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***Department of Computer Science and Engineering***

**Project Name :**  “ Typing Game “

**Course Title** : Software Development Project-I & Industrial Tour

**Course Code** : CSE2112

**Submission Date** : 24 February 2014

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| --- | --- |
| Submitted By | Submitted To |
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***CONTENTS***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Si no | Topics | | | Page no |
| 01 | Acknowledgement | | | 3-3 |
| 02 | Abstract | | | 3-3 |
| 03 | Introduction | | | 3-3 |
| 04 | Design and Implementation | | | 3-4 |
| 05 | Flow Chart of This Project | | | 4-4 |
| 06 | Result | | | 4-4 |
| 07 | Limitation | | | 5-5 |
| 08 | Future Work | | | 5-5 |
| 09 | Conclusion | | | 5-5 |
| 10 | Functions Used | | | 6-6 |
| 11 | | Source Code | 8-54 | |

***Acknowledgement:***

I am a student of CSE department .I am very happy by completing this project. This is my first project of my university life. So I tried to take a uncommon and important project. My “TYPING GAME” was appreciated by project teacher. My

Project teacher **Md. Sazzad Hossain (Assistant Professor *Dept. of CSE)*** was very much helpful to complete the project approximately. He always encourages developing this kind of project. The department of CSE has a contribution in software development because all teachers and students have an eagerness to engage themselves in software development. I took a many help from my course teacher about the project. He dedicated his valuable time to make the topics easy which were difficult to understand by the student. As a result I feel comport to complete the project by my own creativity.

***Abstract:***

I know that our country is a developing country. Most of the people are using computer for many reason. Games are the most entertainment part of computer. Not only younger but also elders have their main entertainment part is game. So we have decided to make the project of game. This game not only entertainment it gives us some educative thing. For any GRE or IELTS exam we have to give answer in by typing in computer. For this it will help us for this purpose.

***Introduction:***

Hereby I can ensure you a message that this game is one of the excellent procedures to make a correct game. Here the possibility of having wrong is about to zero. So I am really very happy to be able to complete such a project.

***Design and implementation:***

To Design and implement the project I followed the normal form. Here to make a better game I have to enter in the front page. Then I will get two options play and exit .if I want to start playing I have to go to the play option and pressed “enter” button. Then the play will start. If I want to exit game I have to go to the exit option and pressed CLICK this “EXIT “button. Then the play will exit.

**Flow Chart of This Project**

**Game Loading**

**Product Key**

**if** **Product Key Verified if** **Product Key Enter >3 times**

**SUBMISSION**

**UnValied**

**Developer**

**Exit**

**Introducing with Developer**

**Main MENUE**

**EXIT**

**Developer**

**HELP**

**4 Options**

**Play and Enjoy Typing Game**

**Start Game**

***Result:***

We can easily start playing the game by clicking “START GAME” button. After start playing, we can see our score. We can use PUSE or Play this game.

.

***Limitation:***

I have completed the project, but it has some limitation such that I could not develop it as a good software to marketing and high level graphics commands. .

***Future Work:***

I have a future plan about this game. I will try this game a highly developed graphical game. Then the game will become nice.

***Conclusion:***

I am very happy because I have completed my project approximately Success.

***Functions Used:***

I have created some user defined functions, it makes easier.

Here in the below, the name of Files and user defined functions

1. MOUSE.CPP

.. init mouse()

.. showmouse()

.. hidemouse()

.. mouseinformation()

1. DELAYSTR.CPP

.. delay\_text()

1. USER DEFINE FUNCTION

.. first\_page()

… second\_page();

…. desktop1();

….. page1();

…… game();

….. option();

….. option1();

…… option2();

… option3();

….. option4();

….. start();

… exit();

….. load();

…….password();

….. harun\_info();

….. unvailed();

…… submit();

….. endf();

…… pus();

.. Mouseinfo()

1. Initmouse();

This function initmouse driver by using interrupt service 33.

1. Showmouse();

This function show the mouse by using interrupt service 33 .

1. Hidemouse();

This function hides the mouse by using the interrupt service 33.

1. Mouse position();

This function used to get the mouse position and find that which button being pressed.

1. Delay text();

This function used to show a text with animation

1. First page();

In the first page we can see the first page of the project. From this page we will go ahead.

