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Group (G48)

// main program

#include<stdio.h>

#include<stdlib.h>

#include<graphics.h>

#include<iostream>

#include<fstream>

#include<windows.h>

#include <register.h> // selfe declared header file have- Register() , login()

#include <GAMECODE.h> // self declared header file have- Gamecode()

using namespace std;

int main()

{ char \*ch;int sc;

setfillstyle(SOLID\_FILL,2);

bar(0,370,getmaxx(),getmaxy());

setfillstyle(SOLID\_FILL,6);

bar(0,390,getmaxx(),getmaxy());

int gd=DETECT,gm;

initgraph(&gd,&gm,""); // initialises graphic window

POINT getcoursor;

int X;

circle(getmaxx()/2, getmaxy()/2, 100); // below for loop code is for the animation of moving stick figure

for(X=0;X<((getmaxx()/2)-50);) //below 5 line of code is for background

{ setfillstyle(SOLID\_FILL,2);

bar(0,370,getmaxx(),getmaxy());

setfillstyle(SOLID\_FILL,6);

bar(0,390,getmaxx(),getmaxy());

circle(getmaxx()/2, getmaxy()/2, 100);

X+=10; // these 6 lines of code blow is the code for stick figure

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345);

delay(100);

cleardevice(); // this function clears the device to get blanck screen

X+=7;

setfillstyle(SOLID\_FILL,2); // above background and stick figure code is repeated here

bar(0,370,getmaxx(),getmaxy());

setfillstyle(SOLID\_FILL,6);

bar(0,390,getmaxx(),getmaxy());

circle(getmaxx()/2, getmaxy()/2, 100);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,50+(X),370);

line(50+(X),345,50+(X),370);

line(50+(X),325,50+(X),345);

line(50+(X),325,50+(X),345);

delay(100);

delay(100);

cleardevice();

}

circle(getmaxx()/2, getmaxy()/2, 100); // above background and stick figure code is repeated here

circle(50+X,310,10); //this stick figure will have eyes and mouth

circle(45+X,307,2);

circle(55+X,307,2);

arc(50+X,310,210,330,5);

line(50+X,320,50+X,345);

line(50+X,345,40+X,370);

line(50+X,345,60+X,370);

line(50+X,325,40+X,345);

line(50+X,325,60+X,305);

setcolor(YELLOW);

settextstyle(4,HORIZ\_DIR,2);

setfillstyle(SOLID\_FILL,2);

bar(0,370,getmaxx(),getmaxy());

setfillstyle(SOLID\_FILL,6);

bar(0,390,getmaxx(),getmaxy());

outtextxy((getmaxx()/2)-70,(getmaxy()/2),"hi gamers\b\b");

while(1)

{DEF:

if(GetAsyncKeyState(VK\_LBUTTON))

{cleardevice();setcolor(7);

rectangle(getmaxx()/2-100,getmaxy()/2-100,getmaxx()/2+100,getmaxy()/2+100);

line(getmaxx()/2-100,getmaxy()/2,getmaxx()/2+100,getmaxy()/2);

circle(50+X,310,10);

circle(45+X,307,2);

circle(55+X,307,2);

arc(50+X,310,210,330,5);

line(50+X,320,50+X,345);

line(50+X,345,40+X,370);

line(50+X,345,60+X,370);

line(50+X,325,40+X,345);

line(50+X,325,60+X,305);

setcolor(2); //displays register and play option

outtextxy(getmaxx()/2-textwidth("Register")/2,getmaxy()/2-50,"Register");

outtextxy(getmaxx()/2-textwidth("PLAY")/2,getmaxy()/2+30,"PLAY");

setfillstyle(SOLID\_FILL,2);

bar(0,370,getmaxx(),getmaxy());

setfillstyle(SOLID\_FILL,6);

bar(0,390,getmaxx(),getmaxy());

delay(100);

GetCursorPos(&getcoursor);

if(getcoursor.x>getmaxx()/2-textwidth("FREE PLAY")/2&&getcoursor.x<getmaxx()/2+textwidth("FREE PLAY")/2&&getcoursor.y>getmaxy()/2-70&&getcoursor.y<getmaxy()/2-10)

{

if(GetAsyncKeyState(VK\_LBUTTON))

{cleardevice(); Register();

goto DEF;

