

Project Report on
NUMBER EATERS (A Mental Game for Kids)



Developed & Submitted By

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(Project Level Computer Programming Course)

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C E R T I F I C A T E

This is to certify that VIVEK s/o Mr. Raj Kumar, student of Computer Programming Course of Project Level has prepared the report on the Project entitled "*Number Eaters (A Mental Game for Kids)*".

The report is the result of his efforts & endeavors. The report is found worthy of acceptance as final project report for the Computer Programming Course for Project Level.

He has prepared the report under my guidance and I wish him all the best for his future life.

Seal
BHARDWAJ

ASHOK
(B.Com, MCA, MSc.(IT & CA))

Director

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This Certificate is presented to

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for Successfully Completion of

CERTIFICATE IN ONLINE PROJECT LEVEL USING C & C++

in the duration from **MAY, 2020** *To* **JULY, 2020**

with **'A+'** *Grade. Dated on* **JANUARY 01, 2021**



Director

PROJECT REPORT

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INTRODUCTION

This game called **NUMBER EATERS 'A Game f or kids'** is written in C language. The Game involves a cursor which is controlled by the player and that player have to make the cursor eat random number displayed on screen. After eating number player reaches to next level.

The player loses when it touches the hurdles which are increasing each level of the game. The points of the player in the game is calculated on the basis of number eaten by cursor and calculated on run time.

Following Game is the example of 'SNAKE GAME' which was very popular in past years. It is not the greatest game but it does give an idea what can be achieved by a relatively simple C language.

OBJECTIVE

- This project in C of **NUMBER EATERS (A Game f or kids)** game is a simple console application with no computer graphics.
- The Game is specially designed f or kids as it is easy to play and it is a type of mental exercise.
- There comes a cursor in the game which eat s number s displayed on the screen which is controlled by keys.
- Developing this game helps to reinf orce many of the C and programming concepts we have met already.
- This game provide a valuable experience of design and implementation of a large program.
- It also provide a framework f or a more challenging and thus rewarding, laboratory exercise.

REQUIREMENTS

1. Software Requirements:

- Operating system – Windows & MS- DOS
- Application software – Turbo C++
- Language – C language

2. Hardware Requirements:

- RAM- 2GB
- Hard disk- 512MB
- Processor –Any Intel processor

Working of Software

1. Playing Game

This game **NUMBER EATERS 'A Game for kids'** is for kids specially and is just similar to the Snake game which are found in Nokia mobiles. It uses the concept of solely C language to display the menu items and all the objects used in the game.

In starting there comes the WELCOME page and asks you to press 'ENTER' key after that a cursor and random number is displayed on the screen and on the right side of the screen the player can see the scores and instructions. The player has to control the cursor so it will go to number and eat it.

Scores are according to the number the cursor eats. When the cursor touches the hurdle the player loses and final score is displayed on right side of screen and player comes out of the game.

2. Game Rules

- Welcome page directs you to the game by asking you to press 'ENTER' key.
- Cursor on the screen is controlled by player from different keys of the keyboard.
- Player has to make the cursor to eat the random number displayed on the screen.
- To move the cursor right 'RightArrow' key, to move cursor left 'LeftArrow' key, to move cursor up 'UpArrow' key and to move cursor down 'DownKey' key is used.
- When the cursor eats a number it reaches to next level and scores are added on the basis of number eaten by the cursor and a new hurdle is added to screen on every level.
- The player has to save the cursor from touching that hurdle and also have to make cursor eat the number displayed.
- When a new number is eaten score is added to the previous score.
- The game is ended when cursor touches the hurdle and final score is displayed.

TECHNOLOGY USED

1. Turbo C

Turbo C version 2.0 is used in this game. Turbo C is a discontinued Integrated Development Environment and compiler for the C programming language from Borland. First introduced in 1987, it was noted for its integrated development environment, small size, fast compile speed, comprehensive manuals and low price. In May 1990, Borland replaced Turbo C with Turbo C++.

2. C Language

C is a general-purpose, imperative computer programming language, supporting structured programming, lexical variable scope and recursion, while a static type system prevents many unintended operations. By design, C provides constructs that map efficiently to typical machine instructions, and therefore it has found lasting use in applications that had formerly been coded in assembly language, including operating systems, as well as various application software for computers ranging from supercomputers to embedded systems.

C was originally developed by Dennis Ritchie between 1969 and 1973 at Bell Labs, and used to re-implement the Unix operating system. It has since become one of the most widely used programming languages of all time.

C is an imperative procedural language. It was designed to be compiled using a relatively straightforward compiler, to provide low-level access to memory, to provide language constructs that map efficiently to machine instructions, and to require minimal run-time support. Despite its low-level capabilities, the language was designed to encourage cross-platform programming.

SIGNIFICANCE OF GAME IN LIFE

- Practical skills
- Strong memory
- Power to decide
- Idea how to behave in different environment
- Powerful tool to help children to develop certain life skills
- Gain self confidence
- Improves hand and eye coordination
- For motivational challenges.

FUTURE SCOPE OF PROJECT

- Use game for skills based learning
- Important as learning point of view for children
- Multilayer feature can be added.
- Cloud gaming
- Virtual reality

REFERENCES

- Guided by Mr. Ashok Bhardwaj (Director, Bharti Computer Education)
- Books

Let's play with C by Mr. Ashok Bhardwaj

CONCLUSION:

We had successfully made this NUMBERS EATER game in C language which eats number displayed on screen.

Unlike traditional snake game which have equal points for every food it's points are based on the number is eaten.

