CHAPTER-1

INTRODUCTION

1.1 INTRODUCTION OF APPLICATION:

The project "Quiz game in C" is an application or device which is used to perform arithmetic operations on numbers. The simplest calculators can do only addition, subtraction, multiplication, and division. More sophisticated calculators can handle exponential operations, roots, logarithms, trigonometric functions, and hyperbolic functions.

This program I run & codding in vscode

1.2 OBJECTIVE OF THE PROJECT:

The object of the project is to perform an interesting game play to learn and show our general knowledge. We use switch case and if else condition to make the project "Quiz game in C". It saves the valuable time for productive learning. Accurate and reduces the work that we have to do.

A switch statement is a type of selection control mechanism used to allow the value of a variable or expression to change the control flow of program execution. It is used to test the equality of a variable against several values specified in the test cases. It is used in making calculator for checking entered by user. If user enter and want to play and enter in this game after entering user name than game will bee officially start and run Switch case checking result and display the result it its incorrect then next steps questions executed and the program is terminated.

The main disadvantages are that it can make us sluggish with simple mental growth to adapt to new knowledge and can reduce our ability in this area.

1.3 EXPLANATION

In this quiz game mini project, you can store the user name, view the highest score secured by a user, and even reset the score. Additionally, to make the game look a little more interesting, it is divided into two rounds; user must pass the first round to reach the second one.

Of the 2 rounds I mentioned above, the first is called the Warm-up Round; the second is the Challenge round. In the warm-up round, the user is asked a total of six simple questions and they must be able to answer at least four of them correctly to enter the next round. If the user is not capable of doing that, he is not permitted to proceed further.

In the second and more interesting round of this quiz game in C, the user will be asked The 23 questions continuously, and for each right answer given, they will earn 100000USD and you will win final amount 2.3M USD.

Game ends when the user's points. For each question asked, there are 4 options, namely A, B, C and D. There are no negative markings, so the user's accumulated cash money won't be deducted for wrong answers to the questions.

CHAPTER-2

PROJECT ANALYSIS & DESIGN

2.1 INTRODUCTION OF C:

C is a general-purpose programming language created by Dennis Ritchie at the Bell Laboratories in 1972.C emphasizes on algorithms. Large programs are divided into smaller programs known as functions. They don't have facility to hide data. It uses top-down approach for program design. It doesn't have powerful features like operator, inheritance etc.

2.2 PRINCIPLES OF C:

1. Prefer maintainability

2. Avoid magic

3. Recognize and avoid dangerous patterns

4. Header file

5. Program comments

6. Executable statements

2.3 ABOUT ALGORITHM

An algorithm is a step-by-step procedure thatch defines a set of instructions to be executed in a certain order to get the desired output.

2.3.1 ADVANTAGES OF ALGORITHM

1. It is a step-wise representation of a solution to a given problem.

2. It is easy to understand.

3. An algorithm uses a definite procedure.

4. It is not dependent on any programming language.

2.3.2 DISADVANTAGES OF ALGORITHM

1. Algorithms are time-consuming.

2. Big tasks are difficult to put in algorithms.

3. Difficult to show branching and looping in algorithms.
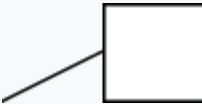
4. Difficult to understand complex logic.

2.4 ABOUT FLOWCHART

A flowchart is a graphical representation of a process or system that shows the steps as boxes of various kinds, and their order by connecting these with arrows. This diagrammatic representation illustrates a solution model to a given problem. Flowcharts are used in analyzing, designing, documenting or managing a process or program in various fields. There are several standardized symbols that are used to construct a flowchart, including: It is important to use these symbols consistently in order to create an accurate and easily understandable flowchart.

Shape	Name	Description
→	Flow line (Arrowhead)	Shows the process's order of operation. A line coming from one symbol and pointing at another. Arrowheads are added if the flow is not the standard top-to-bottom, left-to right.
(rounded rectangle)	Terminal	Indicates the beginning and ending of a program or sub-process. Represented as a stadium, oval or rounded (fillet) rectangle. They usually contain the word "Start" or "End", or another phrase signaling the start or end of a process, such as "submit inquiry" or "receive product".
(rectangle)	Process	Represents a set of operations that changes value, form, or location of data. Represented as a rectangle.
(diamond)	Decision	Shows a conditional operation that determines which one of the two paths the program will take. The operation is commonly a yes/no question or true/false test. Represented as a diamond.