1. Main menu();

Main menu function provides give the way to go to other function

1. Back();

From the middle of the project we can back in the reverse in the work.

1. Help();

You will get instruction about how you can use it.

1. exit();

You will exit any time by Clicking exit button

1. developer() ;

You can Contact with the developer

**Source Code**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

#include<stdlib.h>

#include<string.h>

#include<dos.h>

#define true 1

#define false 0

///////////\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*FUNCTION PROTOTYPE\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//////////

void second\_page();

void desktop1();

void page1();

void game();

void option();

void option1();

void option2();

void option3();

void option4();

void start();

void exit();

void load();

void password();

void harun\_info();

void unvailed();

void submit();

void endf();

void pus();

////////////////////////////// global variable//////////////////////////////

int Xpos,Ypos,button;

int o=0;

int cc=0,varified=0,final;

char n[10];

//////////////////////////\*INITMOUSE FUNCTION\*/////////////////////////////

int initmouse()

{

union REGS in,out;

in.x.ax=0;

int86(0x33,&in,&out);

if(out.x.ax==0)

return false;

else

return true;

}

//////////////////////////////\*SHOWN MOUSE\*/////////////////////////////////

void showmouse()

{

union REGS in ,out;

in.x.ax=1;

int86(0x33,&in,&out);

}

//////////////////////\*HIDE MOUSE\*/////////////////////////////////////////

void hidemouse()

{

union REGS in ,out;

in.x.ax=2;

int86(0x33,&in,&out);

}

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*mouse pos\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

void mouseInfo(int\*button,int\*xpos,int\*ypos)

{

union REGS in ,out;

in.x.ax=3;

int86(0x33,&in,&out);

\*xpos=out.x.cx;

\*ypos=out.x.dx;

\*button=out.x.bx;

}

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*for desolve\*\*\*\*\*\*\*\*\*

void part1()

{

int poly2[]={222,94,282,94,280,180,222,180};

setcolor(GREEN);

setfillstyle(SOLID\_FILL,GREEN);

fillpoly(4,poly2);

setcolor(GREEN);

}

////////////////////////////desktop///////////////////////////////////////

void desktop1()

{

cleardevice();

setbkcolor(5);

setfillstyle(3,9);

int x=getmaxx(),y=getmaxy();

bar(0,0,x,y);

setfillstyle(1,2);

bar(0,0,640,20);

setcolor(15);

settextstyle(1,0,1);

outtextxy(170,45,"Option:");

settextstyle(1,0,1);

setcolor(2);

rectangle(500,50,590,100);

setcolor(15);

outtextxy(505,55,"Developer");

setcolor(2);

settextstyle(1,0,1);

setcolor(2);

rectangle(500,130,590,180);

setcolor(15);

outtextxy(505,135,"Help");

setcolor(2);

settextstyle(1,0,1);

setcolor(2);

rectangle(500,210,590,260);

setcolor(15);

outtextxy(510,215,"Exit");

setcolor(2);

rectangle(240,170,400,210);

settextstyle(1,0,3);

setcolor(15);

outtextxy(245,175,"Start Game");

setcolor(14);

settextstyle(1,0,6);

outtextxy(60,300,"MAIN MENUE");

setcolor(0);

rectangle(240,50,400,70);

setfillstyle(1,15);

bar(239,51,399,69);

settextstyle(0,0,1);

outtextxy(250,56,"EASY MOOD");

setfillstyle(1,2);

bar(390,51,399,69);

outtextxy(392,57,"­");

while(1)

{

mouseInfo(&button,&Xpos,&Ypos);

showmouse();

/////////////////////////////OPTION////////////////////////////////////////

if(1==(button&1))

if(Xpos>=390&&Xpos<=399&&Ypos>=51&&Ypos<=69)

{

option();

}

//////////////////Developer/////////////

if(1==(button&1))

if(Xpos>=500&&Xpos<=590&&Ypos>=50&&Ypos<=100)

{

hidemouse();

varified=1;

harun\_info();

showmouse();

}

/////////////////////////////////////////

////////////////////// Help//////////////////

if(1==(button&1))

if(Xpos>=500&&Xpos<=590&&Ypos>=130&&Ypos<=180)

{

hidemouse();

page1();

