Title:

Simon

# Supervised by: Mr. Saqib Ubaid

# Subject: DSA Project

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Name Enrollment

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**Simon means:**

**Simon** is a name, meaning “listen". In other meaning “Focus”.It is also a classical Greek name, deriving from an adjective **meaning** "flat-nosed".

**Project Over view:**

***Simon*** is an [electronic game](https://en.wikipedia.org/wiki/Electronic_game) of memory skill invented by [Ralph H. Baer](https://en.wikipedia.org/wiki/Ralph_H._Baer) and [Howard J. Morrison](https://en.wikipedia.org/wiki/Howard_J._Morrison), working for toy design firm [Marvin Glass and Associates](https://en.wikipedia.org/wiki/Marvin_Glass_and_Associates). The device creates a series of tones and lights and requires a user to repeat the sequence. If the user succeeds, the series becomes progressively longer and more complex. Once the user fails or the time limit runs out, the game is over.

# **How to play:**

The device has four colored buttons, each producing a particular tone when it is pressed or activated by the device. Also shuffle the colors. A round in the game consists of the device lighting up one or more buttons in a random order, after which the player must reproduce that order by pressing the buttons. As the game progresses, the number of buttons to be pressed increases.

# **DSA Topic:**

This game is basically used link list and Hash table concepts that was the major topic of **Data Structures and Algorithms**

The game is GUI based. The frame work is Swing in java

# **Conclusion:**

The game is basically a memory game. It increases our remembering sense