	Input/output	Indicates the process of inputting and outputting data, as in entering data or displaying results. Represented as a rhomboid.
	Annotation (Comment)	Indicating additional information about a step in the program. Represented as an open rectangle with a dashed or solid line connecting it to the corresponding symbol in the flowchart.
	Predefined Process	Shows named process which is defined elsewhere. Represented as a rectangle with double-struck vertical edges.
	On-page Connector	Pairs of labeled connectors replace long or confusing lines on a flowchart page. Represented by a small circle with a letter inside.
	Document	Single documents are represented as a rectangle with a wavy base.
	Data File or Database	Data is represented by a cylinder symbolizing a disk drive.

2.4.1 ADVANTAGES OF FLOWCHART

1. Effective communication.

2. Effective analysis.

3. Easy debugging and efficient testing.

2.4.2 DISADVANTAGES OF FLOWCHART

1. Alterations: It can become a hassle when using flowcharts.

2. Logic Complex relatively complex process can make a make process flowchart look messy and clumsy.

2.5 STRUCTURE OF ALGORITHM FOR PROJECT

Step1: START.

Step2: PRINT GAME NAME AND DETAL TO ENTER.

Step3: ENTER YOUR CHOICE TO ENTER & EXIT ETC.

Step4: DISPLAY GAME RULES.

Step4: DISPLAY AFTER INPUT AND ENTER YOUR NAME.

Step5: ASK 1 TO 6 QUESTIN STEP BY SREP.

Step6: ENTER YOUR INPUT AND CHECK RESULT.

Step7: DISPLAY YOUR RESULT

Step8: CHECK YOUR RESULT THEN DISPLAY NEY STEP ENTRY

Step9: NEXT QUESTIONS SET DISPLAY WITH 23 QUESTIONS.

Step10: RESULT DISPLAY CORRECT OR IN CORRECT & STORE.

Step11: DISPLAY YOR GAME AMOUNT AND RESULT USING DATABASE.