SOURCE CODE:

```
#include<iostream.h>
#include<conio.h>
#include<dos.h>
#include<stdlib.h>

#define UP_KEY 72
#define DOWN_KEY 80
#define LEFT_KEY 75
#define RIGHT_KEY 77
#define PRESS_0 48

//***** START UP SCREEN*****

void startscreen()
{
    clrscr();
    int j;
    //***** Print a emoji *****
    gotoxy(10,5);
    cprintf("\t");
    gotoxy(16,5);
    cprintf("<");
    gotoxy(13,7);
    cprintf("%c",3);
    gotoxy(11,9);
    cprintf("%c",92);
    cprintf("___");
    cprintf("%c",47);
    //***** Game start up *****
    gotoxy(20,10);
    cprintf("\t\t\t\t\t Welcome to my project SNAKE GAME \t\t\t\t\t");
    gotoxy(27,13);
    cprintf("press any key to continue.....");
    getch();
    clrscr();
    gotoxy(30,5);
    cprintf("\t Game instructions \t");
    gotoxy(1,8);
    cprintf("- > Use arrow keys to move the snake.");
    gotoxy(1,10);
    cprintf("- > You will be provided random numbers at the several random coordinates of the screen which you have to eat.");
    gotoxy(1,13);
    cprintf("- > Everytime you eat a number the value will be added to your score and thus the level acc. to your score.");
    gotoxy(1,16);
    cprintf("- > You can pause the game in its middle by pressing any key.");
    gotoxy(1,18);
    cprintf("- > To continue the paused game press any other key once again.");
    gotoxy(1,20);
    cprintf("- > If you want to exit press 0. ");
    gotoxy(25,22);
    cprintf(" Press any key to play game... ");
    getch();
}
```

```

//*****ENDING SCREEN*****

void end()
{
    int i;
    int a=201,b=187,c=188,d=200,e=205,f=186;
    char ch;
    text background(0);
    clrscr();
    //***** Create an emoji on the screen *****
    gotoxy(10,5);
    printf("\t");
    gotoxy(16,5);
    printf("<");
    gotoxy(13,7);
    printf("%c",3);
    gotoxy(11,9);
    printf("%c",92);
    printf("___");
    printf("%c",47);
    //***** create border on the screen *****
    for(i=1; i<80; i++)
    {
        text color(4);
        gotoxy(i,1);
        ch=e;
        printf("%c",ch);
        gotoxy(i,24);
        printf("%c",ch);
    }
    for(i=1; i<24; i++)
    {
        text color(4);
        ch=f;
        gotoxy(1,i);
        printf("%c",ch);
        gotoxy(80,i);
        printf("%c",ch);
    }
    gotoxy(1,1);
    ch=a;
    printf("%c",ch);
    gotoxy(80,1);
    ch=b;
    printf("%c",ch);
    gotoxy(80,24);
    ch=c;
    printf("%c",ch);
    gotoxy(1,24);
    ch=d;
    printf("%c",ch);
    //***** Thanking Screen *****
    for(i=20; i>=10; i--)
    {
        text color(3);
        gotoxy(20,i);
        printf(" THANKS FOR PLAYING THIS MINI GAME ");
        delay(200);

        if(i>10)
        {
            gotoxy(20,i);

```



```

    cprintf("loading...");
    for(i=1; i<3; i++)
    {
        gotoxy(30,15);
        for(j=1;j<=20;j++)
        {
            delay(50); //to display the character slowly
            cprintf("%c",177);
        }
        gotoxy(30,15);
        cprintf("          ");
    }
}

//*****LEVEL COMPLETE SCREEN *****

void lc()
{
    clrscr();
    textbackground(0);
    clrscr();
    textcolor(15);
    int i;
    int x,y;
    textbackground(0);
    clrscr();
    textcolor(4);
    //***** Level *****
    // L
    for(y=4;y<=10;y++)
    {
        textcolor(15);
        gotoxy(10,y);
        cprintf("%c",30);
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=10;x<=16;x++)
    {
        textcolor(15);
        gotoxy(x,10);
        cprintf("%c",30);
        // sound(500);
        delay(50);
        nosound();
    }
    // E
    for(y=4;y<=10;y++)
    {
        textcolor(4);
        gotoxy(20,y);
        cprintf("%c",30);
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=20;x<=26;x++)
    {
        textcolor(4);
        gotoxy(x,4);
    }
}

```

```

    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=20;x<=24;x++)
{
    text color(4);
    gotoxy(x,7);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=20;x<=26;x++)
{
    text color(4);
    gotoxy(x,10);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
// V
for (x=28,y=4;x<=34,y<=10;x++,y++)
{
    text color(15);
    gotoxy(x,y);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=34,y=10;x<=40,y>=4;x++,y-- )
{
    text color(15);
    gotoxy(x,y);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
// E
for (y=4;y<=10;y++)
{
    text color(4);
    gotoxy(42,y);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=42;x<=48;x++)
{
    text color(4);
    gotoxy(x,4);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=42;x<=46;x++)

```

```

{
    textcolor(4);
    gotoxy(x,7);
    cprintf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for(x=42;x<=48;x++)
{
    textcolor(4);
    gotoxy(x,10);
    cprintf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
// L
for(y=4;y<=10;y++)
{
    textcolor(15);
    gotoxy(52,y);
    cprintf("%c",30);
    // sound(600);
    delay(50);
    nosound();
}
for(x=52;x<=58;x++)
{
    textcolor(15);
    gotoxy(x,10);
    cprintf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
// ***** Complete *****
// C      y= 14- >20
for(x=16;x<=12;x- -)
{
    textcolor(4);
    gotoxy(x,14);
    cprintf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for(y=14;y<=20;y++)
{
    textcolor(4);
    gotoxy(12,y);
    cprintf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for(x=12;x<=16;x++)
{
    textcolor(4);
    gotoxy(x,20);
    cprintf("%c",30);
    // sound(500);
}

```



```

    delay(50);
    nosound();
}
// O
for(x=20;x<=24;x++)
{
    text color(15);
    gotoxy(x,14);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for(y=14;y<=20;y++)
{
    text color(15);
    gotoxy(24,y);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for(x=24;x>=20;x--)
{
    text color(15);
    gotoxy(x,20);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for(y=20;y>=14;y--)
{
    text color(15);
    gotoxy(20,y);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
// M x=28- >34
for(y=20;y>=14;y--)
{
    text color(4);
    gotoxy(28,y);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for(x=28,y=14;x<=31,y<=17;x++,y++)
{
    text color(4);
    gotoxy(x,y);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for(x=31,y=17;x<=34,y>=14;x++,y--)
{
    text color(4);

```

```

    got oxy(x,y);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (y=14;y<=20;y++)
{
    text color(4);
    got oxy(34,y);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
// P x=38- >42
for (y=20;y>=14;y- -)
{
    text color(15);
    got oxy(38,y);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=38;x<=42;x++)
{
    text color(15);
    got oxy(x,14);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (y=14;y<=17;y++)
{
    text color(15);
    got oxy(42,y);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=42;x>=38;x- -)
{
    text color(15);
    got oxy(x,17);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}
// L x= 46- >50
for (y=14;y<=20;y++)
{
    text color(4);
    got oxy(46,y);
    cprintf ("% c",30);
    // sound(500);
    delay(50);
    nosound();
}

