Inflamable

A Game by Group-4 E&TC-B1

GROUP MEMBERS

PIYA VAID
20070123116

TANISHQ KATRE
20070123119

MAHUM FAREED KHAN
20070123117

PARTH NIKAM
20070123120

HARSHITA GUPTA
20070123122

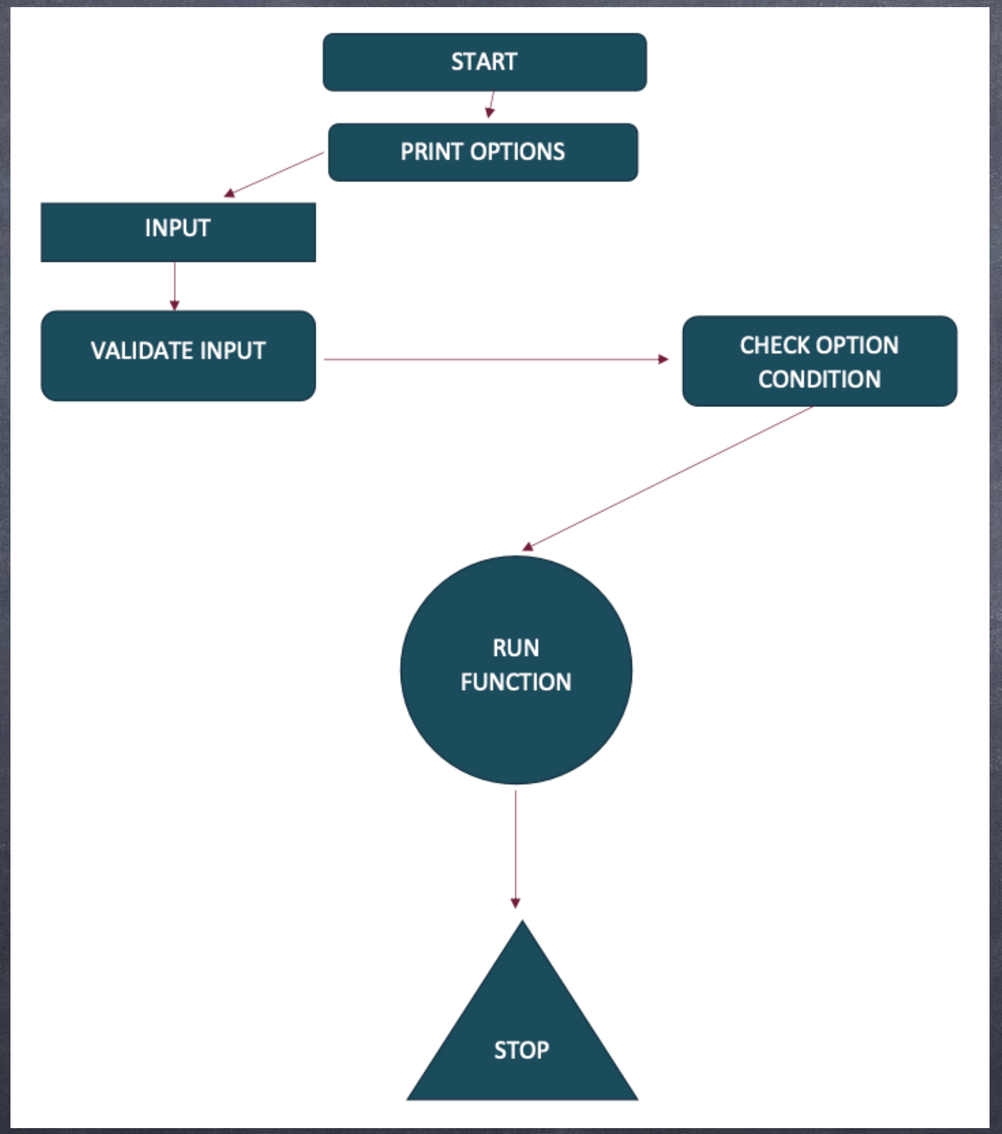
YOGESH VISHWAKARMA
20070123121

Menu

Algorithm

1. START
2. Print all the available options
3. Take input
4. Check whether the given input is valid or not
5. Run the function as per the given input
6. STOP