Step12: Stop

2.6 FIGURE OF FLOWCHART FOR PROJECT
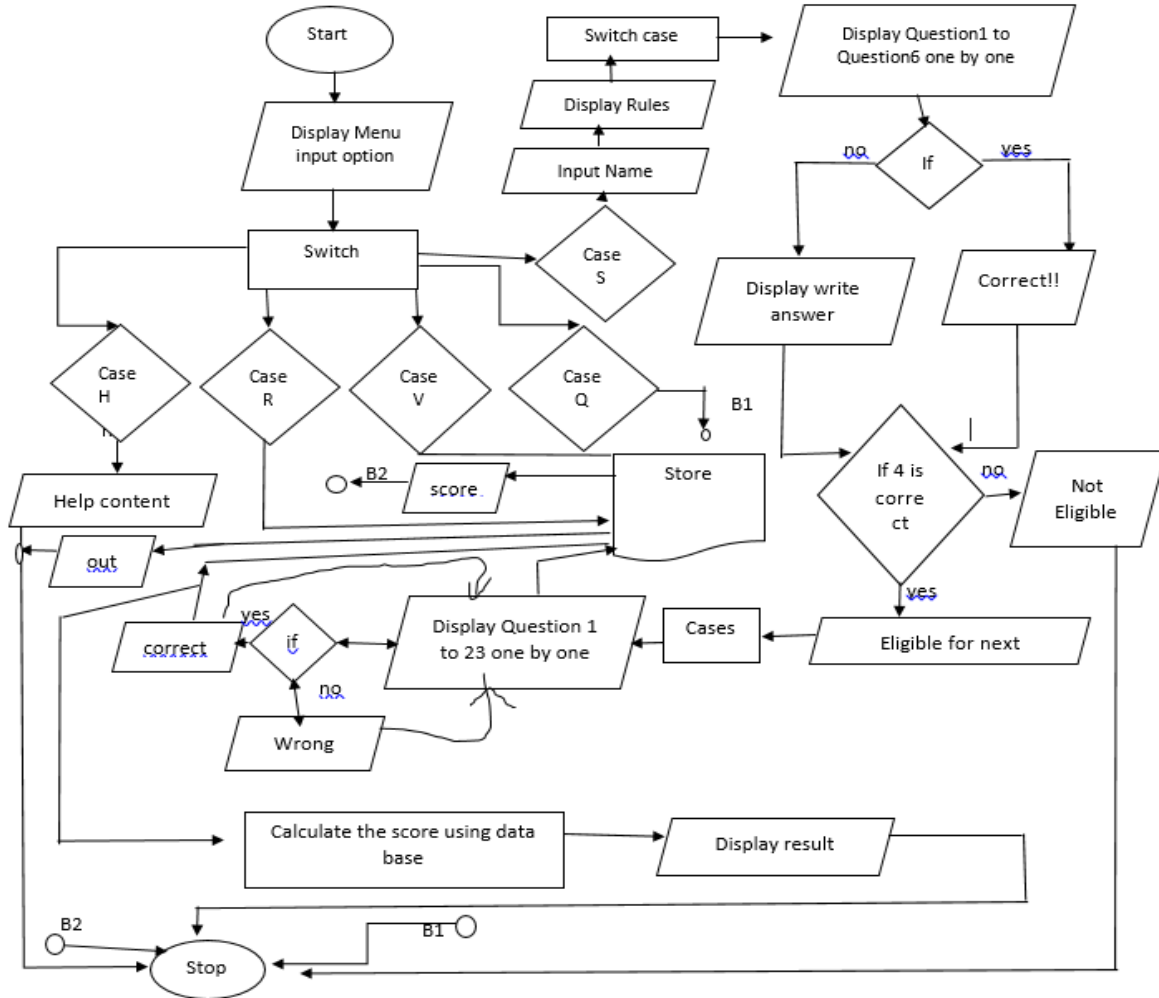
Fig: Flowchart of quiz game in C

In above figure B1 & B2 represent connector

2.7 SYSTEM REQUIREMENT
Hardware:
-Any type of computer support this file type

-1GB storage

Software:
-Install any IDE(integrated development environment) for C programming with compiler to compile & run.

-We use VSCode for IDE & download Code runner for run the program.

CHAPTER-3

PROJECT CODE & EXECUTION (OUTPUT)

3.1 CODING

Coding, sometimes called computer programming is how we communicate with computers.

```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 []);
int main()
    {
    int countr,r,r1,count,i,n;
    float score;
    char choice;
    char playername[20];
    mainhome:
    system("cls");
    printf("\t\t\tC PROGRAM QUIZ GAME\n");
    printf("\n\t\t_____");
    printf("\n\t\t\t   WELCOME ");
    printf("\n\t\t\t      to ");
    printf("\n\t\t\t   THE GAME ");
    printf("\n\t\t_____");
    printf("\n\t\t_____");
    printf("\n\t\t   BECOME A MILLIONAIRE!!!!!!!!!!!    ") ;
    printf("\n\t\t_____");
    printf("\n\t\t_____");
    printf("\n\t\t > Press S to start the game");
    printf("\n\t\t > Press V to view the highest score  ");
    printf("\n\t\t > Press R to reset score");
    printf("\n\t\t > press H for help               ");
    printf("\n\t\t > press Q to quit               ");
    printf("\n\t\t_____\n\n");
    choice=toupper(getch());
    if (choice=='V')
   {
```

```c
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\n\n\n\n\n\n\n\n\n\t\t\tResister your name:");
 gets(playername);
system("cls");
printf("\n ----------------- Welcome %s to C Program Quiz Game ----------
----------------",playername);
printf("\n\n Here are some tips you might wanna know before playing:");
printf("\n --------------------------------------------------------------
---------");
printf("\n >> There are 2 rounds in this Quiz Game,WARMUP ROUND & CHALLANGE
ROUND");
printf("\n >> In warmup round you will be asked a total of 6 questions to
test your");
printf("\n    general knowledge. You are eligible to play the game if you
give atleast 4");
printf("\n    right answers, otherwise you can't proceed further to the
Challenge Round.");
printf("\n >> Your game starts with CHALLANGE ROUND. In this round you will
be asked a");
printf("\n    total of 23 questions. Each right answer will be awarded
$100,000!");
printf("\n    By this way you can win upto ONE MILLION cash
prize!!!!!..........");
printf("\n >> You will be given 4 options and you have to press A, B ,C or
D for the");
printf("\n    right option.");
printf("\n >> You will be asked questions continuously, till right answers
are given");
```

