### **FUNCTIONS USED:**

- 1. void won() displays message if won.
- 2. void lose() displays message if lost.

#### For the game one more line:

- 3. void background(); To give coordinates in terms of getmaxx and getmaxy and z etc for the game to work in all resolutions.
- 4. void onemoreline(); All the statements required for the execution of the game one more line are inside the function.

#### For the game 2048:

- 5. void option(); function to accept from the user
- 6. void control(char); perform operations
- 7. void endgame(); to check whether user has won the game
- 8. void initialize(); randomly initialises numbers in the array.
- 9. void display(); displays after every operation
- 10. void clearoff(); initialises all numbers to 0
- 11. void t048(): contains all statements for 2048

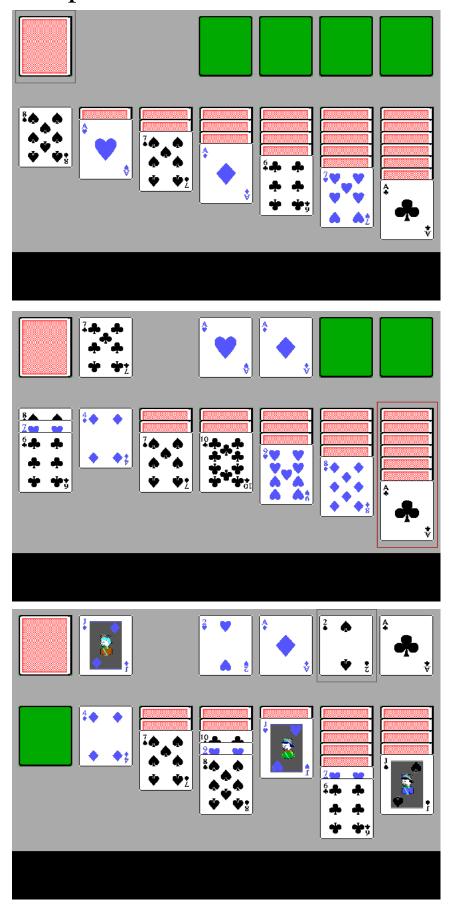
#### For the game bloxorz:

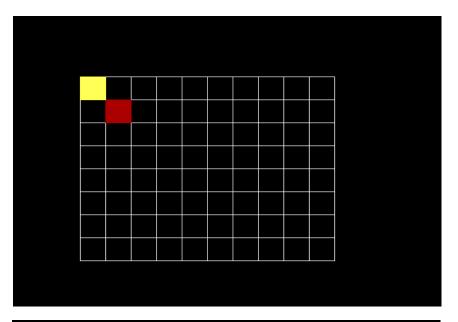
- 12. void result(int,int,int,int); -checks whether the game is won.
- 13. void original(); draws the boxes for the game
- 14. void bloxorz(); contains all statements for bloxorz.

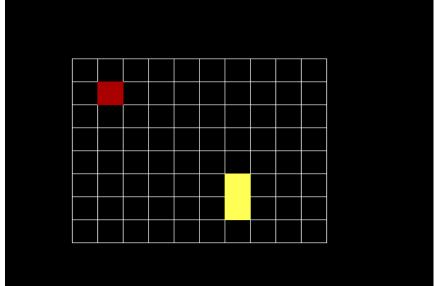
#### For the game Solitaire:

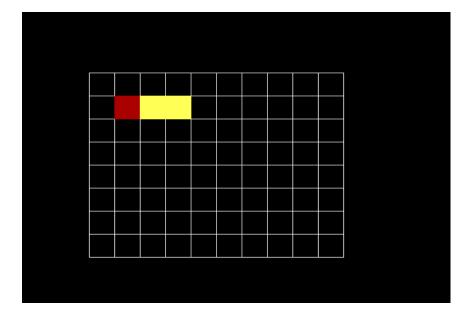
- 15. void initialise(); initialises the values for structure variables
- 16. char\* filename(char\*); returns filename for given card
- 17. int wincheck(); used for checking whether the game is won
- 18. void display(); displays the cards
- 19. void drawcursor(); draws the cursor position
- 20. int color(char\*, char\*);- checks whether both colors are same
- 21. void deckopt(); draw a card from the deck
- 22. void solitare(); contains all the statements for the game
- 23. int init\_graph(); initialising graph.
- 24. RGBquad \*bmp\_load(int, int, char\*) bitmap loading.

