

## Quiz game code in c

```
#include<stdio.h>
#include<conio.h>
#include<ctype.h>
#include<stdlib.h>
#include<string.h>
void show_record();
void reset_score();
void help();
void edit_score(float , char []);
void name();
void age();
void subject();
int main()
{
    int countr,r,r1,count,i,n;
    float score;
    char choice;
    char playername[20];
    mainhome:

    printf("QUIZ GAME\n");
    printf("Lets play this game\n");
    printf("Press S to start the game\n");
    printf("Press V to view the highest score\n");
    printf("Press R to reset score\n");
    printf("Press H for help\n");
    printf("Press Q to quit\n");
    choice=toupper(getch());
    if (choice=='V')
    {
        show_record();
        goto mainhome;
    }
    else if (choice=='H')
    {
        help();getch();
        goto mainhome;
    }
    else if (choice=='R')
    {reset_score();
    getch();
    goto mainhome;}
```

```

        else if (choice=='Q')
            exit(1);
    else if(choice=='S')
    {
        system("cls");

printf("\n\tResister your name:");
gets(playername);

system("cls");
printf("\n Welcome %s Quiz Game",playername);
printf("\n >> There are 2 rounds in Game");
printf("\n >> In first round you will be asked science questions and in the
second round maths questions");
printf("\n >> You have to select the correct option from the given options");
printf("\n\n Press Y  to start the game!\n");
printf("\n Press any other key to return to the main menu!");
if (toupper(getch())=='Y')
    {
        goto home;
    }
    else
    {
        goto mainhome;
        system("cls");
    }
}

home:
system("cls");
count=0;
for(i=1;i<=3;i++)
{
system("cls");
r1=i;

switch(r1)
{
case 1:
printf("\n\nThe solar cell receives energy from?");
printf("\n\nA.Sunlight\t\tB.earth\n\nC.moon\t\tD.lamp");
if (toupper(getch())=='A')
    {
        printf("\n\nCorrect!!!");count++;

```

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        getch();
        break;
    }

    else
    {
        printf("\n\nWrong!!! The correct answer is A.Sunlight");
        getch();
        break;
    }

```

**case 2:**

```

printf("\n\n\nThe moon is a?");
printf("\n\nA.planet\t\tB.object\n\nC.Satellite\t\tD.man");
if (toupper(getch())=='C')
    {printf("\n\nCorrect!!!");count++;
    getch();}
    else
    {printf("\n\nWrong!!! The correct answer is C.Satellite");
    getch();
    break;}

```

**case 3:**

```

printf("\n\n\nWe can see through easily ... objects.?");
printf("\n\nA.translucent\t\tB.transparent\n\nC.opaque\t\tD.all");
if (toupper(getch())=='B')
    {printf("\n\nCorrect!!!");count++;
    getch();
    break;}
    else
    {printf("\n\nWrong!!! The correct answer is B.transparent");
    getch();
    break;}

```

**case 4:**

```

printf("\n\n\nSun rises from?");
printf("\n\nA.West\t\tB.east\n\nC.north\t\tD.south");
if (toupper(getch())=='B')
    {printf("\n\nCorrect!!!");count++;
    getch();
    break;}
    else
    {printf("\n\nWrong!!! The correct answer is B.east");
    getch();
    break;}

```

```

case 5:
printf("\n\nWe live in which planet?");
printf("\n\nA.mars\t\tB.earth\n\nC.jupiter\t\tD.saturn");
if (toupper(getch())=='B')
    {printf("\n\nCorrect!!!");count++;
    getch();
    break;}
else
    {printf("\n\nWrong!!! The correct answer is B.earth");
    getch();
    break;}}
}

if(count>=2)
{goto test;}
else
{
system("cls");
printf("\n\nSORRY YOU ARE NOT ELIGIBLE TO PLAY THIS GAME,
BETTER LUCK NEXT TIME");
getch();
goto mainhome;
}
test:
system("cls");
printf("\n\n\t*** CONGRATULATION %s you are eligible to play the Game
***",playername);
printf("\n\n\n\n\t!Press any key to Start the Game!");
if(toupper(getch())=='p')
    {goto game;}
game:
    countr=0;
    for(i=1;i<=10;i++)
    {system("cls");
    r=i;

    switch(r)
    {
    case 1:
        printf("\n\nThe sum of largest and smallest 2 digit number is?");
        printf("\n\nA.10\t\tB.99\n\nC.109\t\tD.55");
        if (toupper(getch())=='C')
            {printf("\n\nCorrect!!!");countr++;getch();

```