}

///////////////////////////////////////////////

////////////////////EXIT//////////////

if(1==(button&1))

if(Xpos>=500&&Xpos<=590&&Ypos>=210&&Ypos<=260)

{

hidemouse();

exit(0);

}

/////////////////////////////////////////

//////////////////////////////start/////////////////////////////////////////

if(1==(button&1))

if(Xpos>=240&&Xpos<=400&&Ypos>=170&&Ypos<=210)

{

hidemouse();

o=1;

game();

}

////////////////////////////////exit/////////////////////////////////////

exit();

}

}

///////////////\*\*\*\*\*\*\*\*\*\*\*\*\*\*/LOADING/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//////////

void load()

{

int i,n,x;

{

//////////////////////////////

/////////////////////////////

setbkcolor(5);

int poly5[]={25,25,600,25,600,450,25,450};

setcolor(2);

setfillstyle(3,9);

fillpoly(4,poly5);

settextstyle(7,0,3);

bar(0,0,1000,500);

setcolor(10);

//////////////////

setfillstyle(3,9);

setcolor(4);

settextstyle(1,0,5);

settextstyle(1,HORIZ\_DIR,7);

outtextxy(175,45,"M B S T U");

settextstyle(3,0,5);

setcolor(15);

settextstyle(1,HORIZ\_DIR,7);

outtextxy(100,130,"TYPEING GAME");

settextstyle(3,0,5);

setcolor(1);

settextstyle(1,HORIZ\_DIR,7);

outtextxy(180,200,"SOFTWARE");

x=250;

for(i=1;i<=3;++i)

{

settextstyle(2,0,6);

setcolor(15);

settextstyle(1,HORIZ\_DIR,4);

outtextxy(180,320,"loading ");

settextstyle(0,HORIZ\_DIR,2);

for(n=250;n<256;++n)

{

outtextxy(x+35,335,".");

delay(300);

x=x+10;

}

cleardevice();

///////////////////////////

int poly5[]={25,25,600,25,600,450,25,450};

setcolor(2);

fillpoly(4,poly5);

settextstyle(7,0,3);

//////////////////////////////////

x=250;

setfillstyle(3,9);

settextstyle(1,0,5);

bar(0,0,1000,500);

setcolor(4);

settextstyle(1,HORIZ\_DIR,7);

outtextxy(175,45,"M B S T U");

settextstyle(3,0,5);

setcolor(15);

settextstyle(1,HORIZ\_DIR,7);

outtextxy(100,130,"TYPEING GAME");

settextstyle(3,0,5);

setcolor(1);

settextstyle(1,HORIZ\_DIR,7);

outtextxy(180,200,"SOFTWARE");

} }

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*MAIN FUNCTION \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

/////////////////////////////////////////////////////////////////////////////

void main()

{

int driver = DETECT, mode,x,i,n;

initgraph(&driver, &mode, "c:\\tc\\bgi");

initmouse();

load(); ////////// 1

password(); ////////////// 2

submit(); ////////// 3

second\_page(); ///////////// 4

desktop1(); //////////////// 5

getch();

}

///////////////////////////SUBMIT//////////////////////

void submit()

{

cleardevice();

setbkcolor(0);

setcolor(15);

settextstyle(1,0,4);

outtextxy(140,40,"Submitted To");

setcolor(10);

settextstyle(1,HORIZ\_DIR,7);

outtextxy(25,90,"Md.Sazzad Hossain");

setcolor(5);

settextstyle(1,0,5);

outtextxy(80,180,"Assistant Professor");

setcolor(11);

outtextxy(100,240,"Dept. of CSE");

setcolor(12);

settextstyle(1,HORIZ\_DIR,7);

outtextxy(150,300,"MBSTU");

getch();

}

////////////////////////////////////////////////////

////////////////////////Pass word////////////////////////

void password()

{

hidemouse();

char b[4];

int c=0,l=0;

cleardevice();

setbkcolor(0);

setfillstyle(9,8);

int poly5[]={25,25,600,25,600,450,25,450};

setcolor(2);

fillpoly(4,poly5);

settextstyle(7,0,3);

bar(1,1,633,480);

setfillstyle(1,BLUE);

bar(220,250,345,300);

setcolor(4);

settextstyle(3,0,2);

settextstyle(1,HORIZ\_DIR,7);

outtextxy(25,55,"USER VARIFICATION");

settextstyle(1,HORIZ\_DIR,4);

outtextxy(140,160,"Please Enter Product Key");

outtextxy(190,190,"And Press Enter");

if(cc>4)