Flow Chart


START
PRINT OPTIONS
INPUT
VALIDATE INPUT
CHECK OPTION CONDITION
RUN FUNCTION
STOP

Flames

Game #1

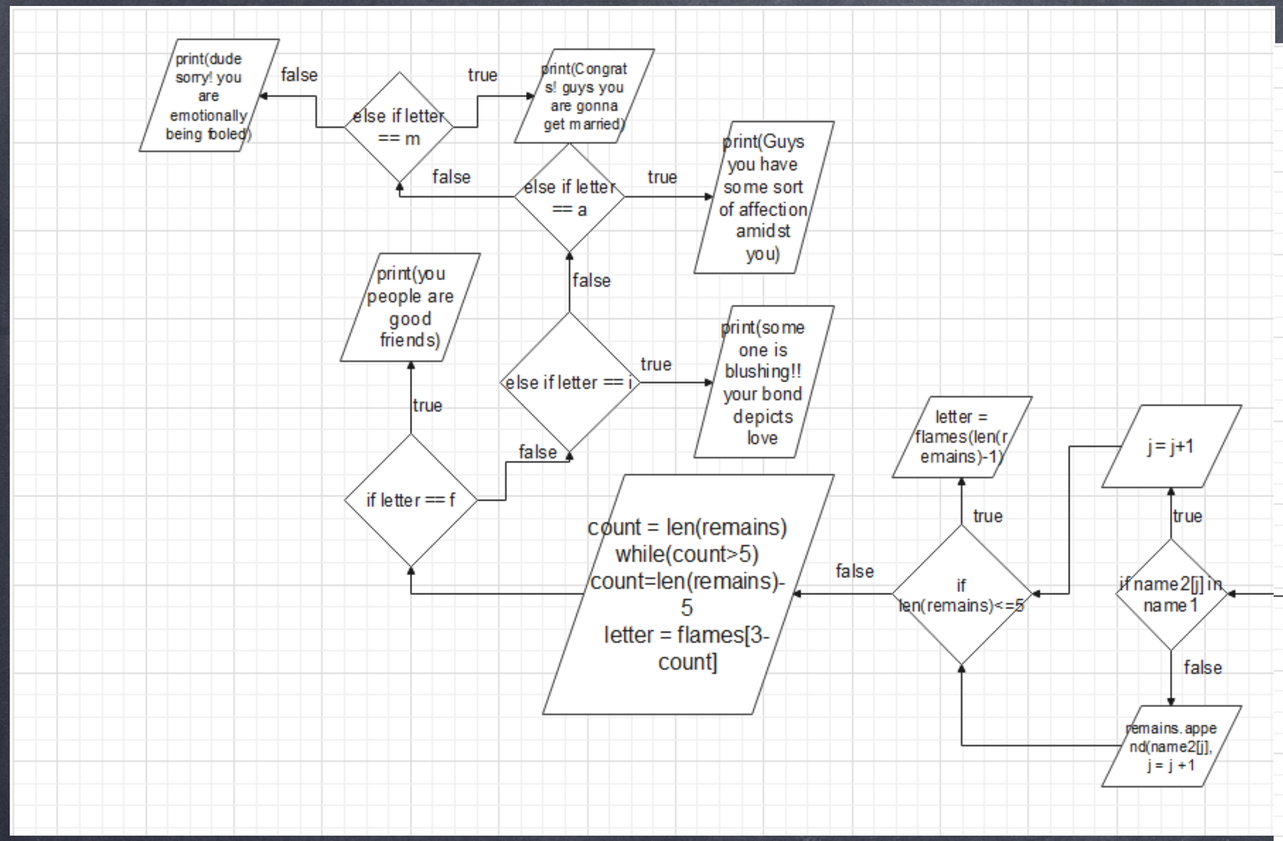
Algorithm

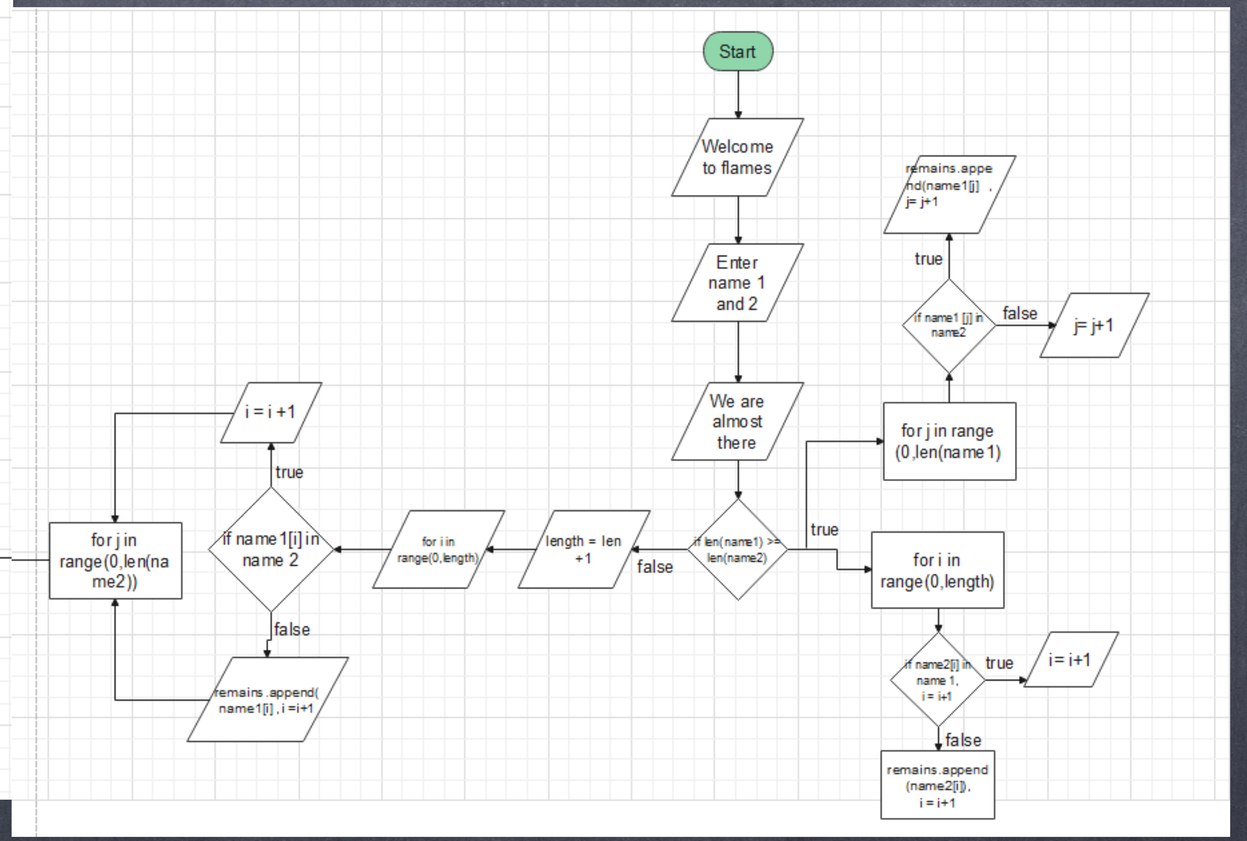
```
Algorithm:
    1) define function FLAMES()
    2) print("WELCOME TO FLAMES.....\n Lets find out how strings are attache
    3) initialize variables name1 and name2 to get name input from user
    4) print("hold your breath!! we are almost there!")
    5) if len(name1)>=len(name2)
       length =  len(name2)
       initialize for loop to find range in (0, length)
        if name2[i] in name 1
         i = i+1
        else
        remains.append(name2[i])
        i = i+1
        initialize for loop for range in (0,len(name1))
        if name1[j] in name2
        j = j+1
        else
        remains.apppend(name1[j])
        j=j+1
        else
        length is equal to length(of name1 )
        initialize for loop for count in range(0,length)
        if name1[i] in name2
        i = i+1
        else
        remains.append(name2[j])
        j = j+1

        if length remaining is less than 5
        letter =  flames [length remaining  -1]
        else
        legth count  =  length remains -5
        letter = flames [3-length(count)]
    6) if letter equal to 'f'
       print("You people are good friends")
        else if letter equal to 'I'
        print("Some one is blushing! your bonds depicts love!!!")
        else if letter equal to 'a
        print("Guys you people have some sort of affection amidst you!!!")
        else if letter equal to 'm'
        print("congrats guys, you are gonna get MARRIED")
        else
        print("Dude sorry! youa are Emotionally being fooled ")

    7) initialize variable nextop to accept user input as integer
    8) if nextop == 1 goto Menu()
    9) else if nextop == 0 goto Exit()
    10) stop kernel
```