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```
    printf("\n >> No negative marking for wrong answers!");
    printf("\n\n\t!!!!!!!!!!!!!! ALL THE BEST !!!!!!!!!!!!!!");
    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<=6;i++)
    {
    system("cls");
    r1=i;
 switch(r1)
        {
        case 1:
        printf("\n\nWhich of the following is a Palindrome number?");
        printf("\n\nA.42042\t\tB.101010\n\nC.23232\t\tD.01234");
        if (toupper(getch())=='C')
            {
                printf("\n\nCorrect!!!");count++;
                getch();
                break;
}
        else
            {
                printf("\n\nWrong!!! The correct answer is C.23232");
                getch();
            break;
            }
case 2:
        printf("\n\n\nThe country with the highest environmental performance
index is...");
        printf("\n\nA.France\t\tB.Denmark\n\nC.Switzerland\t\tD.Finland");
        if (toupper(getch())=='C')
            {printf("\n\nCorrect!!!");count++;
            getch();
            break;}
```

```
                else
                        {printf("\n\nWrong!!! The correct answer is C.Switzerland");
                        getch();
                        break;}
case 3:
        printf("\n\n\nWhich animal laughs like human being?");
        printf("\n\nA.Polar Bear\t\tB.Hyena\n\nC.Donkey\t\tD.Chimpanzee");
        if (toupper(getch())=='B')
            {printf("\n\nCorrect!!!");count++;
            getch();
            break;}
        else
                {printf("\n\nWrong!!! The correct answer is B.Hyena");
                getch();
                break;}
case 4:
        printf("\n\n\nWho was awarded the youngest player award in Fifa World
Cup 2006?");
        printf("\n\nA.Wayne Rooney\t\tB.Lucas Podolski\n\nC.Lionel
Messi\t\tD.Christiano Ronaldo");
        if (toupper(getch())=='B')
            {printf("\n\nCorrect!!!");count++;
            getch();
             break;}
        else
                {printf("\n\nWrong!!! The correct answer is B.Lucas Podolski");
                getch();
                break;}
case 5:
        printf("\n\n\nWhich is the third highest mountain in the world?");
        printf("\n\nA.Mt. K2\t\tB.Mt. Kanchanjungha\n\nC.Mt. Makalu\t\tD.Mt.
Kilimanjaro");
        if (toupper(getch())=='B')
                {printf("\n\nCorrect!!!");count++;
                getch();
                 break;}
        else
                {printf("\n\nWrong!!! The correct answer is B.Mt.
Kanchanjungha");
                getch();
                break;}
case 6:
        printf("\n\n\nWhat is the group of frogs known as?");
        printf("\n\nA.A traffic\t\tB.A toddler\n\nC.A police\t\tD.An Army");
```

```c
        if (toupper(getch())=='D' )
            {printf("\n\nCorrect!!!");count++;
            getch();
            break;}
        else
                {printf("\n\nWrong!!! The correct answer is D.An Army");
                getch();
                break;}}
                }
if(count>=4)
    {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<=23;i++)
    {system("cls");
    r=i;