```

```

for (x=46; x<=50; x++)
{
    textcolor(4);
    gotoxy(x,20);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
// E x=54- >58
for (y=20; y<=14; y-- )
{
    textcolor(15);
    gotoxy(54,y);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=54; x<=58; x++)
{
    textcolor(15);
    gotoxy(x,14);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=54; x<=56; x++)
{
    textcolor(15);
    gotoxy(x,17);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (x=54; x<=58; x++)
{
    textcolor(15);
    gotoxy(x,20);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
// T x=62- >66
for (x=62; x<=66; x++)
{
    textcolor(4);
    gotoxy(x,14);
    printf("%c",30);
    // sound(500);
    delay(50);
    nosound();
}
for (y=14; y<=20; y++)
{
    textcolor(4);
    gotoxy(64,y);
    printf("%c",30);
    // sound(500);
}

```

```

        delay(50);
        nosound();
    }
    // E x=70- >74
    for(y=20;y<=14;y- -)
    {
        textcolor(15);
        gotoxy(70,y);
        printf("%c",30);
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=70;x<=74;x++)
    {
        textcolor(15);
        gotoxy(x,14);
        printf("%c",30);
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=70;x<=72;x++)
    {
        textcolor(15);
        gotoxy(x,17);
        printf("%c",30);
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=70;x<=74;x++)
    {
        textcolor(15);
        gotoxy(x,20);
        printf("%c",30);
        // sound(500);
        delay(50);
        nosound();
    }
}

//***** LEVEL 1 CODE *****

void level1(int &x1,int &y1,int &m)
{
    int upper=10,lower=1;
    textcolor(15);
    randomize();
    x1=(rand()%78)+2;
    y1=(rand()%19)+4;
    m=rand()%(upper-lower)+lower;
    gotoxy(x1,y1);
    printf("%d",m);
}

//***** LEVEL 2 CODE *****

void level2(int &x1,int &y1,int &m)
{
    int upper=10,lower=1,x2,y2;

```

```

char ch;
textcolor(15);
randomize();
x1=(rand()%78)+2;
y1=(rand()%19)+4;
m=rand()%(upper-lower)+lower;
gotoxy(x1,y1);
cprintf("%d",m);
// ***** Creating Hurdels *****
for(x2=15,y2=4;y2<=10;y2++)
{
    textcolor(4);
    gotoxy(x2,y2);
    ch=1;
    cprintf("%c",ch);
}
for(x2=40,y2=23;y2>=15;y2--)
{
    textcolor(4);
    gotoxy(x2,y2);
    ch=1;
    cprintf("%c",ch);
}
textcolor(15);
// ***** If random no.on level 2 hurdels generate another random no.*****
while(1)
{
    if((x1==15 && y1<11) || (x1==40 && y1>14))
    {
        textcolor(15);
        x1=(rand()%78)+2;
        y1=(rand()%19)+4;
        m=rand()%(upper-lower)+lower;
        gotoxy(x1,y1);
        cprintf("%d",m);
    }
    else
    {
        break;
    }
}

```

// ***** LEVEL 3 CODE *****

```

void level3(int &x1,int &y1,int &m)
{
    int upper=10,lower=1,x2,y2;
    char ch;
    textcolor(15);
    randomize();
    x1=(rand()%78)+2;
    y1=(rand()%19)+4;
    m=rand()%(upper-lower)+lower;
    gotoxy(x1,y1);
    cprintf("%d",m);
// ***** Creating hurdels *****
for(x2=15,y2=4;y2<=10;y2++)
{
    textcolor(4);
    gotoxy(x2,y2);
    ch=1;

```

```

        cprintf ("%c",ch);
    }
    for (x2=40,y2=23;y2>=15;y2-- )
    {
        textcolor(4);
        gotoxy(x2,y2);
        ch=1;
        cprintf ("%c",ch);
    }
    for (x2=30,y2=4;y2<=13;y2++)
    {
        textcolor(12);
        gotoxy(x2,y2);
        ch=1;
        cprintf ("%c",ch);
    }
    for (x2=50,y2=4;y2<=15;y2++)
    {
        textcolor(12);
        gotoxy(x2,y2);
        ch=1;
        cprintf ("%c",ch);
    }
    //***** If random no.on level 3 hurdels generate another random no.*****
    while(1)
    {
        if ((x1==15 && y1<11) || (x1==40 && y1>14) || (x1==30 && y1<14) || (x1==50 && y1<16))
        {
            textcolor(15);
            x1=(rand()%78)+2;
            y1=(rand()%19)+4;
            m=rand()%(upper-lower)+lower;
            gotoxy(x1,y1);
            cprintf ("%d",m);
        }
        else
        {
            break;
        }
    }
}

// ***** LEVEL 4 CODE *****

void level4(int &x1,int &y1,int &m)
{
    int upper=10,lower=1,x2,y2;
    char ch;
    textcolor(15);
    randomize();
    x1=(rand()%78)+2;
    y1=(rand()%19)+4;
    m=rand()%(upper-lower)+lower;
    gotoxy(x1,y1);
    cprintf ("%d",m);
    // ***** Creating hurdels *****
    for (x2=15,y2=4;y2<=10;y2++)
    {
        textcolor(4);
        gotoxy(x2,y2);
        ch=1;
        cprintf ("%c",ch);
    }

```

```

    }
    for (x2=40,y2=23;y2>=15;y2-- )
    {
        textcolor(4);
        gotoxy(x2,y2);
        ch=1;
        printf ("%c",ch);
    }
    for (x2=30,y2=4;y2<=13;y2++)
    {
        textcolor(12);
        gotoxy(x2,y2);
        ch=1;
        printf ("%c",ch);
    }
    for (x2=50,y2=4;y2<=15;y2++)
    {
        textcolor(12);
        gotoxy(x2,y2);
        ch=1;
        printf ("%c",ch);
    }
    for (x2=60,y2=23;y2>=15;y2-- )
    {
        textcolor(12);
        gotoxy(x2,y2);
        ch=1;
        printf ("%c",ch);
    }
    for (x2=10,y2=16;y2<=23;y2++)
    {
        textcolor(12);
        gotoxy(x2,y2);
        ch=1;
        printf ("%c",ch);
    }
}
/* for (x2=40,y2=16;y2>=3;y2-- )
{
    textcolor(12);
    gotoxy(x2,y2);
    ch=1;
    printf ("%c",ch);
}
*/
//***** If random no.on level 4 hurdles generate another random no.*****
while(1)
{
    if ((x1==15 && y1<11) || (x1==40 && y1>14) || (x1==30 && y1<14) || (x1==50 && y1<16) || (x1==60 && y1>14) ||
(x1==10 && y1>15))
    {
        textcolor(15);
        x1=(rand()%78)+2;
        y1=(rand()%19)+4;
        m=rand()%(upper-lower)+lower;
        gotoxy(x1,y1);
        printf ("%d",m);
    }
    else
    {
        break;
    }
}
}

