Programming Fundamentals

Programming Day - Week 02

Introduction

Welcome to your favorite day of the week which is programming day��. This week, we shall work together to learn and implement new programming concepts including

Skills to be Tested:

- Using special directives to control output on the screen

Let's do some coding.

Task 01(OP): Write and Execute a Program to Print a Game Character. (Pacman)

Sample Output

```
D:\study\programming>c++ "pacman img.cpp" -o pacman.exe

D:\study\programming>pacman.exe
      .::---::..
   .-------------.
 .----------------.
 ----------------:.
:-----------::.
----------:.
:-------------:..
 :--------------:.
  .-------------:
   .:---------:.

D:\study\programming>
```

Task 02(CP): Write and Execute a Program to Print a Game Maze.

Sample Output

Skill: Using special directives to control output on the screen

Programming

```
D:\PF codes>c++ maze.cpp -o maze.exe

D:\PF codes>maze.exe
####################################################################
||.. ................................................  .....  ||
||.. %%%%%%%%%%%%%%%%     ...     %%%%%%%%%%%%%% |%|.. %%%%  ||
||..      |%|    |%|     |%|...     |%|        |%| |%|..    |%|  ||
||..      |%|    |%|     |%|...     |%|        |%| |%|..    |%|  ||
||..      %%%%%%%%   . . |%|...     %%%%%%%%%%%%%%       %%%%.  ||
||..      |%|       . . |%|...     ...............  |%| ..      .  ||
||..      %%%%%%%%%.. |%|...     %%%%%%%%%%%%   |%| ..    %%%.  ||
||..           |%|.           |%|.......       |%| ..    |%|.  ||
||..    ........ |%|.       P   |%|......|%|        ..    |%|.  ||
||..|%|  |%|%%%|%|.|%|. |%|          ......|%|        ..|%| |%|.  ||
||..|%|  |%|    |%|..    %%%%%%%%%%%%%   .....|%|        .|%|.  ||
||..|%|  |%|    |%|..         ...|%|    %%%%%%       .  |%|.  ||
||..|%|              .        ...|%|           |%| ..|%|.  ||
||..|%|  %%%%%%%%%%%%         ...|%|%%%%%%%%%%   |%| ..|%|%%%%  ||
||.................................               |%| ........  ||
||                                                          ||
||..|%|  |%|    |%|..    %%%%%%%%%%%%%   .....|%|    |%| ..|%|.  ||
||..|%|  |%|    |%|..         ...|%|    %%%%%%  |%| ..|%|.  ||
||..|%|         .      G      ...|%|           |%| ..|%|.  ||
||..|%|  %%%%%%%%%%%%         ...|%|%%%%%%%%%%   |%| ..|%|%%%%  ||
||.................................               |%| .........  ||
||   .................................................  .......  ||
####################################################################

D:\PF codes>
```

Task 03(OP): **Write and Execute a Program to Print a Game Character. (Space Craft)**

Sample Output

```
C:\PF-Book\Chapter-01>Aircraft.exe


            /\
         __/~~\__
        /  |  |  \
    =====.   .=====
          ||||
```

Task 04(CP): **Write and Execute a Program to Print a Big Alphabet.**

- A
- K

Programming Fundamentals

Programming Day - Week 02

- Z
- K
- S

Sample Output:

```
    ####
   ##   ##
   ######
   ##   ##
   ##   ##
   ##   ##

   ##   ##
   ##   ##
   ####
   ##
   ####
   ##   ##
   ##   ##

   ######
        ##
       ##
      ##
     ##
   ##
   ######

   ##   ##
   ## ##
   #####
   ###
   #####
   ## ##
   ##   ##

    ####
   ##   ##
   ##
    ####
        ##
   ##   ##
    ####
```

Task 05(CP): **Write a c++ program to Print PACMAN with Big Alphabets.**

Skill: Using special directives to control output on the screen

Programming Fundamentals

Programming Day - Week 02

Task 06(CP): **Write a c++ program to Print the Header of your project**

Task 07(CP): **Now, think about your own Business Application and Game that you want to develop in this semester. And draw the header of the Business Application and Game and also Game Player on the console.**

Programming Fundamentals

Programming Day - Week 02

Skill: Printing Colorized Output on the Screen

Introduction

So far we have been printing the desired output on the screen in black and white. In this section of the manual, you will learn to use special functions to print colorized output on the screen.

Let's have some fun with coding.

system("Color XY")	The command is used to set the color of **text** and **background**.

Color id	Color	Color id	Color
1	Blue	9	Light Blue
2	Green	0	Black
3	Aqua	A	Light Green
4	Red	B	Light Aqua
5	Purple	C	Light Red
6	Yellow	D	Light Purple
7	White	E	Light Yellow
8	Gray	F	Bright White

check out this sample code
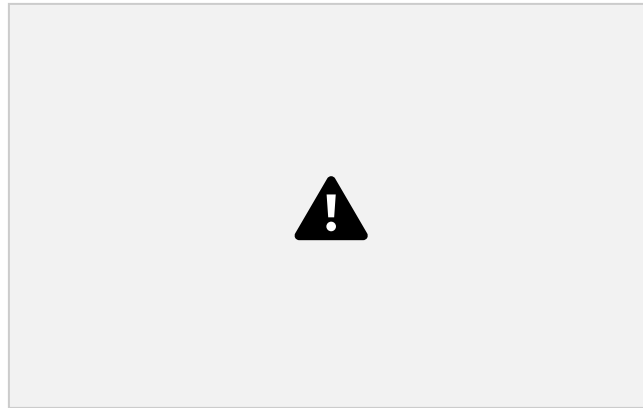for a better understanding.