    switch(r)
        {
case 1:
        printf("\n\nWhat is the National Game of England?");
        printf("\n\nA.Football\t\tB.Basketball\n\nC.Cricket\t\tD.Baseball");
        if (toupper(getch())=='C')
            {printf("\n\nCorrect!!!");countr++;getch();
             break;getch();}
        else
                {printf("\n\nWrong!!! The correct answer is C.Cricket");getch();
                goto score;
                break;}
```

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```c
case 2:
       printf("\n\n\nStudy of Earthquake is called............,");
       printf("\n\nA.Seismology\t\tB.Cosmology\n\nC.Orology\t\tD.Etimology");
       if (toupper(getch())=='A')
           {printf("\n\nCorrect!!!");countr++;getch();
            break;}
       else
              {printf("\n\nWrong!!! The correct answer is
A.Seismology");getch();
              goto score;
               break;
               }
case 3:
       printf("\n\n\nAmong the top 10 highest peaks in the world, how many lie
in Nepal? ");
       printf("\n\nA.6\t\tB.7\n\nC.8\t\tD.9");
       if (toupper(getch())=='C')
           {printf("\n\nCorrect!!!");countr++;getch();
            break;}
       else
              {printf("\n\nWrong!!! The correct answer is C.8");getch();
              goto score;
              break;}
case 4:
       printf("\n\n\nThe Laws of Electromagnetic Induction were given by?");
       printf("\n\nA.Faraday\t\tB.Tesla\n\nC.Maxwell\t\tD.Coulomb");
       if (toupper(getch())=='A')
           {printf("\n\nCorrect!!!");countr++;getch();
            break;}
       else
              {
               printf("\n\nWrong!!! The correct answer is A.Faraday");getch();
              goto score;
              break;
              }
case 5:
       printf("\n\n\nIn what unit is electric power measured?");
       printf("\n\nA.Coulomb\t\tB.Watt\n\nC.Power\t\tD.Units");
       if (toupper(getch())=='B')
           {printf("\n\nCorrect!!!");countr++;getch(); break;}
       else
              {
                  printf("\n\nWrong!!! The correct answer is B.Power");
              getch();
```

```c
                goto score;
                break;
                }
case 6:
        printf("\n\n\nWhich element is found in Vitamin B12?");
        printf("\n\nA.Zinc\t\tB.Cobalt\n\nC.Calcium\t\tD.Iron");
        if (toupper(getch())=='B' )
            {printf("\n\nCorrect!!!");countr++;getch();
             break;}
        else
                {printf("\n\nWrong!!! The correct answer is B.Cobalt");goto
score;
                getch();
                break;}
case 7:
        printf("\n\n\nWhat is the National Name of Japan?");
        printf("\n\nA.Polska\t\tB.Hellas\n\nC.Drukyul\t\tD.Nippon");
        if (toupper(getch())=='D')
            {printf("\n\nCorrect!!!");countr++;getch();
             break;}
        else
                {printf("\n\nWrong!!! The correct answer is D.Nippon");getch();
                goto score;
                break;}
case 8:
        printf("\n\n\nHow many times a piece of paper can be folded at the
most?");
        printf("\n\nA.6\t\tB.7\n\nC.8\t\tD.Depends on the size of paper");
        if (toupper(getch())=='B')
            {printf("\n\nCorrect!!!");countr++;getch(); break;}
        else
                {printf("\n\nWrong!!! The correct answer is B.7");getch();
                goto score;
                break;}
case 9:
        printf("\n\n\nWhat is the capital of Denmark?");
        printf("\n\nA.Copenhagen\t\tB.Helsinki\n\nC.Ajax\t\tD.Galatasaray");
        if (toupper(getch())=='A')
            {printf("\n\nCorrect!!!");countr++; getch();
            break;}
        else
                {printf("\n\nWrong!!! The correct answer is
A.Copenhagen");getch();
                goto score;
```

```
                break;}
case 10:
        printf("\n\n\nWhich is the longest River in the world?");
        printf("\n\nA.Nile\t\tB.Koshi\n\nC.Ganga\t\tD.Amazon");
        if (toupper(getch())=='A')
            {printf("\n\nCorrect!!!");countr++;getch(); break;}
        else
                {printf("\n\nWrong!!! The correct answer is
A.Nile");getch();break;goto score;}
case 11:
        printf("\n\n\nWhat is the color of the Black Box in aeroplanes?");
        printf("\n\nA.White\t\tB.Black\n\nC.Orange\t\tD.Red");
        if (toupper(getch())=='C')
            {printf("\n\nCorrect!!!");countr++;getch();
              break;}
        else
                {printf("\n\nWrong!!! The correct answer is C.Orange");getch();
                break;goto score;}
case 12:
        printf("\n\n\nWhich city is known at 'The City of Seven Hills'?");
        printf("\n\nA.Rome\t\tB.Vactican City\n\nC.Madrid\t\tD.Berlin");
        if (toupper(getch())=='A')
            {printf("\n\nCorrect!!!");countr++;getch();
                break;}
        else
                {printf("\n\nWrong!!! The correct answer is A.Rome");getch();
                break;goto score;}
case 13:
        printf("\n\n\nName the country where there no mosquitoes are found?");
        printf("\n\nA.Japan\t\tB.Italy\n\nC.Argentina\t\tD.France");
        if (toupper(getch())=='D')
            {printf("\n\nCorrect!!!");countr++;getch();
            break;}
        else
                {printf("\n\nWrong!!! The correct answer is D.France");getch();
                break;goto score;}
case 14:
        printf("\n\n\nWho is the author of 'Pulpasa Cafe'?");
        printf("\n\nA.Narayan Wagle\t\tB.Lal Gopal Subedi\n\nC.B.P.
Koirala\t\tD.Khagendra Sangraula");
        if (toupper(getch())=='A')
            {printf("\n\nCorrect!!!");countr++;getch();
              break;}
        else
```

```
                {printf("\n\nWrong!!! The correct answer is A.Narayan
Wagle");getch();
                break;goto score;}
case 15:
        printf("\n\n\nWhich Blood Group is known as the Universal Recipient?");
        printf("\n\nA.A\t\tB.AB\n\nC.B\t\tD.O");
        if (toupper(getch())=='B')