```

```
//***** LEVEL 5 CODE *****
```

```
void level5(int &x1,int &y1,int &m)
{
    int upper=10,lower=1,x2,y2;
    char ch;
    textcolor(15);
    randomize();
    x1=(rand()%78)+2;
    y1=(rand()%19)+4;
    m=rand()%(upper-lower)+lower;
    gotoxy(x1,y1);
    printf("%d",m);
    // ***** Creating hurdles *****
    for(x2=15,y2=4;y2<=10;y2++)
    {
        textcolor(4);
        gotoxy(x2,y2);
        ch=1;
        printf("%c",ch);
    }
    for(x2=40,y2=23;y2>=15;y2--)
    {
        textcolor(4);
        gotoxy(x2,y2);
        ch=1;
        printf("%c",ch);
    }
    for(x2=30,y2=4;y2<=13;y2++)
    {
        textcolor(12);
        gotoxy(x2,y2);
        ch=1;
        printf("%c",ch);
    }
    for(x2=50,y2=4;y2<=15;y2++)
    {
        textcolor(12);
        gotoxy(x2,y2);
        ch=1;
        printf("%c",ch);
    }
    for(x2=60,y2=23;y2>=15;y2--)
    {
        textcolor(12);
        gotoxy(x2,y2);
        ch=1;
        printf("%c",ch);
    }
    for(x2=10,y2=16;y2<=23;y2++)
    {
        gotoxy(x2,y2);
        textcolor(12);
        ch=1;
        printf("%c",ch);
    }
    for(x2=37,y2=17;y2<=23;y2++)
    {
        gotoxy(x2,y2);
        textcolor(12);
        ch=1;
    }
}
```



```

        cprintf("%c",ch);
    }
    for(x2=58,y2=17;y2<=23;y2++)
    {
        gotoxy(x2,y2);
        textcolor(12);
        ch=1;
        cprintf("%c",ch);
    }
    for(x2=65,y2=15;y2>=3;y2-- )
    {
        gotoxy(x2,y2);
        textcolor(12);
        ch=1;
        cprintf("%c",ch);
    }
    for(x2=55,y2=10;y2>=3;y2-- )
    {
        gotoxy(x2,y2);
        textcolor(12);
        ch=1;
        cprintf("%c",ch);
    }
    for(x2=70,y2=17;y2>=3;y2-- )
    {
        gotoxy(x2,y2);
        textcolor(12);
        ch=1;
        cprintf("%c",ch);
    }
}
// ***** If random no.on level 5 hurdles generate another random no.*****
while(1)
{
    if ((x1==15 && y1<11) || (x1==40 && y1>14) || (x1==30 && y1<14) || (x1==50 && y1<16) || (x1==60 && y1>14) ||
(x1==10 && y1>15) || (x1==37 && y1>16) || (x1==58 && y1>16) || (x1==65 && y1<16) || (x1==55 && y1<11) || (x1==70 &&
y1<18))
    {
        textcolor(15);
        x1=(rand()%78)+2;
        y1=(rand()%19)+4;
        m=rand()%(upper-lower)+lower;
        gotoxy(x1,y1);
        cprintf("%d",m);
    }
    else
    {
        break;
    }
}

// ***** BOX SCREEN *****

void box()
{
    int a=201,b=187,c=188,d=200,e=205,f=186,g=185,h=204,row=1,col=1,i;
    char ch;
    textbackground(9);
    textcolor(15);
    for(;col<=80;col++)
    {
        gotoxy(col,1);
    }
}

```

```

        ch=e;
        cprintf (" %c",ch);
    }
    for(;row<=24;row++)
    {
        gotoxy(80,row);
        ch=f;
        cprintf (" %c",ch);
    }
    for(col=80;col>=1;col-- )
    {
        gotoxy(col,24);
        ch=e;
        cprintf (" %c",ch);
    }
    for(row=24;row>=1;row-- )
    {
        gotoxy(1,row);
        ch=f;
        cprintf (" %c",ch);
    }
    for(col=1;col<=80;col++)
    {
        gotoxy(col,3);
        ch=e;
        cprintf (" %c",ch);
    }
    gotoxy(1,1);
    ch=a;
    cprintf (" %c",ch);
    gotoxy(80,1);
    ch=b;
    cprintf (" %c",ch);
    gotoxy(80,24);
    ch=c;
    cprintf (" %c",ch);
    gotoxy(1,24);
    ch=d;
    cprintf (" %c",ch);
    gotoxy(80,3);
    ch=g;
    cprintf (" %c",ch);
    gotoxy(1,3);
    ch=h;
    cprintf (" %c",ch);
    gotoxy(68,2);
    cprintf (" SCORE:- ");
    gotoxy(2,2);
    cprintf (" LEVEL:- ");
}

//***** WELCOME TO SNAKE GAME SCREEN *****

void welcome()
{
    clrscr();
    int a=155,b=123,c=246,x=0,y;
    char ch;
    textbackground(14);
    textcolor(15);
    clrscr();

```

```

// snake
text color(4);
got oxy(30,3);
cprintf("WE L C O M E   T O");
for(x=15;x<=60;x++)
{
    text color(15);
    got oxy(x,5);
    ch=a;
    cprintf("%c",ch);
    if(x==60)
    {
        cprintf("=");
        ch=b;
        cprintf("%c",ch);
        ch=c;
        cprintf("%c",ch);
    }
    sound(500);
    delay(20);
    sound(600);
    delay(20);
    nosound();
}
// printing s
for(x=20;x>=15;x--)
{
    text color(4);
    got oxy(x,7);
    cprintf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for(y=7;y<=10;y++)
{
    got oxy(15,y);
    text color(4);
    cprintf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for(x=15;x<=20;x++)
{
    text color(4);
    got oxy(x,10);
    cprintf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for(y=10;y<=13;y++)
{
    got oxy(20,y);
    text color(4);

```

```

        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for(x=20;x<=15;x--)
    {
        textcolor(4);
        gotoxy(x,13);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    // printing N
    for(y=13;y>=7;y--)
    {
        gotoxy(25,y);
        textcolor(4);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for(x=25,y=7;x<=31,y<=13;x++,y++)
    {
        gotoxy(x,y);
        textcolor(4);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }

    for(y=13;y>=7;y--)
    {
        gotoxy(31,y);
        textcolor(4);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    // printing A
    for(y=13;y>=7;y--)
    {
        gotoxy(36,y);
        textcolor(4);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
    }