Flow Chart


print(dude sorry! you are emotionally being fooled)
false
else if letter == m
true
print(Congrats! guys you are gonna get married)
false
else if letter == a
true
print(Guys you have some sort of affection amidst you)
false
else if letter == i
true
print(some one is blushing!! your bond depicts love
false
if letter == f
true
print(you people are good friends)
count = len(remains)
while(count>5)
count=len(remains)-5
letter = flames[3-count]
false
if len(remains)<=5
true
letter = flames(len(remains)-1)
if name2[j] in name1
true
j = j+1
false
remains.append(name2[j], j = j +1


Start
Welcome to flames
Enter name 1 and 2
We are almost there
if len(name1) >= len(name2)
true
for j in range (0,len(name1)
if name1 [j] in name2
true
remains.append(name1[j] , j= j+1
false
j= j+1
for i in range(0,length)
if name2[i] in name 1, i = i+1
true
i= i+1
false
remains.append (name2[i]), i = i+1
false
length = len +1
for i in range(0,length)
if name1[i] in name 2
true
i = i +1
false
remains.append(name1[i] , i =i+1
for j in range(0,len(name2))

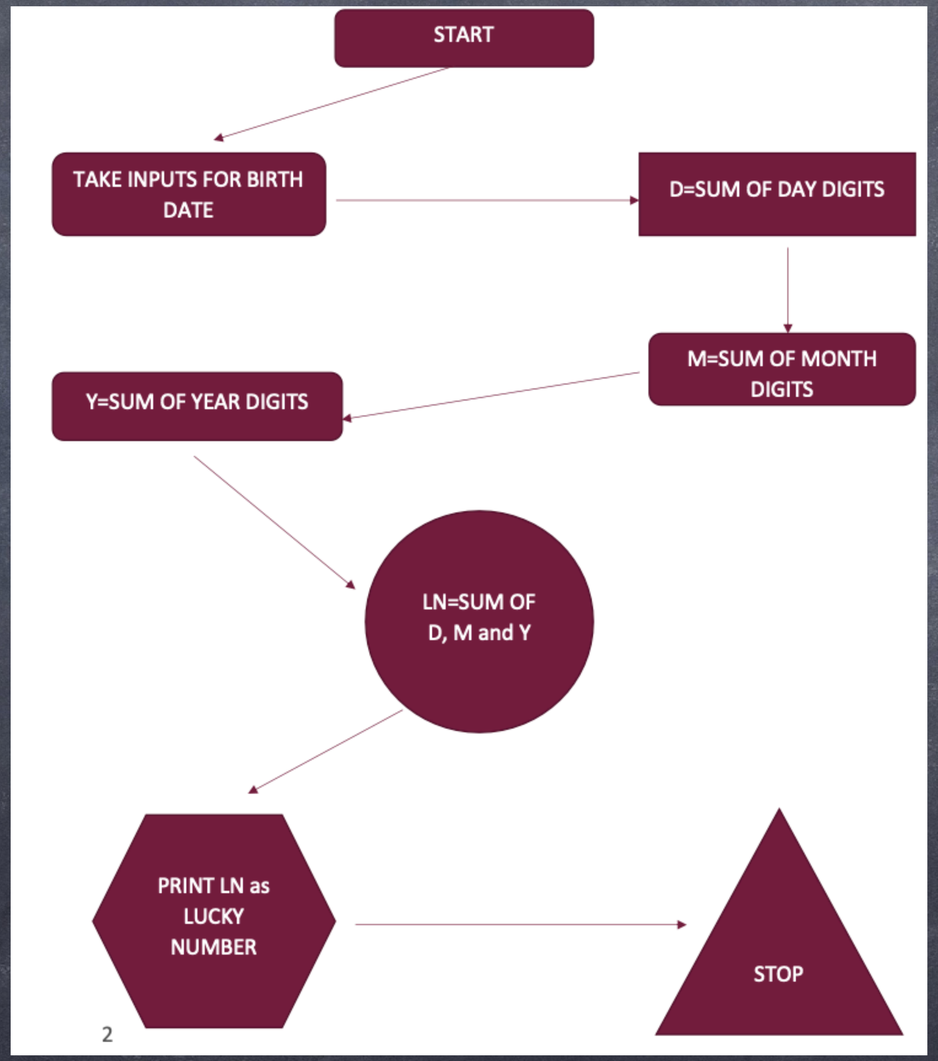
Lucky Number

Game #2

Algorithm

1. Start
2. Take INPUT in day, month and year .
3. Add digits of day.
4. Add digits of month .
5. Add digits of year.
6. Add the sum of digits of month ,day and year. Print LUCKY NO
7. STOP.
8.

Flow Chart


START
TAKE INPUTS FOR BIRTH DATE
D=SUM OF DAY DIGITS
M=SUM OF MONTH DIGITS
Y=SUM OF YEAR DIGITS
LN=SUM OF D, M and Y
PRINT LN as LUCKY NUMBER
STOP