}

}

if(getcoursor.x>getmaxx()/2-textwidth("FREE PLAY")/2&&getcoursor.x<getmaxx()/2+textwidth("FREE PLAY")/2&&getcoursor.y>getmaxy()/2+10&&getcoursor.y<getmaxy()/2+70)

{

if(GetAsyncKeyState(VK\_LBUTTON))

{login(ch);

sc=gamecode(ch);

if(sc==1)

{cleardevice();settextstyle(10,HORIZ\_DIR,5);setcolor(14);

outtextxy(getmaxx()/2-textwidth("YOU WIN!")/2,getmaxy()/2-textheight("Y")/2,"YOU WIN!");getch();delay(5000);cleardevice();

}

if(sc==2)

{ cleardevice();settextstyle(10,HORIZ\_DIR,5);setcolor(4);

outtextxy(getmaxx()/2-textwidth("YOU LOOSE...")/2,getmaxy()/2-textheight("Y")/2 ,"YOU LOOSE...");getch();delay(5000);cleardevice();

}

break;

}

}

}

}outtextxy(200,200,"bye");delay(2000);

getch();

return 0;

}

// register.h header file code

#include<iostream>

#include<fstream>

#include<stdio.h>

#include<stdlib.h>

#include<string.h>

#include<conio.h>

using namespace std;

struct Assign

{char name[50];

char user[20];

char pass[30];

}a,bc;

int check(char c[30]);

int check\_user(char c[30]);

void login(char\*ac);

void Register() //to take name user id and password and store in the file

{ char ch[50];fstream fout;int f=0;

fout.open("C:\\Users\\HP WORLD\\Desktop\\games in c++\\Registre.txt",ios::app);

ABC:f=0;

system("CLS");

printf("enter name=");

gets(a.name);

cout<<"enter username(of single name)=";

cin>>a.user;

f=check\_user(a.user);

if(f==1)

{cout<<"user id already in use\nPress any key to register again...";

getchar();

getchar();

goto ABC;

}

cout<<"enter password=";

cin>>a.pass;

f=check(a.pass);

if(f==1)

{cout<<"password already in use\nPress any key to register again...";

getchar();

getchar();

goto ABC;

}

fout.write((char\*)&a,sizeof(a));

fout.close();

}

void login(char\* ac) //for checking weater the user id and password is registered or not

{ system("CLS");

fstream fout;int f=0;

fout.open("C:\\Users\\HP WORLD\\Desktop\\games in c++\\Registre.txt",ios::in);

char ch[30];

CDE:f=0;

fout.seekg(0);

system("CLS");

cout<<"enter userid =";

cin>>ch;

while(!fout.eof())

{fout.read((char\*)&a,sizeof(a));

if(strcmp(ch,a.user)==0)

{cout<<"enter password=";

cin>>ch;

if(strcmp(ch,a.pass)==0)

{ system("CLS");

cout<<"login sucessful"; f=1; break;

}

else

{cout<<"wrong password\n press any key to try again..."; f=1;

getchar();

getchar();

goto CDE;

}

}

}

if(f==0)

{cout<<"wrong user name\n press any key to try again...";

getchar();

getchar();

goto CDE;

}

fout.close();

strcpy(ac,a.user);

}

int check(char c[30]) // check if password is in file or not

{ fstream fout;int g=0;Assign ad;

fout.open("C:\\Users\\HP WORLD\\Desktop\\games in c++\\Registre.txt",ios::in);

fout.seekg(0);

while(!fout.eof())

{fout.read((char\*)&ad,sizeof(ad));

if(strcmp(ad.pass,c)==0)

g=1;

}

return g;

fout.close();

}

int check\_user(char c[30]) //check if userid is in file or not

{ fstream fout;int g=0;Assign ad;

fout.open("C:\\Users\\HP WORLD\\Desktop\\games in c++\\Registre.txt",ios::in);

fout.seekg(0);

while(!fout.eof())

{fout.read((char\*)&ad,sizeof(ad));

if(strcmp(ad.user,c)==0)

g=1;

}

return g;

fout.close();

}

//GAMECODE.h header file code

#include<iostream>

#include<graphics.h>

#include<windows.h>

#include<stdio.h>

#include<string>

using namespace std;

int gamecode(char\* ab)