```

```

        delay(20);
        nosound();
    }
    for (x=36; x<=40; x++)
    {
        gotoxy(x,7);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for (y=7; y<=13; y++)
    {
        gotoxy(40,y);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for (x=36; x<=40; x++)
    {
        gotoxy(x,10);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    // printing K
    for (y=7; y<=13; y++)
    {
        gotoxy(45,y);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    gotoxy(45,10);
    printf("!");
    delay(20);
    for (x=46; y=10; x<=50, y>=7; x++, y-- )
    {
        gotoxy(x,y);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
}

```

```

for (x=46,y=10;x<=50,y<=13;x++,y++)
{
    gotoxy(x,y);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
// printing E
for (y=7;y<=13;y++)
{
    gotoxy(55,y);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for (x=55;x<=60;x++)
{
    gotoxy(x,7);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for (x=55;x<=58;x++)
{
    gotoxy(x,10);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for (x=55;x<=60;x++)
{
    gotoxy(x,13);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
// printing GAME
// printing G
for (x=28;x<=20;x--)
{
    gotoxy(x,15);
    textcolor(4);

```

```

        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for(y=15;y<=21;y++)
    {
        gotoxy(20,y);
        textcolor(4);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for(x=20;x<=24;x++)
    {
        gotoxy(x,21);
        textcolor(4);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for(y=21;y>=18;y-- )
    {
        gotoxy(24,y);
        textcolor(4);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for(x=24;x<=28;x++)
    {
        gotoxy(x,18);
        textcolor(4);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for(y=18;y<=21;y++)
    {
        gotoxy(28,y);
        textcolor(4);
        cprintf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
}

```

```

// printing A
for (y=21; y>=15; y--)
{
    gotoxy(31,y);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for (x=31; x<=36; x++)
{
    gotoxy(x,15);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for (y=15; y<=21; y++)
{
    gotoxy(36,y);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for (x=31; x<=36; x++)
{
    gotoxy(x,18);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
// printing M
for (y=21; y>=15; y--)
{
    gotoxy(39,y);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for (x=39, y=15; x<=43, y<=19; x++, y++)
{
    gotoxy(x,y);
    textcolor(4);
    printf("!");

```



```

        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for (x=43,y=19;x<=47,y>=15;x++,y-- )
    {
        gotoxy(x,y);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for (y=15;y<=21;y++)
    {
        gotoxy(47,y);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    // printing E
    for (y=15;y<=21;y++)
    {
        gotoxy(50,y);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for (x=50;x<=56;x++)
    {
        gotoxy(x,15);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
    for (x=50;x<=54;x++)
    {
        gotoxy(x,18);
        textcolor(4);
        printf("!");
        sound(200);
        delay(20);
        sound(450);
        delay(20);
        nosound();
    }
}

```

```

for (x=50; x<=56; x++)
{
    gotoxy(x,21);
    textcolor(4);
    printf("!");
    sound(200);
    delay(20);
    sound(450);
    delay(20);
    nosound();
}
for (x=15; x<=60; x++)
{
    textcolor(15);
    gotoxy(x,23);
    ch=a;
    printf("%c",ch);
    if (x==60)
    {
        printf("=");
        ch=b;
        printf("%c",ch);
        ch=c;
        printf("%c",ch);
    }
    sound(500);
    delay(50);
    sound(600);
    delay(50);
    nosound();
}
}

// ***** LEVEL 1 SCREEN *****

void l1()
{
    clrscr();
    int x,y;
    textcolor(15);
    // ***** Level *****
    // L
    for (y=4; y<=10; y++)
    {
        textcolor(4);
        gotoxy(10,y);
        printf("!");
        // sound(500);
        delay(50);
        nosound();
    }
    for (x=10; x<=16; x++)
    {
        textcolor(4);
        gotoxy(x,10);
        printf("!");
        // sound(500);
        delay(50);
        nosound();
    }
    // E
    for (y=4; y<=10; y++)

```

```

{
    text color(15);
    gotoxy(20,y);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=20;x<=26;x++)
{
    text color(15);
    gotoxy(x,4);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=20;x<=24;x++)
{
    text color(15);
    gotoxy(x,7);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=20;x<=26;x++)
{
    text color(15);
    gotoxy(x,10);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
// V
for(x=28,y=4;x<=34,y<=10;x++,y++)
{
    text color(4);
    gotoxy(x,y);
    printf("!");
    // sound(500);
    delay(50);
    nosound();
}
for(x=34,y=10;x<=40,y>=4;x++,y-- )
{
    text color(4);
    gotoxy(x,y);
    printf("!");
    // sound(500);
    delay(50);
    nosound();
}
// E
for(y=4;y<=10;y++)
{
    text color(15);
    gotoxy(42,y);
    printf("&");
    // sound(500);
    delay(50);
}

```

```

    nosound();
}
for (x=42; x<=48; x++)
{
    text color(15);
    gotoxy(x,4);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (x=42; x<=46; x++)
{
    text color(15);
    gotoxy(x,7);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (x=42; x<=48; x++)
{
    text color(15);
    gotoxy(x,10);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// L
for (y=4; y<=10; y++)
{
    text color(4);
    gotoxy(52,y);
    cprintf("!");
    // sound(600);
    delay(50);
    nosound();
}
for (x=52; x<=58; x++)
{
    text color(4);
    gotoxy(x,10);
    cprintf("!");
    // sound(500);
    delay(50);
    nosound();
}
// ***** 1 *****
for (x=40, y=16; x<=42, y>=14; x++, y--)
{
    text color(15);
    gotoxy(x,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (y=14; y<=20; y++)
{
    text color(15);
    gotoxy(42,y);

```

```

        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=38;x<=46;x++)
    {
        textcolor(15);
        gotoxy(x,20);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
}

//***** LEVEL 2 SCREEN *****

void l2()
{
    textbackground(0);
    clrscr();
    int x,y;
    textcolor(4);
    //***** Level *****
    //L
    for(y=4;y<=10;y++)
    {
        gotoxy(10,y);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=10;x<=16;x++)
    {
        gotoxy(x,10);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    //E
    for(y=4;y<=10;y++)
    {
        gotoxy(20,y);
        cout<<"&";
        // cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=20;x<=26;x++)
    {
        gotoxy(x,4);
        cout<<"&";
        // cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=20;x<=24;x++)

