



PES UNIVERSITY
(Established under Karnataka Act No. 16 of 2013)
100 Ft. Road, BSK III Stage, Bengaluru – 560 085

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Course Title: Problem Solving with C Laboratory		
Course code: UE19CS152		
Semester : II sem	Section:E	Team Id: 1
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PROJECT REPORT

Problem Statement

Fun Quiz game to test knowledge.

Description

Each user gets ten questions to answer from a set of 25 questions. Questions are being read from text files and are being displayed with option on output screen. Thirty seconds are provided to answer a question. Difficulty level of the questions will change based on the time taken by the user to answer the question. If time limit exceeds or if the answer is wrong or if the user answers all the questions, a result window will appear showing your score.

Project has been compiled using TURBO C

C-concepts used

#include<conio.h>

getch(); → Used to hold the output on screen in TURBO C

#include<graphics.h>

initgraph(&gd,&gm,path)→ Initializing graphics.

gd is graphics driver,

gm is graphics mode.

outtextxy(x,y,string)→ Used to display a string at the pixel (x,y)

setbkcolor()→ It is used to set the background color and it takes one argument which may be an integer or a string i.e the color name.

Integer can be used because turbo c provides an enumeration set of 16 colors ranging from 0 -15.

For ex: 0 stands for black

15 stands for white

setcolor()→ This function is used to set the font colors and also to set the colors of any objects being displayed on the output screen.

bar3d(int left,int top,int right, int bottom, int depth,int topflag)→ It is used to draw a 3D bar(box) where it takes six arguments. First two arguments are the top left coordinates /pixels of the box, next two are the bottom right co-ordinates/pixels and the last two are for depth adjustment.

settextstyle()→ It takes three arguments (string or integer type because of the concept of enumeration) .First arguments if text style, second is the direction(horizontal/vertical) and the third is for text size.

closegraph()→ This method is used to deinitialize graphics mode.

#include<ctype.h>

toupper()→ It takes character input and returns the character by converting it into upper case.

#include<time.h>

clock()→ It is used to calculate execution time of a program.

#include<dos.h>

sleep(int)→ It takes a single argument which is seconds. It is used to pause the execution for given no. of seconds.

#include<string.h>

strcpy()→ It takes two arguments and they are , a source string(character array) and a destination of the same type.

And also the **file handling concepts**.

Learning Outcome

We learnt a part of graphics in C , File handling ,pausing execution and implementation of our basic coding knowledge .

