Transcript

HELLO GUYS! THIS IS OUR CS PROJECT- STOCK EXCHANGE EXTRAVAGANZA OUR TEAM ID IS 485.

THIS PART OF THE VIDEO WILL TAKE YOU THROUGH THE PROCESS FOR RUNNING OUR CODE.

FIRST WE GO ON TO WEB-SIGHT moodle.iitb.ac.in .NOW DOWNLOAD THIS FILE (AS VIDEO SHOWS),

OPEN THE SOURCE FILE AND RUN UP THE CODE. SO THIS IS OUR CODE, WE HAVE TO COMPILE IT.

THIS IS OUR INSTRUCTION WINDOW, COMMON INSTRUCTIONS ARE

This game is for two players. There are two versions of this game-basic version and advanced version

IN THE BASIC VERSION:

User is asked to enter the number of rounds. In each round there are three chances to trade.

10 random cards distributed to each player in which price fluctuation of each company is shown-

It can be negative or positive. Based on this net price fluctuation of each company is shown by adding

Respective price fluctuation of each company. Both players are given three options-buy, sell or pass.

BUY-b;SELL-s;PASS-anthing else. Every time the user makes a trade cash in hand changes and net property of both the players changes after each round.

This way the game proceeds. When there is a chance of player 2 cards of player 1 are hidden and vice versa.

At the end of each round the player can save the game and exit else click anywhere else to continue. The price per share is updated for each

Round according to the sum of net price fluctuation of both players in the previous round. At the end whose net properly is more, that player wins?

IN THE ADVANCED VERSION:

WE have introduced special cards: currency 10% or -10%, debenture, share suspended, loan stock card.

Both the players can see the cards at the end of each round.

If the player has loan stock card, he gets additional 1000/- in that round if he uses it.

If the player has share suspended card, he can freeze price per share if he sees that he is going to be in loss.

If the player has currency card, both the players cash in hand is increased or decreased accordingly.

Other features are same as in the basic version.

THANK YOU