{

unvailed();

}

cc++;

int cmp;

settextstyle(1,HORIZ\_DIR,2);

for(c=0;c<=4;c++)

{

b[c]=getch();

outtextxy(250+l,270,"\*");

l=l+10;

} cc++;

b[5]='\0';

cmp=strcmp(b,"harun");

if(cmp!=0)

{

settextstyle(1,HORIZ\_DIR,4);

outtextxy(75,310,"You Entered Wrong Product Key ");

outtextxy(130,350,"Please Try Again........ ");

}

/////////////

settextstyle(1,HORIZ\_DIR,4);

if(b[0]=='h')

if(b[1]=='a')

if(b[2]=='r')

if(b[3]=='u')

if(b[4]=='n')

{

getch();

cc=0;

submit();

}

if(b[0]!='h')

{

getch();

password();

}

if(b[0]=='h')

if(b[1]!='a')

{

getch();

getch();

password();

}

if(b[0]=='h')

if(b[1]=='a')

if(b[2]!='r')

{

getch();

getch();

password();

}

if(b[0]=='h')

if(b[1]=='a')

if(b[2]=='r')

if(b[3]!='u')

{

getch();

getch();

password();

}

if(b[0]=='h')

if(b[1]=='a')

if(b[2]=='r')

if(b[3]=='u')

if(b[4]!='n')

{

getch();

getch();

password();

}

if(b[0]!='h')

if(b[1]!='a')

if(b[2]!='r')

if(b[3]!='u')

if(b[4]!='n')

{

getch();

getch();

password();

}

}

///////////////////////unvalied/////////////////////

void unvailed()

{

cleardevice();

setbkcolor(9);

hidemouse();

{

settextstyle(1,0,6);

settextstyle(1,HORIZ\_DIR,7);

setcolor(4);

outtextxy(15,70,"USER NOT VARIFIED");

settextstyle(1,0,4);

outtextxy(55,180,"SORRY ! ! ! You are BLOCKED! ! ! ! ! !");

settextstyle(1,0,3);

setcolor(15);

outtextxy(160,215,"You Entered Wrong Product Key");

outtextxy(175,245,"More then Three (03)Times ");

outtextxy(160,275,"Please Contact With the Developer ");

setcolor(4);

rectangle(495,375,590,415);

settextstyle(1,0,1);

setcolor(4);

outtextxy(500,380,"Developer");

setcolor(4);

rectangle(610,5,635,22);

outtextxy(613,1,"x");

rectangle(95,375,190,415);

outtextxy(110,380,"Exit");

while(1)

{

mouseInfo(&button,&Xpos,&Ypos);

showmouse();

if(1==(button&1))

if(Xpos>=495&&Xpos<=590&&Ypos>=375&&Ypos<=415)

{

showmouse();

harun\_info();

}

if(1==(button&1))

if(Xpos>=95&&Xpos<=190&&Ypos>=375&&Ypos<=415)

{

hidemouse();

exit(0);

}

exit();

}

}

}

/////////////////\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*SECAND PAGE\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*//////////////

void second\_page()

{

int poly5[]={25,25,600,25,600,450,25,450};

char \*a[]={"W","e","l","c","o","m","e"," ","T","o","M","y"," ","P","r","o","j","e","c","t"};

int i,k;

int j;

char \*ch[]={"M","A","W","L","A","N","A",

"B","H","A","S","H","A","N","I",

"S","C","I","E","N","C","E",

"&",

"T","E","C","H","N","O","L","O","G","Y",

"U","N","I","V","E","R","S","I","T","Y"};

char \*nm[]={"T","h","i","s"," ","p","r","o","j","e","c","t"," ","i","s"," ","m","a","d","e",

" ","b","y"," ","M","d",":"," ","H","a","r","u","n","-","A","r","-","R","a","s","h","i","d"," ","C","E","-","1","2","0","0","8"};

cleardevice();

setfillstyle(1,4);