```

```

{
    got oxy(x,7);
    cout<<" & ";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=20;x<=26;x++)
{
    got oxy(x,10);
    cout<<" & ";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// V
for(x=28,y=4;x<=34,y<=10;x++,y++)
{
    got oxy(x,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=34,y=10;x<=40,y>=4;x++,y-- )
{
    got oxy(x,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// E
for(y=4;y<=10;y++)
{
    got oxy(42,y);
    cout<<" & ";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=42;x<=48;x++)
{
    got oxy(x,4);
    cout<<" & ";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=42;x<=46;x++)
{
    got oxy(x,7);
    cout<<" & ";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
}

```

```

for (x=42; x<=48; x++)
{
    gotoxy(x,10);
    cout<<"&";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
//L
for (y=4; y<=10; y++)
{
    gotoxy(52,y);
    cprintf("&");
    // sound(600);
    delay(50);
    nosound();
}
for (x=52; x<=58; x++)
{
    gotoxy(x,10);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// ***** 2 *****
for (x=40; x<=46; x++)
{
    gotoxy(x,14);
    cout<<"&";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (y=14; y<=17; y++)
{
    gotoxy(46,y);
    cout<<"&";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (x=46; x>=40; x--)
{
    gotoxy(x,17);
    cout<<"&";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (y=17; y<=20; y++)
{
    gotoxy(40,y);
    cout<<"&";
    // cprintf("&");
    delay(50);
}
for (x=40; x<=46; x++)

```

```

    {
        gotoxy(x,20);
        cout<<"&";
        // cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    textcolor(15);
    textbackground(9);
    clrscr();
}

//***** LEVEL 3 SCREEN *****

void l3()
{
    textbackground(0);
    clrscr();
    int x,y;
    textcolor(4);
    //***** Level *****
    //L
    for(y=4;y<=10;y++)
    {
        gotoxy(10,y);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=10;x<=16;x++)
    {
        gotoxy(x,10);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    //E
    for(y=4;y<=10;y++)
    {
        gotoxy(20,y);
        cout<<"&";
        // cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=20;x<=26;x++)
    {
        gotoxy(x,4);
        cout<<"&";
        // cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=20;x<=24;x++)
    {
        gotoxy(x,7);
        cout<<"&";

```



```

// cprintf("&");
// sound(500);
delay(50);
nosound();
}
for(x=20;x<=26;x++)
{
    got oxy(x,10);
    cout<<"&";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// V
for(x=28,y=4;x<=34,y<=10;x++,y++)
{
    got oxy(x,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=34,y=10;x<=40,y>=4;x++,y--)
{
    got oxy(x,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// E
for(y=4;y<=10;y++)
{
    got oxy(42,y);
    cout<<"&";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=42;x<=48;x++)
{
    got oxy(x,4);
    cout<<"&";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=42;x<=46;x++)
{
    got oxy(x,7);
    cout<<"&";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=42;x<=48;x++)
{
    got oxy(x,10);

```

```

    cout<<"&";
    // cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
//L
for(y=4;y<=10;y++)
{
    got oxy(52,y);
    cprintf("&");
    // sound(600);
    delay(50);
    nosound();
}
for(x=52;x<=58;x++)
{
    got oxy(x,10);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
//***** 3 *****
// row=14- >20 col=40- >46
for(x=40;x<=46;x++)
{
    got oxy(x,14);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(y=14;y<=17;y++)
{
    got oxy(46,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=46;x>=42;x--)
{
    got oxy(x,17);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(y=17;y<=20;y++)
{
    got oxy(46,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=46;x>=40;x--)
{
    got oxy(x,20);
    cprintf("&");
    // sound(500);
}

```

```

        delay(50);
        nosound();
    }
    text color(15);
    text background(9);
    clrscr();
}

//***** LEVEL 4 SCREEN *****

void l4()
{
    text background(0);
    clrscr();
    int x,y;
    text color(4);
    //***** Level *****
    // L
    for(y=4;y<=10;y++)
    {
        text color(15);
        gotoxy(10,y);
        printf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=10;x<=16;x++)
    {
        text color(15);
        gotoxy(x,10);
        printf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    // E
    for(y=4;y<=10;y++)
    {
        text color(4);
        gotoxy(20,y);
        printf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=20;x<=26;x++)
    {
        text color(4);
        gotoxy(x,4);
        printf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for(x=20;x<=24;x++)
    {
        text color(4);
        gotoxy(x,7);
        printf("&");
        // sound(500);
        delay(50);

```

```

    nosound();
}
for (x=20; x<=26; x++)
{
    text color(4);
    gotoxy(x,10);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// V
for (x=28, y=4; x<=34, y<=10; x++, y++)
{
    text color(15);
    gotoxy(x,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (x=34, y=10; x<=40, y>=4; x++, y--)
{
    text color(15);
    gotoxy(x,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// E
for (y=4; y<=10; y++)
{
    text color(4);
    gotoxy(42,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (x=42; x<=48; x++)
{
    text color(4);
    gotoxy(x,4);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (x=42; x<=46; x++)
{
    text color(4);
    gotoxy(x,7);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for (x=42; x<=48; x++)
{
    text color(4);
    gotoxy(x,10);

```

```

    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// L
for(y=4;y<=10;y++)
{
    textcolor(15);
    gotoxy(52,y);
    cprintf("&");
    // sound(600);
    delay(50);
    nosound();
}
for(x=52;x<=58;x++)
{
    textcolor(15);
    gotoxy(x,10);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
// ***** 4 *****
for(y=14;y<=17;y++)
{
    textcolor(4);
    gotoxy(50,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=50;x<=56;x++)
{
    textcolor(4);
    gotoxy(x,17);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(y=14;y<=20;y++)
{
    textcolor(4);
    gotoxy(56,y);
    cprintf("&");
    // sound(500);
    delay(50);
    nosound();
}
textcolor(15);
textbackground(9);
clrscr();
}

// ***** LEVEL 5 SCREEN *****

void l5()
{
    textbackground(0);

```

```

clrscr();
int x,y;
textcolor(4);
// ***** Level *****
// L
for(y=4;y<=10;y++)
{
    textcolor(15);
    gotoxy(10,y);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=10;x<=16;x++)
{
    textcolor(15);
    gotoxy(x,10);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
// E
for(y=4;y<=10;y++)
{
    textcolor(4);
    gotoxy(20,y);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=20;x<=26;x++)
{
    textcolor(4);
    gotoxy(x,4);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=20;x<=24;x++)
{
    textcolor(4);
    gotoxy(x,7);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=20;x<=26;x++)
{
    textcolor(4);
    gotoxy(x,10);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
// V
for(x=28,y=4;x<=34,y<=10;x++,y++)