{ int gd=DETECT,gm; int X=0,j=0,l=0,k=0,m=0,n=0,Y=0,o=0;

cleardevice();

char ch[50];

strcpy(ch,ab);

setfillstyle(SOLID\_FILL,7);

floodfill(5,5,7);

settextstyle(9,HORIZ\_DIR,5);

outtextxy(getmaxx()/2-textwidth("Virtual Fight")/2,getmaxy()/2-textheight("Virtual Fight")/2,"Virtual Fight");

int a=5,i;char ar[5];

for(i=a;i>=0;i--)

{sprintf(ar,"%d",i);

delay(1000);

outtextxy(getmaxx()/2-textwidth(ar)/2,getmaxy()/2-textheight(ar)/2+60,ar);

} cleardevice();

char arr[5],arr2[5],arr3[5];

int score=500,score2=500,p=0;

settextstyle(10,HORIZ\_DIR,2);

while(1)

{ //below 8 line of code and if(1)[look at end.. of loop] blocks hold the overall graphic of the game

sprintf(arr,"%d",score);

sprintf(arr2,"%d",score2);

sprintf(arr3,"%d",o);

if(0<=30)outtextxy(50,30,arr3);

outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

if(GetAsyncKeyState(VK\_RIGHT)&&k==1) //these if(GetAsyncKeyState()) blocks are for key controls of the figure

{ outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());

setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

setcolor(14);

X+=10; // this updation of 10 is responsible for the motion of figure

circle(50+(X),310,10); //these below codes are code of stickman

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345);

setcolor(7);

circle(510-(X),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,500-(X),370);

line(510-(X),345,520-(X),370);

line(510-(X),325,500-(X),345);

line(510-(X),325,520-(X),345);

delay(100);

cleardevice();k=0;

}

if(GetAsyncKeyState(VK\_LEFT)&&l==1) //checks for left arrow key

{ outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

X-=10;

setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345); setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,500-(X),370);

line(510-(X),345,520-(X),370);

line(510-(X),325,500-(X),345);

line(510-(X),325,520-(X),345);

delay(100);

cleardevice();l=0;

}

if(GetAsyncKeyState(VK\_LEFT)&&l==0) //checks for left arrow key

{ outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

X-=10;

setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,50+(X),370);

line(50+(X),345,50+(X),370);

line(50+(X),325,50+(X),345);

line(50+(X),325,50+(X),345); setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,510-(X),370);

line(510-(X),345,510-(X),370);

line(510-(X),325,510-(X),345);

line(510-(X),325,510-(X),345);

delay(100);l=1;

cleardevice();

}

if(GetAsyncKeyState(VK\_RIGHT)&&k==0) //checks for right arrow key

{outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());

setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2,getmaxy()/2, 100+m);

X+=10;

setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,50+(X),370);

line(50+(X),345,50+(X),370);

line(50+(X),325,50+(X),345);

line(50+(X),325,50+(X),345); setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,510-(X),370);

line(510-(X),345,510-(X),370);

line(510-(X),325,510-(X),345);

line(510-(X),325,510-(X),345);

delay(100);k=1;

cleardevice();

}

if(GetAsyncKeyState(VK\_SPACE)&&GetAsyncKeyState(VK\_RIGHT)) //checks for right arrow key and spacebar

{outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

X+=40;

setcolor(14);

circle(50+(X),270,10);

line(50+(X),280,50+(X),305);

line(50+(X),305,40+(X),330);

line(50+(X),305,60+(X),330);

line(50+(X),285,40+(X),305);

line(50+(X),285,60+(X),305); setcolor(7);

circle(510-(X-Y),270,10);

line(510-(X),280,510-(X),305);

line(510-(X),305,500-(X),330);

line(510-(X),305,520-(X),330);

line(510-(X),285,500-(X),305);

line(510-(X),285,520-(X),305);

delay(100);

cleardevice();k=0; setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345); setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,510-(X),370);

line(510-(X),345,510-(X),370);

line(510-(X),325,510-(X),345);

line(510-(X),325,510-(X),345);

}

if(GetAsyncKeyState(VK\_SPACE)&&GetAsyncKeyState(VK\_LEFT)) //checks for left arrow key and spacebar

{ outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

X-=40;

setcolor(14);

circle(50+(X),270,10);

line(50+(X),280,50+(X),305);

line(50+(X),305,40+(X),330);

line(50+(X),305,60+(X),330);

line(50+(X),285,40+(X),305);

line(50+(X),285,60+(X),305); setcolor(7);

circle(510-(X),270,10);

line(510-(X),280,510-(X),305);

line(510-(X),305,500-(X),330);

line(510-(X),305,520-(X),330);

line(510-(X),285,500-(X),305);

line(510-(X),285,520-(X),305);

delay(100);

cleardevice();l=0; setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345); setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,510-(X),370);

line(510-(X),345,510-(X),370);

line(510-(X),325,510-(X),345);

line(510-(X),325,510-(X),345);

}

if(GetAsyncKeyState(VK\_SPACE)) //checks for spacebar key

{ outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

setcolor(14);

circle(50+(X),270,10);

line(50+(X),280,50+(X),305);

line(50+(X),305,40+(X),330);

line(50+(X),305,60+(X),330);

line(50+(X),285,40+(X),305);

line(50+(X),285,60+(X),305); setcolor(7);

circle(510-(X),270,10);

line(510-(X),280,510-(X),305);

line(510-(X),305,500-(X),330);

line(510-(X),305,520-(X),330);

line(510-(X),285,500-(X),305);

line(510-(X),285,520-(X),305);

delay(100);

cleardevice();l=0; setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345); setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,510-(X),370);

line(510-(X),345,510-(X),370);

line(510-(X),325,510-(X),345);

line(510-(X),325,510-(X),345);

}

if(GetAsyncKeyState(VK\_CONTROL)&&GetAsyncKeyState(VK\_RIGHT)) //checks for right arrow key and control key

{

outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

X+=30;

setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,50+(X),370);

line(50+(X),345,50+(X),370);

line(50+(X),325,80+(X),325);

line(50+(X),325,50+(X),345); setcolor(7);

circle(510-(X),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,500-(X),370);

line(510-(X),345,520-(X),370);

line(510-(X),325,470-(X),325);

line(510-(X),325,520-(X),345);

delay(50);

cleardevice();k=0; setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345); setcolor(7);

circle(510-(X),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,510-(X),370);

line(510-(X),345,510-(X),370);

line(510-(X),325,510-(X),345);

line(510-(X),325,510-(X),345);

if(50+X<510-(X-50)&&50+X>510-(X+50))

score2-=10;

if(50+X<510-(X-40)&&50+X>510-(X+40))

score-=8;

o+=2;

sprintf(arr3,"%d",o);

cleardevice();

if(o>30&&o<=50)

{j=1;setcolor(RED);

outtextxy(50,30,arr3);

o=0;

}

}

if(GetAsyncKeyState(VK\_CONTROL)&&j==1) //checks for left control key

{

outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

setcolor(14);

for(n=0;n<50;n+=5)

{ setcolor(14);circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345);setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,500-(X),370);

line(510-(X),345,520-(X),370);

line(510-(X),325,500-(X),345);

line(510-(X),325,520-(X),345);setcolor(15);

arc(50+X,360,0,180,30+n);setcolor(4);

arc(510-X,360,0,180,30+n);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

delay(50);

cleardevice();}

if(50+X<510-(X-50)&&50+X>510-(X+50))

score2-=40;

if(50+X<510-(X-40)&&50+X>510-(X+40))

score-=38;

j=0;

}

if(GetAsyncKeyState(VK\_CONTROL)&&GetAsyncKeyState(VK\_LEFT)) //checks for left arrow key and control key

{ outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());

setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

X-=30;

setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,50+(X),370);

line(50+(X),345,50+(X),370);

line(50+(X),325,20+(X),325);

line(50+(X),325,50+(X),345); setcolor(7);

circle(510-(X),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,500-(X),370);

line(510-(X),345,520-(X),370);

line(510-(X),325,530-(X),325);

line(510-(X),325,520-(X),345);

delay(50);

cleardevice();l=0; setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345); setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,510-(X),370);

line(510-(X),345,510-(X),370);

line(510-(X),325,510-(X),345);

line(510-(X),325,510-(X),345);

if(50+X<510-(X-50)&&50+X>510-(X+50))

score2-=10;

if(50+X<510-(X-40)&&50+X>510-(X+40))

score-=8;

o+=2;

sprintf(arr3,"%d",o);

cleardevice();

if(o>30&&o<=50)