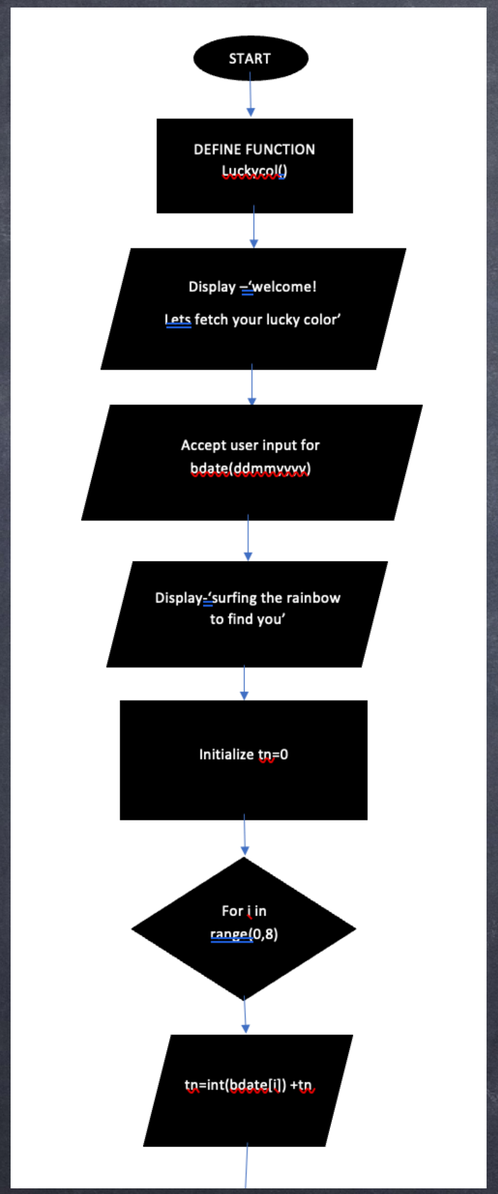
Lucky Colour

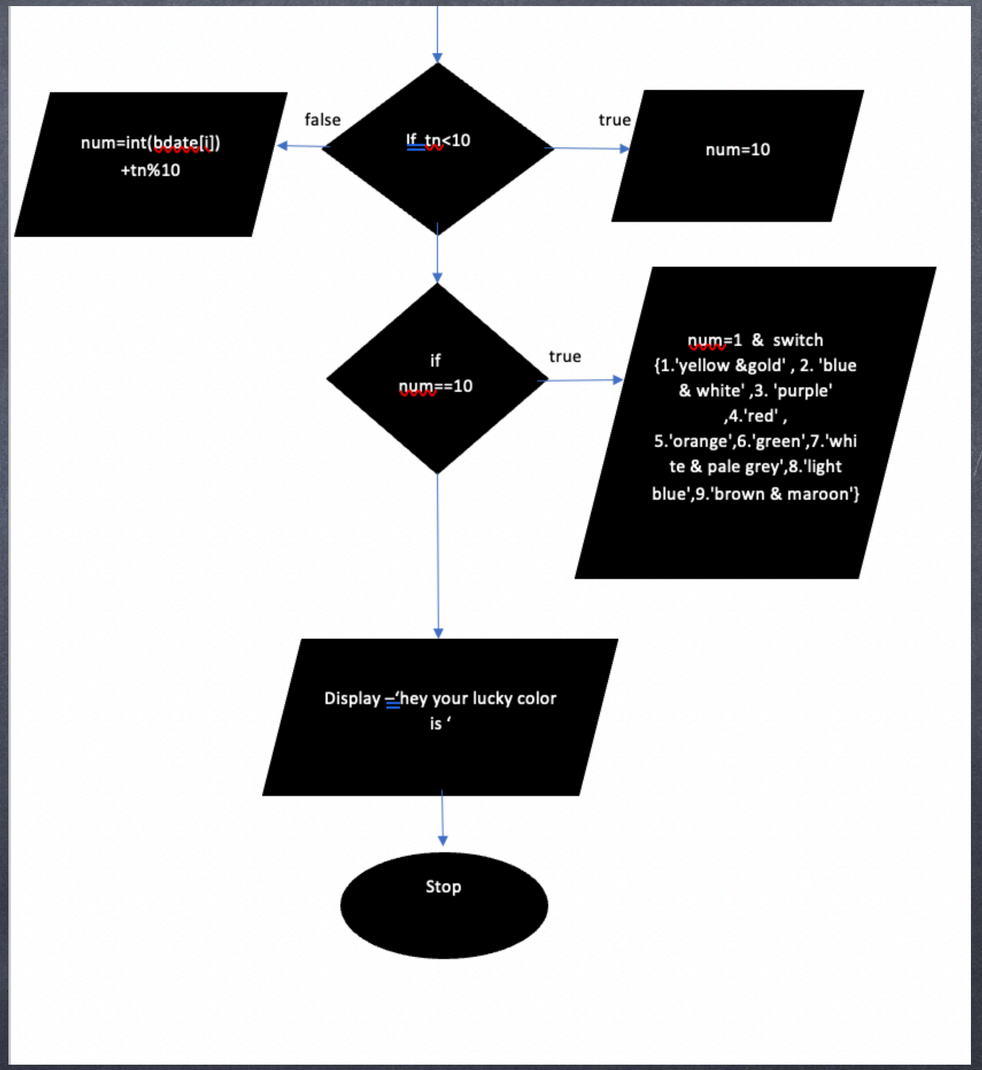
Game #3

Algorithm

1)Start.
2)define function LUCKYCOL() then
3)display 'welcome !lets fetch your lucky color!!'
4)accept user input for bdate(DDMMYYYY).
5)display 'surfing the rainbow to find you'
6)put tn=0.
6.1)for i in range (0,8) then tn=int(bdate[i])+tn
6.2)check if tn<10 then num=10 otherwise.
6.3)num=int(bdate[i])+tn%10
6.4)check if num==10 then num=1 then switch{1.'yellow &gold' , 2. 'blue & white' ,3. 'purple' ,4.'red' , 5.'orange',6.'green',7.'white & pale grey',8.'light blue',9.'brown & maroon'}
6.5)display 'hey your lucky color is-'
7)Stop.

