Energizing

Buying food stuff

Supermarket

Club

Interactive Quiz

Progress report

Health Checkup program

ATM

Registration

Games

Clinic

School

Home

Community

Function Description

Games module

* Hangman() : Code for playing hangman game
* Bingo() : Code for 2 player bingo game
* Tic\_tac\_toe() : Code for 2 player X and O game

Main module

* kbc() : designed an interactive quiz(identical to kbc)
* Store() : structure and execution of the store
* draw\_stick\_figure() : creates a figure and enables it to be moved with keyboard
* school() : map containing the school
* store() : map containing the store
* gate() : main gate creation
* club\_clinic() : map containing club and clinic
* house(): map containing house
* text1() : displays the details of the user
* class IDpass() : accepting initial details of the user
* class Student() : printing report card of the student