{j=1;setcolor(RED);

outtextxy(50,30,arr3);

o=0;

}

}

if(GetAsyncKeyState(VK\_TAB)&&GetAsyncKeyState(VK\_LEFT)) //checks for left arrow key and tab key

{ outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

X-=30;

setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,50+(X),370);

line(50+(X),345,10+(X),345);

line(50+(X),325,50+(X),325);

line(50+(X),325,50+(X),345);

setcolor(7);

circle(510-(X),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,500-(X),370);

line(510-(X),345,560-(X),345);

line(510-(X),325,500-(X),345);

line(510-(X),325,520-(X),345);

delay(50);

cleardevice();l=0; setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345); setcolor(7);

circle(510-(X),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,510-(X),370);

line(510-(X),345,510-(X),370);

line(510-(X),325,510-(X),345);

line(510-(X),325,510-(X),345);

if(50+X<510-(X-50)&&50+X>510-(X+50))

score2-=20;

if(50+X<510-(X-40)&&50+X>510-(X+40))

score-=15;

o+=7;sprintf(arr3,"%d",o);

if(o>50)

{setcolor(14);

outtextxy(50,30,arr3);

p=1;

o=0;

}

}

if(GetAsyncKeyState(VK\_TAB)&&p==1) //checks for tab key

{ outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

for(n=0;n<50;n+=5)

{ setcolor(14);circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345);setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,500-(X),370);

line(510-(X),345,520-(X),370);

line(510-(X),325,500-(X),345);

line(510-(X),325,520-(X),345);setcolor(15);setfillstyle(SOLID\_FILL,14);

bar(30+(X-n),370,70+(X+n),0);setcolor(4);setfillstyle(SOLID\_FILL,13);

bar(510-(X+n),370,510-(X-n),0);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

delay(50);

cleardevice();}

if(50+X<510-(X-70)&&50+X>510-(X+70))

score2-=100;

if(50+X<510-(X-50)&&50+X>510-(X+50))

score-=75;

p=0;

}

if(GetAsyncKeyState(VK\_TAB)&&GetAsyncKeyState(VK\_RIGHT)) //checks for right arrow key and tab

{outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

X+=30;

setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,50+(X),370);

line(50+(X),345,90+(X),345);

line(50+(X),325,50+(X),325);

line(50+(X),325,50+(X),345); setcolor(7);

circle(510-(X),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,500-(X),370);

line(510-(X),345,480-(X),345);

line(510-(X),325,500-(X),345);

line(510-(X),325,520-(X),345);

delay(50);

cleardevice();l=0; setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345); setcolor(7);

circle(510-(X),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,510-(X),370);

line(510-(X),345,510-(X),370);

line(510-(X),325,510-(X),345);

line(510-(X),325,510-(X),345);

if(50+X<510-(X-50)&&50+X>510-(X+50))

score2-=20;

if(50+X<510-(X-5)&&50+X>510-(X+5))

score-=15;

o+=7;sprintf(arr3,"%d",o);

if(o>50)

{setcolor(14);

outtextxy(50,30,arr3);

p=1;

o=0;

}

}

if(1) //always executes

{if(0<=30)outtextxy(50,30,arr3);

outtextxy(10,10,ch);

outtextxy(10,30,arr);

outtextxy(500,10,"Computer");

outtextxy(510,30,arr2);

setcolor(14);

circle(50+(X),310,10);

line(50+(X),320,50+(X),345);

line(50+(X),345,40+(X),370);

line(50+(X),345,60+(X),370);

line(50+(X),325,40+(X),345);

line(50+(X),325,60+(X),345);

setfillstyle(SOLID\_FILL,7);

bar(0,370,getmaxx(),getmaxy());

setcolor(12);

for(m=0;m<10;m++)

circle(getmaxx()/2, getmaxy()/2, 100+m);

setcolor(7);

circle(510-(X-Y),310,10);

line(510-(X),320,510-(X),345);

line(510-(X),345,500-(X),370);

line(510-(X),345,520-(X),370);

line(510-(X),325,500-(X),345);

line(510-(X),325,520-(X),345);

delay(100);

delay(50);

cleardevice();

}

if(score2<=0||score<=0)

break;

}

if(score<=0)

return 2;

else return 1;

getch();

}