            {printf("\n\nCorrect!!!");countr++;getch();
             break;}
        else
                {printf("\n\nWrong!!! The correct answer is B.AB");getch();
                goto score;
                break;}
case 16:
        printf("\n\n\nWhat is the unit of measurement of distance between
Stars?");
        printf("\n\nA.Light Year\t\tB.Coulomb\n\nC.Nautical
Mile\t\tD.Kilometer");
        if (toupper(getch())=='A')
            {printf("\n\nCorrect!!!");countr++; getch();
            break;
            }
        else
                {printf("\n\nWrong!!! The correct answer is A.Light
Year");getch();
                goto score;
                break;}
case 17:
        printf("\n\n\nThe country famous for Samba Dance is........");
        printf("\n\nA.Brazil\t\tB.Venezuela\n\nC.Nigeria\t\tD.Bolivia");
        if (toupper(getch())=='A')
            {printf("\n\nCorrect!!!");countr++; getch();
            break;}
        else
                {printf("\n\nWrong!!! The correct answer is
A.Brazil");getch();goto score;
                break;}
case 18:
        printf("\n\n\nWind speed is measure by_____?");
        printf("\n\nA.Lysimeter\t\tB.Air
vane\n\nC.Hydrometer\t\tD.Anemometer\n\n");
        if (toupper(getch())=='D')
            {printf("\n\nCorrect!!!");countr++; getch();
            break;}
```

```c
        else
                {printf("\n\nWrong!!! The correct answer is
D.Anemometer");getch();goto score;
                break;}
case 19:
        printf("\n\n\nWhich city in the world is popularly known as The City of
Temple?");
        printf("\n\nA.Delhi\tB.Bhaktapur\n\nC.Kathmandu\tD.Agra\n\n");
        if (toupper(getch())=='C')
            {printf("\n\nCorrect!!!");countr++; getch();
            break;}
        else
                {printf("\n\nWrong!!! The correct answer is
C.Kathmandu");getch();goto score;
                break;}
case 20:
        printf("\n\n\nWhich hardware was used in the First Generation
Computer?");
        printf("\n\nA.Transistor\t\tB.Valves\n\nC.I.C\t\tD.S.S.I");
        if (toupper(getch())=='B')
            {printf("\n\nCorrect!!!");countr++; getch();
            break;}
        else
                {printf("\n\nWrong!!! The correct answer is
B.Valves");getch();goto score;
                break;}
case 21:
        printf("\n\n\nOzone plate is being destroyed regularly because
of____ ?");
        printf("\n\nA.L.P.G\t\tB.Nitrogen\n\nC.Methane\t\tD. C.F.C");
        if (toupper(getch())=='D')
            {printf("\n\nCorrect!!!");countr++; getch();
            break;}
        else
                {printf("\n\nWrong!!! The correct answer is D.
C.F.C");getch();goto score;
                break;}
case 22:
        printf("\n\n\nWho won the Women's Australian Open Tennis in 2007?");
        printf("\n\nA.Martina Hingis\t\tB.Maria Sarapova\n\nC.Kim
Clijster\t\tD.Serena Williams");
        if (toupper(getch())=='D')
            {printf("\n\nCorrect!!!");countr++; getch();
            break;}
```

```c
             else
                     {printf("\n\nWrong!!! The correct answer is D.Serena
Williams");getch();goto score;
                     break;}
  case 23:
          printf("\n\n\nWhich film was awarded the Best Motion Picture at Oscar
in 2010?");
          printf("\n\nA.The Secret in their Eyes\t\tB.Shutter Island\n\nC.The
King's Speech\t\tD.The Reader");
          if (toupper(getch())=='C')
              {printf("\n\nCorrect!!!");countr++; getch();
              break;}
          else
                  {printf("\n\nWrong!!! The correct answer is C.The King's
Speech");getch();goto score;
                  break;}}}
     score:
     system("cls");
     score=(float)countr*100000;
     if(score>0.00 && score<2300000)
     {
        printf("\n\n\t\t*************** CONGRATULATION ****************");
          printf("\n\t You won $%.2f",score);goto go;}
      else if(score==2300000.00)
     {
         printf("\n\n\n \t\t*************** CONGRATULATION ***************");
         printf("\n\t\t\t\t YOU ARE A MILLIONAIRE YOU WIN 2.3 MIL!!!!!!!!!!");
         printf("\n\t\t You won $%.2f",score);
         printf("\t\t Thank You!!");
     }
      else
{
      printf("\n\n\t******** SORRY 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;}}}
```

```c
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********************************************************
**");
    printf("\n\n\t\t %s has secured the Highest Score %0.2f",name,scr);
    printf("\n\n\t\t********************************************************
**");
    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("\n\n                                   HELP");
    printf("\n ----------------------------------------------------------------
---------");
    printf("\n ....................... C program Quiz Game...........");
    printf("\n >> There are two rounds in the game, WARMUP ROUND & CHALLANGE
ROUND");
    printf("\n >> In warmup round you will be asked a total of 3 questions to
test your general");
    printf("\n    knowledge. You will be eligible to play the game if you can
give atleast 2");
    printf("\n    right answers otherwise you can't play the Game...........");
    printf("\n >> Your game starts with the CHALLANGE ROUND. In this round you
will be asked");
    printf("\n    total 23 questions each right answer will be awarded
$100,000.");
    printf("\n    By this way you can win upto ONE MILLION cash prize in
USD...............");
```

```
    printf("\n >> You will be given 4 options and you have to press A, B ,C or
D for the");
    printf("\n    right option");
    printf("\n >> You will be asked questions continuously if you keep giving
the right answers.");
    printf("\n >> No negative marking for wrong answers");

    printf("\n\n\t*******************BEST OF
LUCK*****************************");
    printf("\n\n\t*****C PROGRAM QUIZ GAME is developed by KAUSHAL RAJ
TRITAL********");}

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);
}}
```