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

setfillstyle(1,8);

bar(10,10,getmaxx()-6,getmaxy()-6);

setfillstyle(1,1);

bar(20,20,getmaxx()-12,getmaxy()-12);

setfillstyle(1,12);

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

setfillstyle(1,10);

bar(5,5,getmaxx()-10,getmaxy()-10);

setfillstyle(1,5);

bar(10,10,getmaxx()-20,getmaxy()-20);

setcolor(2);

setfillstyle(10, 4);

fillpoly(4,poly5);

settextstyle(7,0,3);

//////////////////\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*///////////////////////

setcolor(8);

setcolor(GREEN);

delay(230);

settextstyle(1,HORIZ\_DIR,3);

for(i=0,k=80;i<4;k+=35,i++)

{setcolor(10);

outtextxy(k,80,a[i]);

delay(230);

}

for(i=4,k=220;i<7;k+=35,i++)

{setcolor(10);

outtextxy(k,80,a[i]);

delay(230);

}

settextstyle(1,HORIZ\_DIR,3);

setcolor(YELLOW);

for(i=7,k=80;i<20;k+=35,i++)

{setcolor(10);

outtextxy(k,110,a[i]);

delay(250);

}

/////////////////\*\*\*\*\*\*\*\*\*\*\*\*\*////////////////

setcolor(14);

delay(100);

settextstyle(1,HORIZ\_DIR,1);

for(i=0,k=27;i<7;k+=15,i++)

{outtextxy(k,160,ch[i]);

delay(100);

}

for(i=7,k=150;i<15;k+=15,i++)

{outtextxy(k,160,ch[i]);

delay(100);

}

for(i=15,k=300;i<22;k+=15,i++)

{outtextxy(k,160,ch[i]);

delay(100);

}

for(i=22,k=420;i<23;k+=15,i++)

{outtextxy(k,160,ch[i]);

delay(100);

}

for(i=23,k=439;i<33;k+=15,i++)

{outtextxy(k,160,ch[i]);

delay(100);

}

for(i=33,k=260;i<43;k+=15,i++)

{outtextxy(k,200,ch[i]);

delay(100);

}

/////my name display //////////////

for(i=0,k=30;i<23;k+=15,i++)

{ setcolor(15);

outtextxy(k,300,nm[i]);

delay(100);

}

for(i=23,k=170;i<43;k+=15,i++)

{ setcolor(10);

outtextxy(k,340,nm[i]);

delay(100);

}

getch();

}

///////////////////////////GAME/////////////////////////////

///////////////////////////

void game()

{

FILE \*fp;

int i,k,l=1,j=0,m,q=0,en=1,end=0,lt=0;

char a[20],b[20],d[15],ch,c[20],nm[20];

i=0; k=0;n[0]=48;n[1]=48;n[1]='\0';b[0]='\0';c[0]=48;c[1]='\0';

hidemouse();

cleardevice();

{

setbkcolor(2);

setfillstyle(2,2);

bar(0,0,1000,500);

{

if(o==1)

fp=fopen("harun1.txt","r+");

/\* setcolor(15);

outtextxy(230,240," EASY MODE "); \*/

if(o==2)

fp=fopen("harun2.txt","r+");

/\* setcolor(15);

outtextxy(230,240,"MEDIUM MOOD"); \*/

if(o==3)

fp=fopen("harun3.txt","r+");

/\* setcolor(15);

outtextxy(230,240,"HARD MOOD"); \*/

if(o==4)

fp=fopen("harun4.txt","r+");

/\* setcolor(15);

outtextxy(230,240,"NUMBERS"); \*/

while(!end)

{

setfillstyle(10,4);

{

{

x:

settextstyle(3,0,2);

setcolor(3);

{

fseek(fp,1L,j);

{

k++;

j=1;

a[i]=getc(fp);i++;

}

if((k%5)!=0)

{

goto x;

}

else

{

a[i]='\0'; en++;

for(m=1;m<=650;m+=5)

