= CS213 DATA STRUCTURE =

PROGRAMMING

QUIZ GAME

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* GAME DESCRIPTION

The game that we created is a quiz type game about programming. We input 15 questions related to programming and it will ask randomly. The mechanics on this programming quiz game is you should choose correctly the answer if you want to get high score. Read carefully the questions and choose among the options, there will be four options and sometimes just two. On the first part of the game you will be ask to choose on the option, press 1 if you want to start the quiz, 2 for the help and it will direct you to the information about the quiz and if you press any key it will go back to the main home, press 3 for viewing the score board, on this part you will see the records of those who play the quiz, their name and also their score. Press 4 to exit the game or the program. If you start the game, it will ask you first to enter your name and after entering it will direct you to the questions about programming. It will ask you several question randomly and after the set of question you will see your score below and it will ask you if you want to continue to play, if you choose yes it will direct you to main home and if you choose no it will show you the score board and ask you again if you want to continue, if you press 1 you will directly go to the main home and if you press 2 the program will exit.

* IMPLEMENTED DATA STRUCTURE

We used simpler method to run our quiz program. We just used structure and mostly function and statements. Mostly the functions that we used in our program is ‘void’, ‘int’, ‘toupper’, ‘getch’ and ‘goto’ while in statements, we used ‘if else statement’, ‘if statement’ and ‘switch statement’. The used of the structure is for the name and score, while the ‘void’ and ‘int’ function is for holding the data or value in the start, help and record variables. We put the variables in different functions to not be confusing and messy. The guidelines of the quiz game is in the help ‘void function’ while the main home of the quiz where the choices for the start, help, record and exit is in the ‘int main’. We used the ‘if else statement’ for the choices of the main home. The questions about programming in the quiz is located in the ‘void function’ start. We used ‘if statement’ for the randomization of the 15 questions and also ‘for loop’ for counting the score of the correct answer that will display after the set of questions. We also used ‘switch statement’ for the distribution of the questions and inside the case there’s also an ‘if else statement’ for the identification of the question if it is correct or wrong answer. Another implementation of ‘if else statement in our program is to calculate the score and display the equivalent of it. On the ‘void function’ record, we used the ‘if else statement’ and ‘while loop’ to display the name and score of the player throughout the quiz game.