3.2 FORMS OF "C" PROGRAM:

#include – It includes the contents of the file specified in the input stream to the complier and then continues with the rest of original file.

<stdio.h> -It is a header file which has the necessary information to include the input/output related functions in program.

<conio.h> -It is also a header file that includes clrscr() and getch() functions screen whenever the program is complied.

<string.h>-It is also a header file that include string character or multiple character to display at a same time.

<ctype.h>-It is also a header file that include toupper() and tolower() which is convert any word or character to upper case or lower case.

<stdlib.h>-It is also a header file that include fopen(), fclose(),fprintf(),fscanf() and also sum othe file type syntax

Void main –In the void main, main() function is the entry point of program and the void keyword does not have any return value.

Clrscr() – It is used to clear the output.

Printf() – It is library function which is used to print the (character, string, float, integer, etc) onto the output screen.

Scanf() – It is also a library function that reads formatted data from the standard input. It is used to take input from a user.

Getch() – It holds the output console until a key is pressed. It does not use any buffer to store the input character.

Toupper()- It is used to change any character to uppercase.

Fopen()- It is used to open file in c programming language.

Fclose()- It is used to close file in c programming which already open.

Fprintf()- It is used to print or display contains in screen when fopen() is use.

Fscanf()- It is use to carry input and save in file when fopen is use or in file.

edit_score() – adds the current cash prize won to the previous one upon giving the
        right answer to a question

help() – help menu with game summary and rules

reset_score() – to reset the highest score/cash prize to default

show_record() – shows the highest score won by a particular user.

show_score() – to view the highest score

Return 0 –It is used to return the value. It is only written in program when there is int main function.