```

```

{
    text color(15);
    gotoxy(x,y);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=34,y=10;x<=40,y>=4;x++,y-- )
{
    text color(15);
    gotoxy(x,y);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
// E
for(y=4;y<=10;y++)
{
    text color(4);
    gotoxy(42,y);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=42;x<=48;x++)
{
    text color(4);
    gotoxy(x,4);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=42;x<=46;x++)
{
    text color(4);
    gotoxy(x,7);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
for(x=42;x<=48;x++)
{
    text color(4);
    gotoxy(x,10);
    printf("&");
    // sound(500);
    delay(50);
    nosound();
}
// L
for(y=4;y<=10;y++)
{
    text color(15);
    gotoxy(52,y);
    printf("&");
    // sound(600);
    delay(50);
}

```

```

        nosound();
    }
    for (x=52; x<=58; x++)
    {
        textcolor(15);
        gotoxy(x,10);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    // ***** 5 *****
    for (x=55; x>=50; x - )
    {
        textcolor(4);
        gotoxy(x,14);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for (y=14; y<=17; y++)
    {
        textcolor(4);
        gotoxy(50,y);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for (x=50; x<=55; x++)
    {
        textcolor(4);
        gotoxy(x,17);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for (y=17; y<=20; y++)
    {
        textcolor(4);
        gotoxy(55,y);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    for (x=55; x>=50; x - )
    {
        textcolor(4);
        gotoxy(x,20);
        cprintf("&");
        // sound(500);
        delay(50);
        nosound();
    }
    textcolor(15);
    textbackground(9);
    clrscr();
}

```



```
//***** GAME OVER SCREEN *****
```

```
void gameover()
```

```
{
```

```
clrscr();
```

```
int x,y,i;
```

```
char ch;
```

```
int a=201,b=187,c=188,d=200,e=205,f=186,row=1,col=1;
```

```
textbackground(0);
```

```
clrscr();
```

```
//***** creating border *****
```

```
for (col=1;col<=80;col++)
```

```
{
```

```
got oxy(col,1);
```

```
ch=e;
```

```
cout<<ch;
```

```
}
```

```
for (row=1;row<=24;row++)
```

```
{
```

```
got oxy(80,row);
```

```
ch=f;
```

```
cout<<ch;
```

```
}
```

```
for (col=80;col>=1;col--)
```

```
{
```

```
got oxy(col,24);
```

```
ch=e;
```

```
cout<<ch;
```

```
}
```

```
for (row=24;row>=1;row--)
```

```
{
```

```
got oxy(1,row);
```

```
ch=f;
```

```
cout<<ch;
```

```
}
```

```
got oxy(1,1);
```

```
ch=a;
```

```
cout<<ch;
```

```
got oxy(80,1);
```

```
ch=b;
```

```
cout<<ch;
```

```
got oxy(80,24);
```

```
ch=c;
```

```
cout<<ch;
```

```
got oxy(1,24);
```

```
ch=d;
```

```
cout<<ch;
```

```
//***** Game over *****
```

```
//G
```

```
for (x=22;x>=15;x--)
```

```
{
```

```
textcolor(4);
```

```
got oxy(x,5);
```

```
cprintf("$");
```

```
delay(50);
```

```
}
```

```
for (y=5;y<=11;y++)
```

```
{
```

```
textcolor(4);
```

```
got oxy(15,y);
```

```
cprintf("$");
```

```
delay(50);
```

```

}
for (x=15; x<=18; x++)
{
    textcolor(4);
    gotoxy(x,11);
    printf("$");
    delay(50);
}
for (y=11; y>=8; y-- )
{
    textcolor(4);
    gotoxy(18,y);
    printf("$");
    delay(50);
}
for (x=18; x<=22; x++)
{
    textcolor(4);
    gotoxy(x,8);
    printf("$");
    delay(50);
}
for (y=8; y<=11; y++)
{
    textcolor(4);
    gotoxy(22,y);
    printf("$");
    delay(50);
}
// A
for (y=11; y>=5; y-- )
{
    gotoxy(25,y);
    cout<<"$";
    delay(50);
}
for (x=25; x<=30; x++)
{
    gotoxy(x,5);
    cout<<"$";
    delay(50);
}
for (y=5; y<=11; y++)
{
    gotoxy(30,y);
    cout<<"$";
    delay(50);
}
for (x=25; x<=30; x++)
{
    gotoxy(x,8);
    cout<<"$";
    delay(50);
}
// M
for (y=11; y>=5; y-- )
{
    textcolor(4);
    gotoxy(33,y);
    printf("$");
    delay(50);
}

```

```

for (x=33,y=5;x<=36,y<=8;x++,y++)
{
    textcolor(4);
    gotoxy(x,y);
    printf("$");
    delay(50);
}
for (x=36,y=8;x<=39,y>=5;x++,y-- )
{
    textcolor(4);
    gotoxy(x,y);
    printf("$");
    delay(50);
}
for (y=5;y<=11;y++)
{
    textcolor(4);
    gotoxy(39,y);
    printf("$");
    delay(50);
}
//E
for (y=11;y>=5;y-- )
{
    gotoxy(42,y);
    cout<<"$";
    delay(50);
}
for (x=42;x<=48;x++)
{
    gotoxy(x,5);
    cout<<"$";
    delay(50);
}
for (x=42;x<=45;x++)
{
    gotoxy(x,8);
    cout<<"$";
    delay(50);
}
for (x=42;x<=48;x++)
{
    gotoxy(x,11);
    cout<<"$";
    delay(50);
}
//***** over *****
//O
for (y=21;y>=15;y-- )
{
    textcolor(4);
    gotoxy(35,y);
    printf("$");
    delay(50);
}
for (x=35;x<=40;x++)
{
    textcolor(4);
    gotoxy(x,15);
    printf("$");
    delay(50);
}

```

```

for (y=15;y<=21;y++)
{
    textcolor(4);
    gotoxy(40,y);
    cprintf("$");
    delay(50);
}
for (x=40;x<=35;x--)
{
    textcolor(4);
    gotoxy(x,21);
    cprintf("$");
    delay(50);
}
//V
for (x=43,y=15,x<=49,y<=21;x++,y++)
{
    gotoxy(x,y);
    cout<<"$";
    delay(50);
}
for (x=49,y=21;x<=55,y>=15;x++,y--)
{
    gotoxy(x,y);
    cout<<"$";
    delay(50);
}
//E
for (y=21;y>=15;y--)
{
    textcolor(4);
    gotoxy(58,y);
    cprintf("$");
    delay(50);
}
for (x=58;x<=64;x++)
{
    textcolor(4);
    gotoxy(x,15);
    cprintf("$");
    delay(50);
}
for (x=58;x<=61;x++)
{
    textcolor(4);
    gotoxy(x,18);
    cprintf("$");
    delay(50);
}
for (x=58;x<=64;x++)
{
    textcolor(4);
    gotoxy(x,21);
    cprintf("$");
    delay(50);
}
//R
for (y=21;y>=15;y--)
{
    gotoxy(68,y);
    cout<<"$";
    delay(50);
}

