Latex code

```
\documentclass[12pt,a4paper]
{article}
\usepackage[hmargin=4.5cm,vmargin=4.5cm]
{geometry}
\usepackage[utf8]{inputenc}
\usepackage{fancyhdr}
\usepackage{graphicx}
\usepackage{listings}
\lstdefinestyle{chystyle}{
basicstyle=\ttfamily\small,
showstringspaces=false,
%captionpos=b,
}
\begin{document}
\pagestyle{fancy}
\fancyhead[L]{{\large\bf{0801CS211030}}}
\fancyhead[R]{{\large\bf{Ayushi Kesharwani}}}
\begin{center}
\title{MINI PROJECT ON QUIZ GAME}
\end{center}
\section{Project Aim}\\
  A quiz game is prepared in which questions are asked with four options are given, we have to select the correct option.\\

 \section{Statistical data}\\
 Starting Date- 18/11/22\\
 Ending Date- 22/11/22\\
 Number of lines of code- 313\\

\section{DEFINE FUNCTIONS-}\\

\subsubsection{ Show record function:}\\
 Show record function shows your previous records in the game.
 \bigskip

\subsubsection{ Reset score function:}\\
Reset the score of all the previous games to zero and give a new start to the game.
\bigskip
\\
\subsubsection{ Help:}\\
A helpbox will pop in front of you when you call for the help function.
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\\
\subsubsection{ Edit Score:}\\
All the scores of game got edited by calling the edit score function.
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\subsubsection{ Name function:}\\
This function will ask the name of the player.
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\\
\subsubsection{ Age function}\\
This functions will ask the age of the player.
\bigskip
\\
\subsubsection{ Subject function}\\
This functions asks the user to select the subject for the quiz.
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\subsubsection{Compare Score}\\
This function compares the score of the players.
\bigskip
\\
\subsubsection{ List players:}\\
List function list all the players.

\section{SOURCE CODE-}
\subsection{IN C LANGUAGE:}
\\
\begin{lstlisting}[style=chystle]
#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\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++;
            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\n\\
    C.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\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\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\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\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\n\nArea of rectangle is?");
        printf("\n\nA.l\t\tB.l*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.l*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\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,%.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);}}
\end{lstlisting}
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\\
\\
\section{Output in C language-}
\newpage
\begin{figure}
\centering
\includegraphics[width=\linewidth]{Screenshot_20221123_035453.png}
\bigskip
\includegraphics[width=\linewidth]{Screenshot_20221123_035542.png}
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\includegraphics[width=\linewidth]{Screenshot_20221123_035613.png}
\end{figure}
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\newpage
\begin{figure}
\section{Profiling and debugging}
\centering
\includegraphics[width=\linewidth]{    }
\includegraphics[width=\linewidth]{Screenshot (7).png}
\includegraphics[width=\linewidth]{Screenshot (8).png}
\end{figure}
\begin{figure}
    \centering
    \includegraphics[width=\linewidth]{Screenshot (9).png}
    \includegraphics[width=\linewidth]{Screenshot (10).png}
\end{figure}
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\end{document}
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