Flow Chart


START
DEFINE FUNCTION Luckycol()
Display –'welcome! Lets fetch your lucky color'
Accept user input for bdate(ddmmyyyy)
Display–'surfing the rainbow to find you'
Initialize tn=0
For i in range(0,8)
tn=int(bdate[i]) +tn


num=int(bdate[i]) +tn%10
false
If tn<10
true
num=10
if num==10
true
num=1 & switch {1.'yellow &gold' , 2. 'blue & white' ,3. 'purple' ,4.'red' , 5.'orange',6.'green',7.'white & pale grey',8.'light blue',9.'brown & maroon'}
Display –'hey your lucky color is '
Stop

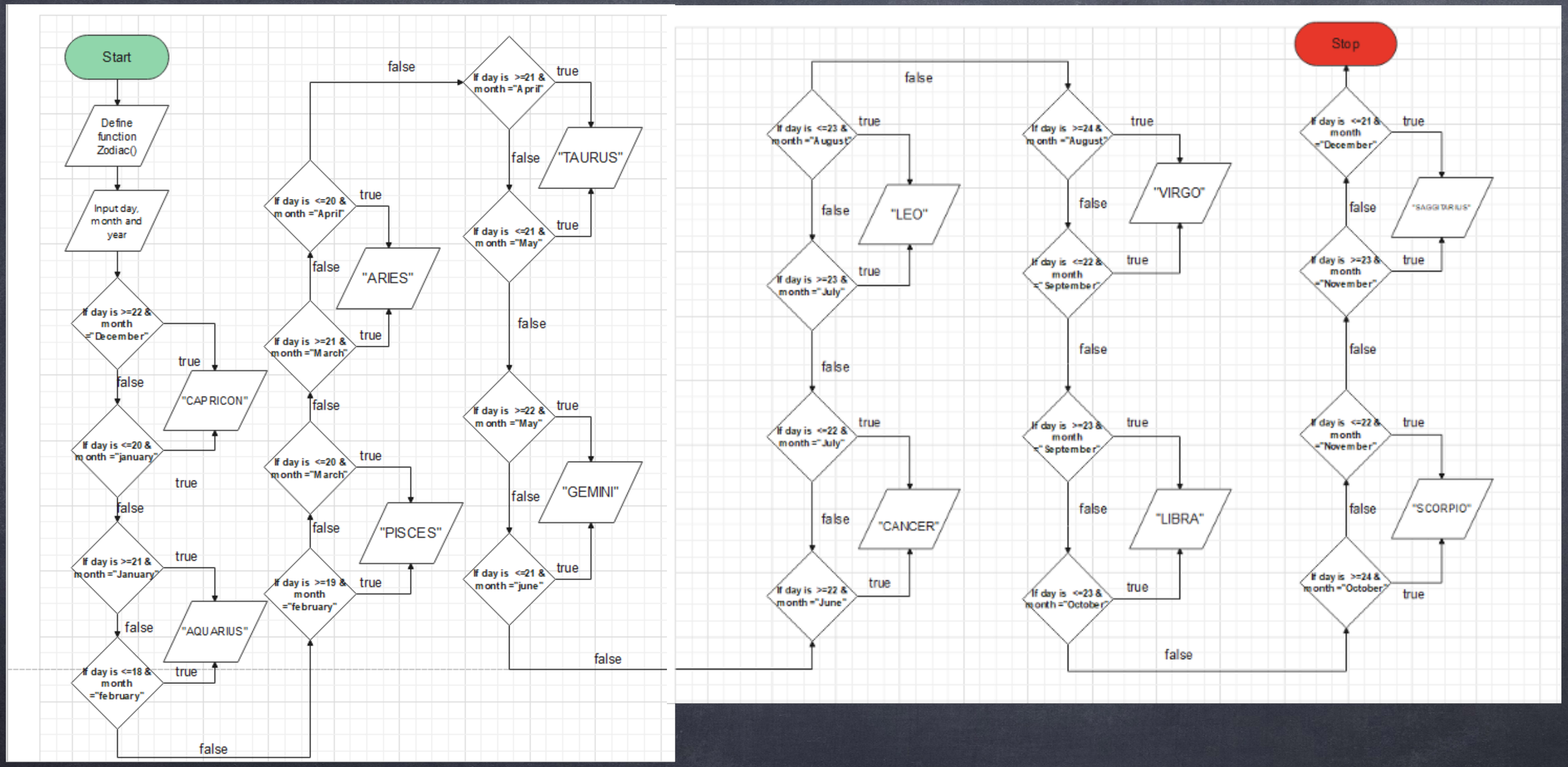
Zodiac

Game #4

Algorithm

1)start.
2)define function zodiac() then.
3)display "welcome to zodiac farm".
4)accept user input for day,month and year.
5)display "!!!almost there!!!".
6.1)check if day>=22 and month=='december' then display 'your zodiac sign is-'CAPRICON.otherwise
6.2)check if day<=20 and month=='january' then display 'your zodiac sign is-' CAPRICON.otherwise
6.3)check if day>=21 and month=='january' then display 'your zodiac sign is-' AQUARIUS.otherwise
6.4)check if day<=18 and month=='february' then display 'your zodiac sign is-'AQUARIUS.otherwise
6.5)check if day>=19 and month=='february'then display 'your zodiac sign is-'PISCES.otherwise
6.6)check if day<=20 and month=='march'then display 'your zodiac sign is-' PISCES.otherwise
6.7)check if day>=21 and month=='march' then display 'your zodiac sign is-'ARIES.otherwise
6.8)check if day<=20 and month=='april'then display 'your zodiac sign is-' ARIES.otherwise
6.9)check if day>=21 and month=='april' then display 'your zodiac sign is-'TAURUS.otherwise
7)check if day<=21 and month=='may' then display 'your zodiac sign is-'TAURUS.otherwise
7.1)check if day>=22 and month=='may' then display 'your zodiac sign is-'GEMINI.otherwise
7.2)check if day<=21 and month=='june'then display 'your zodiac sign is-'GEMINI.otherwise
7.3)check if day>=22 and month=='june' then display 'your zodiac sign is-'CANCER.otherwise
7.4)check if day<=22 and month=='july' then display 'your zodiac sign is-'CANCER.otherwise