3.3 OUTPUT

The Quiz game program shows options when we run it. Enter your choice for answer. The output will be displayed on the screen.

```
                    C PROGRAM QUIZ GAME


        ------------------------------------------
                    WELCOME
                       to
                    THE GAME
        ------------------------------------------
        ------------------------------------------
          BECOME A MILLIONAIRE!!!!!!!!!!!
        ------------------------------------------
        ------------------------------------------
         > Press S to start the game
         > Press V to view the highest score
         > Press R to reset score
         > press H for help
         > press Q to quit

        ------------------------------------------
```

If you enter 'S':

```
                 Resister your name:█
```

```
------------------      Welcome kas to C Program Quiz Game -------------------------

Here are some tips you might wanna know before playing:
---------------------------------------------------------------------------
>> There are 2 rounds in this Quiz Game,WARMUP ROUND & CHALLANGE ROUND
>> In warmup round you will be asked a total of 3 questions to test your
   general knowledge. You are eligible to play the game if you give atleast 2
   right answers, otherwise you can't proceed further to the Challenge Round.
>> Your game starts with CHALLANGE ROUND. In this round you will be asked a
   total of 10 questions. Each right answer will be awarded $100,000!
   By this way you can win upto ONE MILLION cash prize!!!!!..........
>> You will be given 4 options and you have to press A, B ,C or D for the
   right option.
>> You will be asked questions continuously, till right answers are given
>> No negative marking for wrong answers!

        !!!!!!!!!!!!!! ALL THE BEST !!!!!!!!!!!!!!


Press Y  to start the game!

Press any other key to return to the main menu!█
```

```
Which of the following is a Palindrome number?

A.42042          B.101010

C.23232          D.01234█
```

```
Which of the following is a Palindrome number?

A.42042          B.101010

C.23232          D.01234

Wrong!!! The correct answer is C.23232█
```

```
 The country with the highest environmental performance index is...

 A.France                 B.Denmark

 C.Switzerland            D.Finland█
```

```
Which animal laughs like human being?

A.Polar Bear          B.Hyena

C.Donkey              D.Chimpanzee

Wrong!!! The correct answer is B.Hyena█
```

```
SORRY YOU ARE NOT ELIGIBLE TO PLAY THIS GAME, BETTER LUCK NEXT TIME█
```

If you correct 2 out of 3 you are eligible for play next money making game :

```
        *** CONGRATULATION ram you are eligible to play the Game ***


        !Press any key to Start the Game!█
```

```
What is the National Game of England?
A.Football           B.Basketball
C.Cricket            D.Baseball█
```

```
Study of Earthquake is called............,

A.Seismology          B.Cosmology

C.Orology             D.Etimology
```

```
The Laws of Electromagnetic Induction were given by?

A.Faraday             B.Tesla

C.Maxwell             D.Coulomb
```

The final display result:

```
               *************** CONGRATULATION ****************
         You won $300000.00

 Press Y if you want to play next game
 Press any key if you want to go main menu
```

If you enter 'V' on first screen:

```
     ********************************************************

      aa has secured the Highest Score 1000000.00

     ********************************************************
```

If you enter 'H' for help on first screen:
```

```
                            HELP
-------------------------------------------------------------------------
....................... C program Quiz Game..........
>> There are two rounds in the game, WARMUP ROUND & CHALLANGE ROUND
>> In warmup round you will be asked a total of 3 questions to test your general
   knowledge. You will be eligible to play the game if you can give atleast 2
   right answers otherwise you can't play the Game...........
>> Your game starts with the CHALLANGE ROUND. In this round you will be asked
   total 23 questions each right answer will be awarded $100,000.
   By this way you can win upto ONE MILLION cash prize in USD...............
>> You will be given 4 options and you have to press A, B ,C or D for the
   right option
>> You will be asked questions continuously if you keep giving the right answers.
>> No negative marking for wrong answers

     *********************BEST OF LUCK*********************************

     *****C PROGRAM QUIZ GAME is developed by KAUSHAL RAJ TRITAL********
```

CONCLUSION

In this work, we have developed a quiz game for fun and also to gain some knowledge. It helps to boost our memory power and increase knowledge and also make some fun.

REFERENCE

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