

  }
if( i==2)
  if(x && y && mx>259 && mx<931 && my>366+30-3 && my<436+30-3)
  {
    x=0;
    y=0;
    score++;

    cleardevice();
    break;
  }

  else if( x && y &&
      ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
       (mx>259 && mx<931 && my<521+30-3 && my>451+30-3) ||
       (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
  {
    x=0;
    y=0;
    life--;

    //   cleardevice();
    break;

  }
if(i==3 || i==4)
```

```cpp
        if( x && y && mx>259 && mx<931 && my<521+30-3 && my>451+30-3)
        {
            x=0;
            y=0;

            score++;
            cleardevice();
            break;
        }

        else if( x && y &&
            ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
             (mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
             (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
        {
            x=0;
            y=0;
            life--;

            //    cleardevice();
            break;

        }
    if(i==1)
        if(x && y && mx>259 && mx<931 && my<606+30-3 && my>534+30-3)
        {
            x=0;
            y=0;

            score++;
            cleardevice();
            break;
        }

        else if( x && y &&
            ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
             (mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
             (mx>259 && mx<931 && my<521+30-3 && my>451+30-3)))
        {
            x=0;
            y=0;
            life--;

            //    cleardevice();
            break;

        }
```

```c
            x=0;
            y=0;



            delay(200);
        }
        if(t>72)
            life--;
        if(life==0)
            gameover();
        break;

    }

}
cleardevice();
one_four();

}

void one_four()
{
    char arr[100],ar[100];
    int x=0,y=0;
    double t;
    readimagefile("potato.jpg",0,500,screenwidth,screenheight);
    while(1)
    {
        for(t=0; t<46; t++)
        {
            if(t>40 && t<46)
            {
                setcolor(RED);
                sprintf(ar," TIME  OVER ");
                settextstyle(3,HORIZ_DIR,4);
                outtextxy(1000,0,ar);
            }
            else
            {
                setcolor(GREEN);
                sprintf(ar,"%.0lf seconds left",9-t/5);
                settextstyle(3,HORIZ_DIR,4);
                outtextxy(1000,0,ar);
            }

            setcolor(GREEN);
            sprintf(arr,"FINAL DEATH 4");
```

```
settextstyle(3,HORIZ_DIR,4);
outtextxy(0,0,arr);
setcolor(WHITE);
sprintf(arr,"Where was the world's first potato found?");
settextstyle(1,HORIZ_DIR,4);
outtextxy(235,120,arr);

setcolor(GREEN);
sprintf(ar,"SCORE:%d",score);
settextstyle(3,HORIZ_DIR,4);
outtextxy(600,0,ar);

setcolor(CYAN);
settextstyle(2,HORIZ_DIR,8);
outtextxy(0,40,"YOU MUST ANSWER THIS CORRECTLY TO GO TO THE NEXT LEVEL.KNOW
WHERE YOU'RE CLICKING");

settextstyle(1,HORIZ_DIR,7);
outtextxy(screenwidth-50,0,"||");

POINT co;
GetCursorPos(&co);
mx=co.x;
my=co.y;
if(mx>349 && mx<631 && my>219+30-3 && my<321+30-3)
{
   setcolor(RED);
   rectangle(350,220,630,320);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(390,230+20,"Bakshi Bazar");
}
else
{
   {
      setcolor(WHITE);
      rectangle(350,220,630,320);
      settextstyle(1,HORIZ_DIR,3);
      outtextxy(390,230+20,"Bakshi Bazar");
   }

}
if(mx>749 && mx<1031 && my>219+30-3 && my<321+30-3)
{
   setcolor(RED);

   rectangle(670+80,220,950+80,320);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(735+40,230+20,"Meena Bazar");
}
```

```
else
{
   setcolor(WHITE);
   rectangle(670+80,220,950+80,320);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(735+40,230+20,"Meena Bazar");


}


if(mx>749 && mx<1031 && my<481+30-3 && my>379+30-3)
{
   setcolor(RED);
   rectangle(670+80,380,950+80,480);
   settextstyle(1,HORIZ_DIR,4);
   outtextxy(755+80,390+20,"Mars");
}
else
{
   setcolor(WHITE);
   rectangle(670+80,380,950+80,480);
   settextstyle(1,HORIZ_DIR,4);
   outtextxy(755+80,390+20,"Mars");
}
if(mx>349 && mx<631 && my<481+30-3 && my>379+30-3)
{
   setcolor(RED);
   rectangle(350,380,630,480);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(370,390+20+5,"Tikatulir mor");
}
else
{
   setcolor(WHITE);
   rectangle(350,380,630,480);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(370,390+20+5,"Tikatulir mor");
}

while(ismouseclick(WM_LBUTTONDOWN))
{
   getmouseclick(WM_LBUTTONDOWN,x,y);


}
   if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
   {
      cleardevice();
      pause();
      cleardevice();
```

```
                }
            if(x && y && my>500)
            {

                cleardevice();
                score+=5;


                level_five();
                break;
            }
            else if(x && y &&
                (((mx>349 && mx<631 && my<691+30-3 && my>549+30-3) ||
                  (mx>749 && mx<1031 && my>339+30-3 && my<481+30-3) ||
                  (mx>349 && mx<631 && my>339+30-3 && my<481+30-3) ||
                  (mx>749 && mx<1031 && my<691+30-3 && my>549+30-3))))
            {
                break;
            }
            x=0;
            y=0;
            delay(200);

        }
        break;
    }

    cleardevice();
    //gameover();