{

delay(5);

setcolor(2);

settextstyle(3,0,2);

setcolor(3);

setviewport(0,0,650,600,0);

setfillstyle(10,4);

setfillstyle(10,4);

setfillstyle(1,RED);

bar(5,50,650,200);

setfillstyle(10,4);

setcolor(1);

settextstyle(1,0,3);

outtextxy(35,245,">>Instruction<<");

setcolor(4);

settextstyle(1,0,1);

outtextxy(35,270,"1. For EXIT >>Press shift+1 times .");

outtextxy(35,290,"2. Type 5 Letters at a time.");

outtextxy(35,310,"3. For PUSE Press \* .");

setcolor(1);

settextstyle(1,0,3);

outtextxy(150,10,"Type this word shown below");

settextstyle(1,0,1);

outtextxy(100,210,"You was typed :");

settextstyle(1,0,2);

setcolor(4);

outtextxy(270,210,b);

{

setcolor(1);

settextstyle(1,0,3);

outtextxy(415,240,">> Live Score <<");

setcolor(15);

if(o==1)

{

setcolor(15) ;

outtextxy(230,240," EASY MODE ");

}

if(o==2)

{

setcolor(15);

outtextxy(230,240," MEDIUM MOOD");

}

if(o==3)

{

setcolor(15);

outtextxy(230,240," HARD MODE ");

}

if(o==4)

{

setcolor(15);

outtextxy(230,240," NUMBERS ");

}

setcolor(4);

settextstyle(1,0,1);

outtextxy(425,300,"Word Corrected ");

outtextxy(563,300,n);

setcolor(4);

settextstyle(1,0,1);

outtextxy(425,330,"Leter Correct");

outtextxy(550,330,c);

setcolor(1);

settextstyle(1,0,1);

outtextxy(20,360," Developer ");

setcolor(13);

settextstyle(1,0,3);

outtextxy(25,380," Md.Harun-Ar-Rashid");

setcolor(4);

settextstyle(1,0,1);

outtextxy(20,405," ID: CE-12008");

}

setcolor(15);

settextstyle(q,0,7);

outtextxy(m,60,a);

}

i=0;

int h=0;

b[0]='\0';

h=0;

while(h<5)

{

settextstyle(0,0,1);

ch=getch();

if(ch=='!')

{

endf();

}

if(ch=='\*')

{

pus();

}

gotoxy(32,14);

b[h]=ch;

if(b[h]==a[h])

{

lt++;

}

h++;

settextstyle(1,0,1);

setcolor(3);

}

b[h]='\0';

h=0;

if(b[0]=='!')

{

endf();

break;

}

clearviewport();

setfillstyle(10,4);

q++;

if(q==2)

{

q++;

}

if(q>10)

{

q=1;

}

///////////////

l=strcmp(a,b);

if(l==0)

{

final++;

itoa(final,n,10);

itoa(lt,c,10);

settextstyle(7,0,2);

setcolor(4);

outtextxy(330,340,n);

outtextxy(530,340,c);

cleardevice();

setfillstyle(10,4);

}

{

goto x;

}

}

}

}

}

}

}

}

fclose(fp);

}

////////////////////////PUS FUNCTION////////////////////////////

void pus()

{ cleardevice();

setbkcolor(0);

setfillstyle(2,2);

setcolor(1);

setcolor(4);

settextstyle(1,0,3);

settextstyle(1,0,8);

outtextxy(230,190,"PAUSE");

settextstyle(1,0,1);

setcolor(4);

outtextxy(230,290,"Total Score: ");

outtextxy(360,290,n);

setcolor(15);

setlinestyle(SOLID\_LINE,1,1);

rectangle(495,375,590,415);

rectangle(95,375,190,415);

settextstyle(1,0,1);

outtextxy(500,380,"PLAY");

outtextxy(110,380,"MENUE");

while(1)

{

mouseInfo(&button,&Xpos,&Ypos);

showmouse();

if(1==(button&1))

if(Xpos>=495&&Xpos<=590&&Ypos>=375&&Ypos<=415)

{

hidemouse();

game();

showmouse();

}

if(1==(button&1))

if(Xpos>=95&&Xpos<=190&&Ypos>=375&&Ypos<=415)

{

hidemouse();

desktop1();

showmouse();

}

exit();

}

}

///////////////////////////// END FUNCTION////////////////////

void endf()