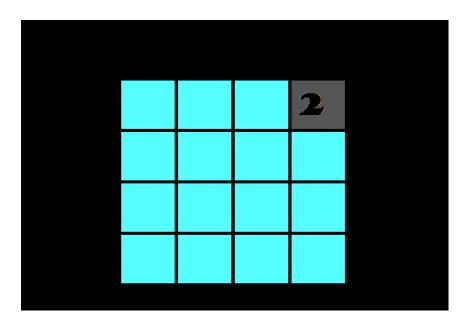
# Snapshots:

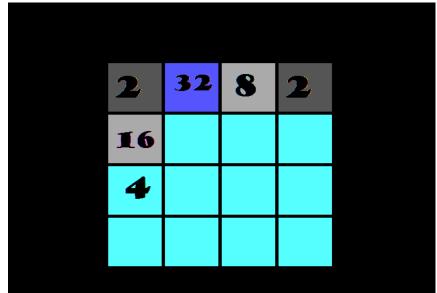


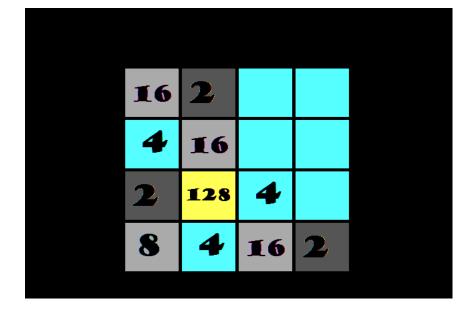


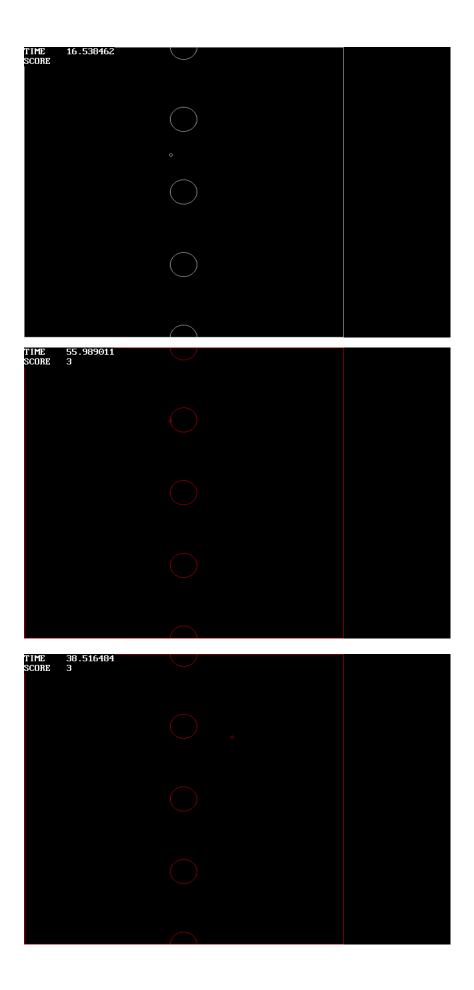












Menu
1. Solitaire
2. Bloxorz
3. 2048
4. One more line
Enter your choice:

GAMEWON

GAMEOVER

## **BIBLIOGRAPHY:**

- 1. https://www.wikipedia.org/
- 2. www.dreamincode.net
- 3. www.cplusplus.com