```

```

    }
    for (x=68; x<=74; x++)
    {
        gotoxy(x,15);
        cout << " $";
        delay(50);
    }
    for (y=15; y<=18; y++)
    {
        gotoxy(74,y);
        cout << " $";
        delay(50);
    }
    for (x=74; x>=68; x--)
    {
        gotoxy(x,18);
        cout << " $";
        delay(50);
    }
    for (x=69; y=18; x<=72; y<=21; x++, y++)
    {
        gotoxy(x,y);
        cout << " $";
        delay(50);
    }
}

void main()
{
    clrscr();
    int x,y,a=219,upper=10,lower=1,n,b,sum=0,count,x1,y1,x2,y2,count1,level=1;
    char c=RIGHT_KEY,ch,ch1;
    // ***** Welcome *****
    welcome();
    // ***** Instructions *****
    startscreen();
    // ***** Loading *****
    load();
    // ***** Level 1 *****
    l1();
    // ***** Box border *****
    box();
    textbackground(9);

    clrscr();
    gotoxy(75,2);
    printf("%d",sum);
    randomize();
    // ***** Generating random no. with random coordinates *****
    x1=(rand()%78)+2;
    y1=(rand()%19)+4;
    n=rand()%(upper-lower)+lower;
    gotoxy(x1,y1);
    printf("%d",n);
    sum+=n;
    level=1;
    gotoxy(10,2);
    printf("%d",level);
    x=40;
    y=12;
    box();
    do
    {

```

```

box();
ch=a;
got oxy(x,y);
cout<<ch;
if (level==1)
{
    delay(200);
}
else if (level==2)
{
    delay(150);
}
else if (level==3)
{
    delay(100);
}
else if (level==4)
{
    delay(80);
}
else if (level==5)
{
    delay(60);
}

```

// ***** WELCOME TO LEVEL 1*****

```

if (level==1 && x==x1 && y==y1)
{
    text color(15);
    level=1;
    got oxy(10,2);
    cprintf ("%d",level);
    if (sum<=10)
    {
        level1(x1,y1,n);
        got oxy(75,2);
        cprintf ("%d",sum);
        sum+=n;
    }
    else
    {
        lc();
        load();
        l2();
        level=2;
    }
}

```

// ***** WELCOME TO LEVEL 2*****

```

if (level==2 && x==x1 && y==y1)
{
    text color(15);
    level=2;
    got oxy(10,2);
    cprintf ("%d",level);
    got oxy(75,2);
    cprintf ("%d",sum);
    if (sum>=10 && sum<=20)
    {

```

```

        level2(x1,y1,n);
        text color(15);
        got oxy(75,2);
        cprintf("%d",sum);
        sum+=n;
    }
    else
    {
        lc();
        load();
        l3();
        level=3;
    }
}

```

// ***** WELCOME TO LEVEL 3*****

```

if (level==3 && x==x1 && y==y1)
{
    text color(15);
    level=3;
    got oxy(10,2);
    cprintf("%d",level);
    got oxy(75,2);
    cprintf("%d",sum);
    if (sum>=20 && sum<=30)
    {
        level3(x1,y1,n);
        text color(15);
        got oxy(75,2);
        cprintf("%d",sum);
        sum+=n;
    }
    else
    {
        lc();
        load();
        l4();
        level=4;
    }
}

```

// ***** WELCOME TO LEVEL 4 *****

```

if (level==4 && x==x1 && y==y1)
{
    text color(15);
    level=4;
    got oxy(10,2);
    cprintf("%d",level);
    got oxy(75,2);
    cprintf("%d",sum);
    if (sum>=30 && sum<=40)
    {
        level4(x1,y1,n);
        text color(15);
        got oxy(75,2);
        cprintf("%d",sum);
        sum+=n;
    }
    else
    {

```

```

        lc();
        load();
        l5();
        level=5;
    }
}

// ***** WELCOME TO LEVEL 5*****

if (level==5 && x==x1 && y==y1)
{
    text color(15);
    level=5;
    gotoxy(10,2);
    cprintf("%d",level);
    gotoxy(75,2);
    cprintf("%d",sum);
    if (sum>=40)
    {
        level5(x1,y1,n);
        text color(15);
        gotoxy(75,2);
        cprintf("%d",sum);
        sum+=n;
    }

    /* else
    {
        level=6;
    } */
}

// ***** Exit after strikes to level 2 hurdels *****

if (((x==15 && y<11) || (x==40 && y>14)) && level==2)
{
    break;
}

// ***** Exit after strikes to level 3 hurdels *****

if (((x==15 && y<11) || (x==40 && y>14) || (x==30 && y<14) || (x==50 && y<16)) && level==3)
{
    break;
}

// ***** Exit after strikes to level 4 hurdels *****

if (((x==15 && y<11) || (x==40 && y>14) || (x==30 && y<14) || (x==50 && y<16) || (x==60 && y>14) || (x==10 &&
y>15)) && level==4)
{
    break;
}

// ***** Exit after strikes to level 5 hurdels *****

if (((x==15 && y<11) || (x==40 && y>14) || (x==30 && y<14) || (x==50 && y<16) || (x==60 && y>14) || (x==10 &&
y>15) || (x==37 && y>16) || (x==58 && y>16) || (x==65 && y<16) || (x==55 && y<11) || (x==70 && y<18)) && level==5)
{
    break;
}
if (kbhit())

```



```

{
    c=getch();
}
textbackground(9);
switch(c)
{
    case UP_KEY:
        gotoxy(x,y);
        printf(" ");
        y--;
        if(y==3)
        {
            y=23;
        }
        break;

    case DOWN_KEY:
        gotoxy(x,y);
        printf(" ");
        y++;
        if(y==24)
        {
            y=4;
        }
        break;

    case LEFT_KEY:
        gotoxy(x,y);
        printf(" ");
        x--;
        if(x==1)
        {
            x=79;
        }
        break;

    case RIGHT_KEY:
        gotoxy(x,y);
        printf(" ");
        x++;
        if(x==80)
        {
            x=2;
        }
        break;

    case PRESS_0:
        break;

}
}while(c!=PRESS_0);
gameover();
end();
}

```