{

cleardevice();

setbkcolor(0);

setfillstyle(2,2);

setcolor(1);

settextstyle(0,0,6);

outtextxy(120,200,"GAME OVER");

setcolor(4);

settextstyle(1,0,3);

setcolor(4);

settextstyle(1,0,3);

setcolor(4);

outtextxy(230,290,"Total Score: ");

outtextxy(360,290,n);

setcolor(15);

setlinestyle(SOLID\_LINE,1,1);

rectangle(495,375,590,415);

rectangle(95,375,190,415);

rectangle(280,375,385,415);

settextstyle(1,0,1);

outtextxy(500,380,"Try again");

outtextxy(110,380,"MENUE");

outtextxy(290,380,"EXIT");

while(1)

{

mouseInfo(&button,&Xpos,&Ypos);

showmouse();

if(1==(button&1))

if(Xpos>=495&&Xpos<=590&&Ypos>=375&&Ypos<=415)

{

hidemouse();

game();

showmouse();

}

if(1==(button&1))

if(Xpos>=95&&Xpos<=190&&Ypos>=375&&Ypos<=415)

{

hidemouse();

desktop1();

showmouse();

}

if(1==(button&1))

if(Xpos>=280&&Xpos<=385&&Ypos>=375&&Ypos<=415)

{

hidemouse();

exit(0);

showmouse();

}

exit();

}

}

////////////////////////////////page1/////////////////////////////////////

void page1()

{

cleardevice();

settextstyle(1,0,3);

setcolor(10);

settextstyle(1,0,2);

outtextxy(230,100,"Instruction");

setlinestyle(SOLID\_LINE,1,3);

line(100,130,550,130);

settextstyle(7,0,1);

outtextxy(160,145,"You have to type the word");

outtextxy(170,165," showing on the screen");

outtextxy(210,185,"and press ENTER");

outtextxy(60,230,"For pass any level you have to match at least 5 word.");

outtextxy(170,255,"If you fail then the game is over.");

outtextxy(23,280,"If you match 5 or more word then you will go another level.");

setcolor(15);

setlinestyle(SOLID\_LINE,1,1);

rectangle(95,375,190,415);

settextstyle(1,0,1);

outtextxy(110,380,"Back");

delay(100);

while(1)

{

mouseInfo(&button,&Xpos,&Ypos);

showmouse();

if(1==(button&1))

if(Xpos>=95&&Xpos<=190&&Ypos>=375&&Ypos<=415)

{

hidemouse();

desktop1();

showmouse();

}

if(1==(button&1))

if(Xpos>=625&&Xpos<=637&&Ypos>=0&&Ypos<=17)

{

hidemouse();

exit(0);

showmouse();

}

if(Xpos>=625&&Xpos<=637&&Ypos>=0&&Ypos<=17)

{

setcolor(3);

settextstyle(0,0,1);

outtextxy(629,6,"X");

}

else

{

setcolor(15);

settextstyle(0,0,1);

outtextxy(629,6,"X");

}

}

}

//////////////////////////////////option//////////////////////////////////

void option()

{

hidemouse();

setfillstyle(1,15);

bar(239,69,399,149);

setcolor(0);

settextstyle(0,0,1);

outtextxy(250,76,"EASY MOOD");

outtextxy(250,96,"MEDIUM MOOD");

outtextxy(250,116,"HARD MOOD");

outtextxy(250,136,"NUMBERS");

while(1)

{

mouseInfo(&button,&Xpos,&Ypos);

showmouse();

if(1==(button&1))

if(Xpos>=240&&Xpos<=400&&Ypos>=70&&Ypos<=90)

{

option1();

}

if(1==(button&1))

if(Xpos>=240&&Xpos<=400&&Ypos>=91&&Ypos<=110)

{

option2();

}

if(1==(button&1))

if(Xpos>=240&&Xpos<=400&&Ypos>=111&&Ypos<=130)

{

option3();

}

if(1==(button&1))

if(Xpos>=240&&Xpos<=400&&Ypos>=131&&Ypos<=150)

{

option4();

}

}

}

void option1()

{

hidemouse();

o=1;

setfillstyle(1,15);

bar(239,51,389,69);

setcolor(0);

settextstyle(0,0,1);

outtextxy(250,56,"EASY MOOD");

setfillstyle(5,5);

bar(239,69,399,149);

showmouse();

start();

}

void option2()

{

hidemouse();

o=2;

setfillstyle(1,15);

bar(239,51,389,69);

setcolor(0);

settextstyle(0,0,1);

outtextxy(250,56,"MEDIUM MOOD");

setfillstyle(5,5);

bar(239,69,399,149);

showmouse();

start();