7.5)check if day>=23 and month=='july'then display 'your zodiac sign is-'LEO.otherwise
7.6)check if day<=23 and month=='august' then display 'your zodiac sign is-'LEO.otherwise
7.7)check if day>=24 and month=='august'then display 'your zodiac sign is-'VIRGO.otherwise
7.8)check if day<=22 and month=='september' then display 'your zodiac sign is-'VIRGO.otherwise
7.9)check if day>=23 and month=='september' then display 'your zodiac sign is-'LIBRA.otherwise
8)check if day<=23 and month=='october'then display 'your zodiac sign is-' LIBRA.otherwise
8.1)check if day>=24 and month=='october' then display 'your zodiac sign is-'SCORPIO.otherwise
8.2)check if day>=23 and month=='november' then display 'your zodiac sign is-' SAGITTARIUS.otherwise
8.3)check if day<=21 and month=='december'then display 'your zodiac sign is-' SAGITTARIUS.
9)stop.

Flow Chart


Start
Define function Zodiac()
Input day, month and year
If day is >=22 & month ="December"
true
"CAPRICON"
false
If day is <=20 & month ="january"
true
false
If day is >=21 & month ="January"
true
"AQUARIUS"
false
If day is <=18 & month ="february"
true
false
If day is <=20 & month ="April"
true
"ARIES"
false
If day is >=21 & month ="March"
true
false
If day is <=20 & month ="March"
true
"PISCES"
false
If day is >=19 & month ="february"
true
false
If day is >=21 & month ="April"
true
"TAURUS"
false
If day is <=21 & month ="May"
true
false
If day is >=22 & month ="May"
true
"GEMINI"
false
If day is <=21 & month ="june"
true
false
If day is <=23 & month ="August"
true
"LEO"
false
If day is >=23 & month ="July"
true
false
If day is <=22 & month ="July"
true
"CANCER"
false
If day is >=22 & month ="June"
true
false
If day is >=24 & month ="August"
true
"VIRGO"
false
If day is <=22 & month ="September"
true
false
If day is >=23 & month ="September"
true
"LIBRA"
false
If day is <=23 & month ="October"
true
false
Stop
If day is <=21 & month ="December"
true
"SAGGITARIUS"
false
If day is >=23 & month ="November"
true
false
If day is <=22 & month ="November"
true
"SCORPIO"
false
If day is >=24 & month ="October"
true