}
void level_five()
{
    FILE *one=fopen("memory.txt","r");
    char q1[100],ar[100],a[100],b[100],c[100],d[100],q2[100];
    int x=0,y=0,l,life=2;
    double t;
    readimagefile("Slide5.jpg",0,0,screenwidth,screenheight);
    delay(2000);
    for(int i=0; i<5; i++)

    {

        cleardevice();

        fscanf(one," %[^\n]",q1);
        fscanf(one," %[^\n]",q2);
        fscanf(one," %[^\n]",a);
        fscanf(one," %[^\n]",b);
```

```c
fscanf(one," %[^\n]",c);
fscanf(one," %[^\n]",d);

while(1)
{
   for(t=0; t<=72; t++)
   {

      if(t>63 && t<73)
      {
         setcolor(RED);
         sprintf(ar," TIME  OVER ");
         settextstyle(3,HORIZ_DIR,4);
         outtextxy(600,0,ar);
      }
      else
      {
         setcolor(GREEN);
         sprintf(ar,"%.0lf seconds left",9-t/8);
         settextstyle(3,HORIZ_DIR,4);
         outtextxy(600,0,ar);
      }


      setcolor(GREEN);
      sprintf(ar,"LEVEL:1-%d",i+1);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(0,0,ar);


      setcolor(GREEN);
      sprintf(ar,"SCORE:%d",score);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(300,0,ar);

      setcolor(RED);
      sprintf(ar,"Life:%d",life);
      settextstyle(3,HORIZ_DIR,4);
      outtextxy(1000,0,ar);

      setcolor(WHITE);

      settextstyle(1,HORIZ_DIR,3);
      l=strlen(q1);
      outtextxy(170+(17*(49-l)/2),170,q1);
      l=strlen(q2);
      outtextxy(170+(17*(49-l)/2),220,q2);

      settextstyle(1,HORIZ_DIR,7);
```

```c
outtextxy(screenwidth-50,0,"||");
POINT co;
GetCursorPos(&co);
mx=co.x;
my=co.y;

if(mx>259 && mx<931 && my>279+30-3 && my<351+30-3)
{
    setcolor(RED);
    rectangle(260,280,930,350);
    settextstyle(1,HORIZ_DIR,3);
    outtextxy(270,290,a);
}
else
{

    setcolor(WHITE);
    rectangle(260,280,930,350);
    settextstyle(1,HORIZ_DIR,3);
    outtextxy(270,290,a);
}
if(mx>259 && mx<931 && my>366+30-3 && my<436+30-3)
{
    setcolor(RED);
    rectangle(260,365,930,435);
    settextstyle(1,HORIZ_DIR,3);
    outtextxy(270,376,b);
}
else
{
    setcolor(WHITE);
    rectangle(260,365,930,435);
    settextstyle(1,HORIZ_DIR,3);
    outtextxy(270,376,b);
}


if(mx>259 && mx<931 && my<521+30-3 && my>451+30-3)
{
    setcolor(RED);
    rectangle(260,450,930,520);
    settextstyle(1,HORIZ_DIR,3);
    outtextxy(270,460,c);
}
else
{
    setcolor(WHITE);
    rectangle(260,450,930,520);
    settextstyle(1,HORIZ_DIR,3);
```

```
      outtextxy(270,460,c);
}
if(mx>259 && mx<931 && my<606+30-3 && my>534+30-3)
{
   setcolor(RED);
   rectangle(260,535,930,605);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,545,d);
}
else
{
   setcolor(WHITE);
   rectangle(260,535,930,605);
   settextstyle(1,HORIZ_DIR,3);
   outtextxy(270,545,d);
}
while(ismouseclick(WM_LBUTTONDOWN))
{
   getmouseclick(WM_LBUTTONDOWN,x,y);

}
   if(x && y && mx>screenwidth-100 && mx<=screenwidth && my>0 && my<=100)
{
   cleardevice();
   pause();
   cleardevice();
}
if(i==2 || i==3 || i==4)
   if( x && y && mx>259 && mx<931 && my<521+30-3 && my>451+30-3)
   {
      x=0;
      y=0;

      score+=2;
      cleardevice();
      break;
   }

   else if( x && y &&
      ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
       (mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
       (mx>259 && mx<931 && my<606+30-3 && my>534+30-3)))
   {
      x=0;
      y=0;
      life--;

      //    cleardevice();
      break;
```

```
            }
         if(i==0 || i==1)
            if(x && y && mx>259 && mx<931 && my<606+30-3 && my>534+30-3)
            {
               x=0;
               y=0;

               score+=2;
               cleardevice();
               break;
            }

            else if( x && y &&
                  ((mx>259 && mx<931 && my<351+30-3 && my>279+30-3) ||
                   (mx>259 && mx<931 && my>366+30-3 && my<436+30-3) ||
                   (mx>259 && mx<931 && my<521+30-3 && my>451+30-3)))
            {
               x=0;
               y=0;
               life--;

               //    cleardevice();
               break;

            }


         x=0;
         y=0;




         delay(200);
      }
      if(t>72)
         life--;
      if(life==0)
         gameover();
      break;

   }

}
cleardevice();
gameover();
```

```c
}


int main()
{

    int gd=DETECT, gm;
    initgraph(&gd,&gm,"C://TC//BGI");

    initwindow(screenwidth,screenheight,"sfsfs");
    score=0;
    life=2;
    start_page();


    getch();
    closegraph();

}
```