}

void option3()

{

hidemouse();

o=3;

setfillstyle(1,15);

bar(239,51,389,69);

setcolor(0);

settextstyle(0,0,1);

outtextxy(250,56,"HARD MOOD");

setfillstyle(5,5);

bar(239,69,399,149);

showmouse();

start();

}

void option4()

{

hidemouse();

o=4;

setfillstyle(1,15);

bar(239,51,389,69);

setcolor(0);

settextstyle(0,0,1);

setfillstyle(5,5);

bar(239,69,399,149);

outtextxy(250,56,"NUMBERS");

showmouse();

start();

}

///////////////////////////////////start//////////////////////////////////

void start()

{

while(1)

{

mouseInfo(&button,&Xpos,&Ypos);

showmouse();

if(1==(button&1))

if(Xpos>=295&&Xpos<=345&&Ypos>=370&&Ypos<=400)

{

hidemouse();

page1();

game();

}

if(1==(button&1))

if(Xpos>=240&&Xpos<=400&&Ypos>=170&&Ypos<=210)

{

hidemouse();

// page1();

game();

}

if(1==(button&1))

if(Xpos>=390&&Xpos<=399&&Ypos>=51&&Ypos<=69)

{

option();

}

//////////////////Developer/////////////

if(1==(button&1))

if(Xpos>=500&&Xpos<=590&&Ypos>=50&&Ypos<=100)

{

hidemouse();

varified=1;

harun\_info();

showmouse();

}

/////////////////////////////////////////

////////////////////// Help//////////////////

if(1==(button&1))

if(Xpos>=500&&Xpos<=590&&Ypos>=130&&Ypos<=180)

{

hidemouse();

page1();

}

///////////////////////////////////////////////

////////////////////EXIT//////////////

if(1==(button&1))

if(Xpos>=500&&Xpos<=590&&Ypos>=210&&Ypos<=260)

{

hidemouse();

exit(0);

}

exit();

}

}

/////////////////////////////////////exit//////////////////////////////////

void exit()

{

if(1==(button&1))

if(Xpos>=610&&Xpos<=635&&Ypos>=5&&Ypos<=22)

{

hidemouse();

exit(0);

showmouse();

}

if(Xpos>=610&&Xpos<=635&&Ypos>=5&&Ypos<=22)

{

setcolor(4);

settextstyle(1,0,1);

rectangle(610,5,635,22);

outtextxy(613,1,"x");

}

else

{

setcolor(15);

rectangle(610,5,635,22);

settextstyle(1,0,1);

setcolor(4);

outtextxy(613,1,"x");

}

}

void harun\_info()

{

cleardevice();

hidemouse();

setfillstyle(1,4);

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

setfillstyle(1,8);

bar(10,10,getmaxx()-6,getmaxy()-6);

setfillstyle(1,10);

bar(20,20,getmaxx()-12,getmaxy()-12);

setfillstyle(10,2);

bar(20,20,getmaxx()-12,getmaxy()-12);

////////////\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*////////////////

int i,j,x=240,y=100;

// cleardevice();

for(j=0;j<4;++j){y=y+50;

for(i=0;i<40;++i)

{int poly[]={x,y,x+160,y,x+160,y+i,x,y+i};

setfillstyle(SOLID\_FILL,7);

fillpoly(4,poly);

} }

showmouse();

setcolor(4);

settextstyle(7,HORIZ\_DIR,3);

outtextxy(278,152,"Harun");

outtextxy(247,202,"ID:CE-12008");

outtextxy(242,255,"Dept. of CSE");

outtextxy(256,300,"MBSTU");

outtextxy(425,415,"Back");

showmouse();

//This function show the mouse pointer

while(1)

{mouseInfo(&button,&Xpos,&Ypos);//This function determine the mouse postion////

if(1==(button&1))//This condition means the Left click of mouse

if(Xpos>425&&Xpos<470&&Ypos>415&&Ypos<455) //position where mouse pointer active

{

hidemouse();

//This function hide the mouse pointer

if(varified!=1)

{

unvailed();

showmouse();

}

else

{

desktop1();

showmouse();

}

}

exit();

}}