Output Screenshots

Fig1: Welcome_Page

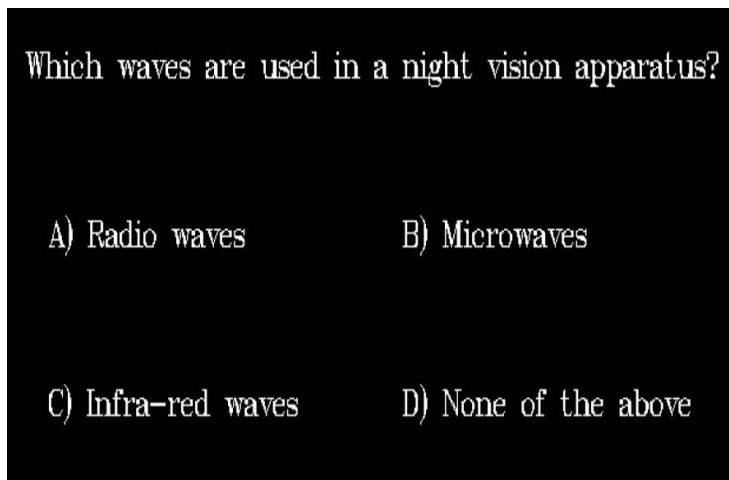


Fig2: Question

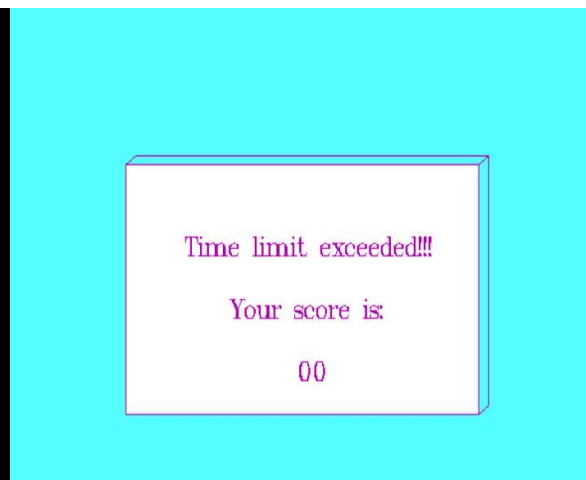


Fig3: Timelimit exceeded message

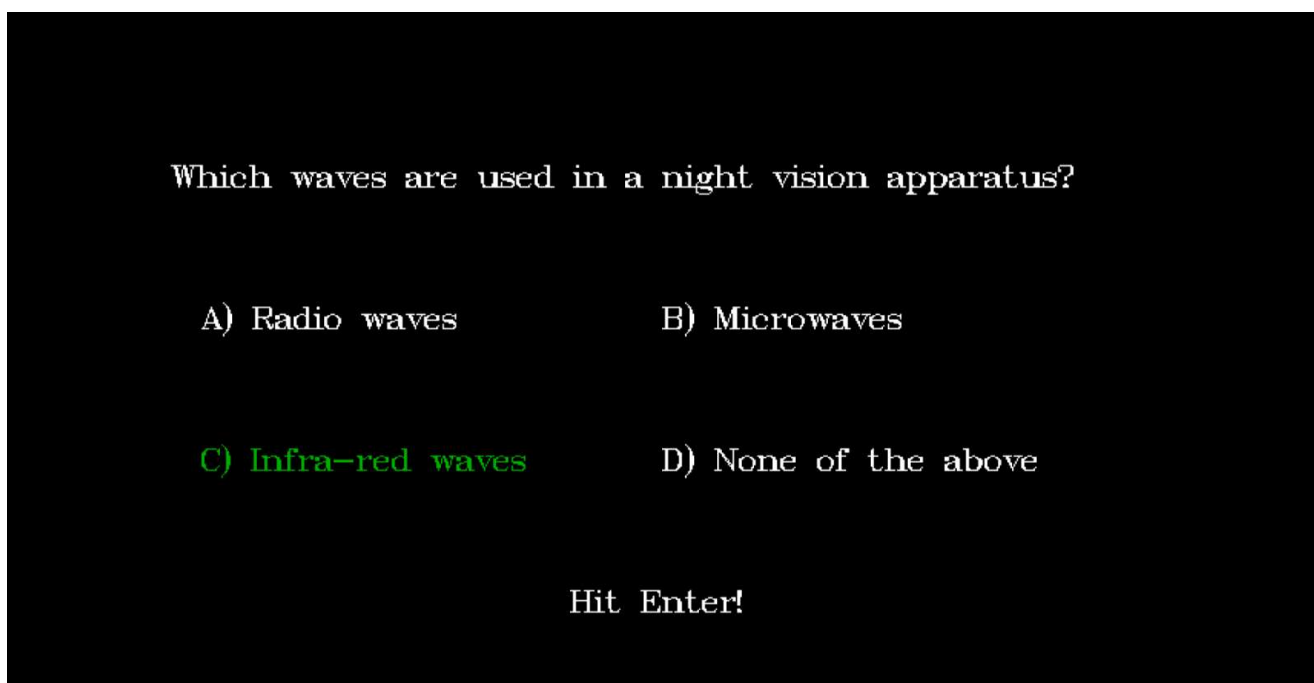


Fig 4: Correct Answer

Which waves are used in a night vision apparatus?

- A) Radio waves B) Microwaves
- C) Infra-red waves D) None of the above

Fig5 : Display correct answer if answer entered by user is wrong

Wrong Answer!!!

Your score is:

00

Fig 6: Wrong answer message

Which waves are used in a night vision apparatus?

- A) Radio waves B) Microwaves
- C) Infra-red waves D) None of the above

**Fig7: If entered option is invalid
Followed by wrong answer message**

Winner!!!

Your score is:

10

Fig 8: Final result if answered all correctly

Name and Signature of the Faculty