```

        break;getch();}
else
    {printf("\n\nWrong!!! The correct answer is C.109");getch();
    goto score;
    break;}

```

case 2:

```

printf("\n\nMultiplication of 0 with any number?");
printf("\n\nA.0\t\tB.10\n\nC.100\t\tD.1");
if (toupper(getch())=='A')
    {printf("\n\nCorrect!!!");countr++;getch();
    break;}
else
    {printf("\n\nWrong!!! The correct answer is A.0");getch();
    goto score;
    break;
    }

```

case 3:

```

printf("\n\nAdditive inverse of a is ?");
printf("\n\nA.a\t\tB.52\n\nC.-a\t\tD.0");
if (toupper(getch())=='C')
    {printf("\n\nCorrect!!!");countr++;getch();
    break;}
else
    {printf("\n\nWrong!!! The correct answer is C.-a");getch();
    goto score;
    break;}

```

case 4:

```

printf("\n\nAdditive identity of a is?");
printf("\n\nA.0\t\tB.10\n\nC.100\t\tD.99");
if (toupper(getch())=='A')
    {printf("\n\nCorrect!!!");countr++;getch();
    break;}
else
    {
printf("\n\nWrong!!! The correct answer is A.0");getch();
    goto score;
    break;
    }

```

case 5:

```

printf("\n\nArea of rectangle is?");

```

```

        printf("\n\nA.\t\tB.I*b\n\nC.b\t\tD.2lb");
        if (toupper(getch())=='B')
            {printf("\n\nCorrect!!!");countr++;getch(); break;}
        else
        {
            printf("\n\nWrong!!! The correct answer is B.I*b");
            getch();
            goto score;
            break;
        }
    score:
system("cls");
    score=(float)countr*100000;
    if(score>0.00 && score<1000000)
    {
        printf("\n\n\t\tCONGRATULATION");
        printf("\n\t You won $%.2f",score);goto go;}

    else if(score==1000000.00)
    {
        printf("\n\n\t\tCONGRATULATION you win!!!");
        printf("\n\t\t You won $%.2f",score);
        printf("\t\t Thank You!!");
    }
    else
{
    printf("\n\n\nSORRY YOU DIDN'T WIN ANY CASH");
    printf("\n\t\t Thanks for your participation");
    printf("\n\t\t TRY AGAIN");goto go;}

go:
puts("\n\n Press Y if you want to play next game");
puts(" Press any key if you want to go main menu");
if (toupper(getch())=='Y')
    goto home;
else
    {
        edit_score(score,playername);
        goto mainhome;}}
}

void show_record()
{system("cls");
    char name[20];
    float scr;

```

```

FILE *f;
f=fopen("score.txt","r");
fscanf(f,"%s%f",&name,&scr);
printf("\n\n\t\t %s has secured the Highest Score %0.2f",name,scr);
fclose(f);
getch();}

```

```

void reset_score()
{system("cls");
float sc;
char nm[20];
FILE *f;
f=fopen("score.txt","r+");
fscanf(f,"%s%f",&nm,&sc);
sc=0;
fprintf(f,"%s,%0.2f",nm,sc);
fclose(f);}

```

```

void help()
{system("cls");
printf("\nHELP");
printf("\nThere are two rounds in the game, science round and maths
round");
printf("\nIn maths round you will be asked a total of 5 questions");
printf("\nYou will be given 4 options and you have to select the correct
option");
printf("\nYou will be asked questions continuously if you keep giving the
right answers.");
printf("\nNo negative marking for wrong answers");
printf("\nThankyou for playing");}

void subject(){
printf("enter the subject");
scanf("%ch",&subject);

}

void name(){
scanf("%ch", &name);
printf("name %ch", name);
}

void age(){
scanf("%d",&age);
printf("age %d", age);
}

```

```
void edit_score(float score, char plnm[20])
{
    system("cls");
    float sc;
    char nm[20];
    FILE *f;
    f=fopen("score.txt","r");
    fscanf(f,"%s%f",&nm,&sc);
    if (score>=sc)
    {
        sc=score;
        fclose(f);
        f=fopen("score.txt","w");
        fprintf(f,"%s\n%.2f",plnm,sc);
        fclose(f);
    }
}
```