X: Background Color
Y: Text Color

The different values are used to print the colorized output in the desired manner. For example,
>> **system("Color 46")**

This would set the **background color** to the corresponding value of **4(Red)** and the **text color** would be **6(Yellow)**.

01.

02.

03.

Skill: Printing Colorized Output on the Screen

Programming Fundamentals

Programming Day - Week 02

Output:	

05.

Congratulations, you have just added another skill to your skill set.

Task 05(OP): Write a program to print the Header on a Business Application with colorized Background. (For example UNIVERSITY ADMISSION MANAGEMENT SYSTEM)

Task 06(CP): Write a program to Print the colorized game maze.

ing Colorized Output on the Screen

Programming Fundamentals

Programming Day - Week 02

Task 07(CP): Write a Program to print the colorized game character. **Skill:** Printing

Programming Fundamentals

Programming Day - Week 02

Task 08(CP): Write a c++ program to print the following

Task 09(CP): Write a c++ program to print the following

Programming Fundamentals

Programming Day - Week 02

Task 10(CP): Write a c++ program to print the following

Task 11(CP): Write a c++ program to print a Car/Truck/ or any Complex vehicle.

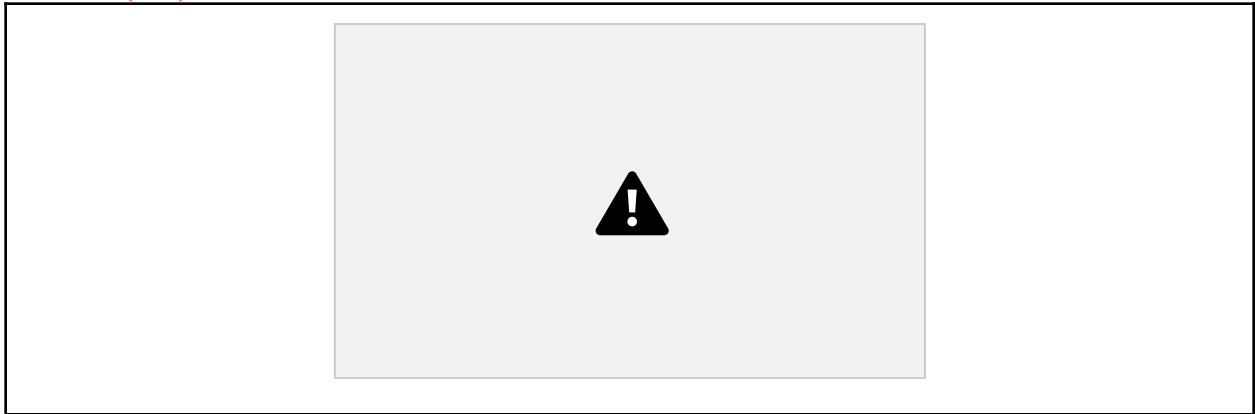**Task 12(CP):** Write a c++ program to print the following
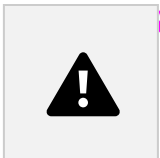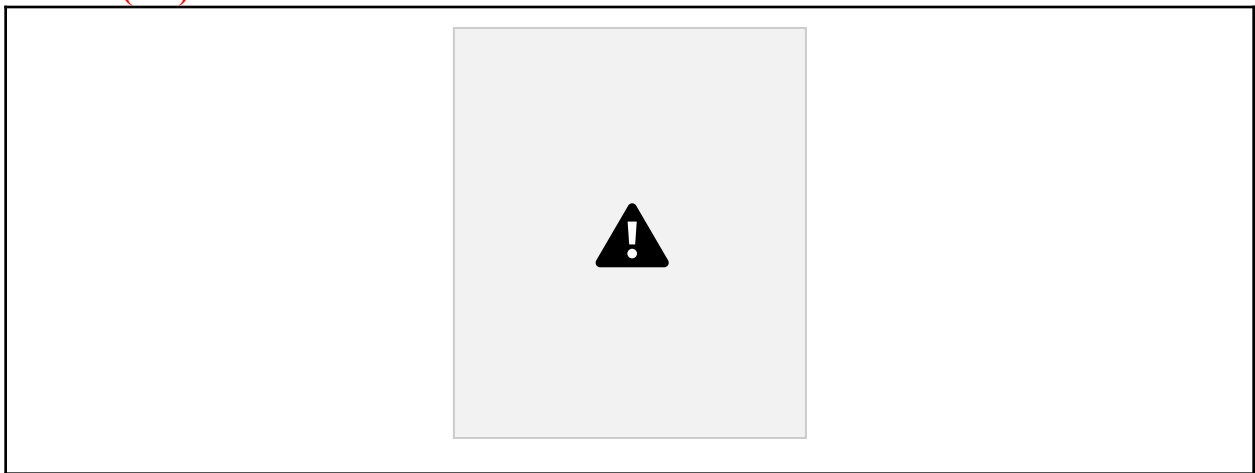
Programming Fundamentals

Programming Day - Week 02

Task 13(CP):

Task 14(CP):

Skill: Printing Colorized Output on the Screen

Programming Fundamentals

Programming Day - Week 02

Task 15(CP):

Good Luck and Best Wishes !!

Happy Coding ahead :)

Skill: Printing Colorized Output on the Screen