Installation Instructions

1. Run the program "Ksitij.exe"

That's all to get started. But it is first necessary to go through the file "readme.txt", which can also be accessed through the program "Kshitij.exe". Also it is suggested that you go through the individual folders to see what they contain, though it is not exactly necessary.

Here is some additional information about the various sub programs.

BMP_SlideMake

This is program that can be used to create DOS version of "24-bit BMP files". Note that only 24-bit BMP files are supported. It creates a ".3DS" file whose format is given in its "readme.txt" and its source. Also some editing can be done. Also the colour engine tool provided is used to convert an image to a particular colour. Ex- typing R00 will paint image in only red, 00B in only blue, and 0GB in both green and blue. Also the ".3DS" allows multiple images of same resolution to be added into one file. The two arrows keys on the top-right corner allow one to view all the slides. The third one is to add one more slide. It adds one more slide only when in the last slide. There are also scroll bars on the right and bottom. Use them to scroll the image. Enter text in boxes by first clicking on them, and press enter when finished entering. For more details, view its "readme.txt", or open file "help.3ds" in BMP_SlideMake. Also open "encoder.3ds", "extras.3ds" to view other stuff.

EncoderX

This is a program which can be used to encode/decode files. It is simple to use. Two more things. If wrong password is given, EncoderX will try to decode until it reaches the end, when it will declare that decoding failed. This happens because till the end of decoding, EncoderX does not know whether password provided is correct or not. At the end it checks the decoded file, and if it's wrong, it says that decoding failed. Secondly, it is also possible to encode a file multiple times. It can be thought of multiple layers of locked boxes encasing the file. So, the file can be decoded by decoding it in reverse (just like in stack LIFO). A sample file "rajesh.doc" has been provided for the purpose of testing. For details on how to use it view its "readme.txt" and open file "encoder.3ds" in BMP_SlideMake.

Designs

This program shows various designs. To see them select the design using arrow keys, and then press enter. Press any key to return back and Esc keey to exit. For more details view its "readme.txt".

PGraph

This program can be used to see the graphs of various functions. The function list is given in its "readme.txt". Also to clear the graph use the command "clear graph". Mouse is provided only to determine the position of curves. For more details, view its "readme.txt".

Stone

This program is for playing stone-paper-scissor game with the computer. Press 1, 2, or 3 to select stone, paper, or scissor. As soon as a choice is made, the computer makes his choice. Then points are scored by the one who should win. Finally, when one's money reaches to 0, the game finishes, and the other one wins. Note that at the end of each turn, both players make

comments against each other (for fun only). For more details, view its "readme.txt".

BootREG

This program ("BootREG.bin") contains bootable data, which can be executed at runtime. Its purpose is to display the values of various CPU registers at boot time in hexadecimal. To run this program, it must first be written to a CD. Since only few CD writing software has the facility to write bootable data to CD, an ISO file has been provided which can be directly written to a CD. Then insert it to CD drive, turn off computer, and then turn it on. At the time of booting, the program runs and displays the register values. Then remove the CD and press any key. The program then restarts the computer and after that, normal booting takes place to load the operating system.

IITvsNIT

This program came up as an idea when I was confused whether to select a new IIT or old NIT for counseling. So I wrote the program to see what to select, since I was unable to make the choice for myself. I cancelled 3 train tickets, just to mention how confused I was. I always used to make one decision or another, but never reached a conclusion. So, for me this program did what I did. I thinks for one million times and makes one million decisions. Then it comes to a conclusion, whichever it decided more number of times. Quite a simple program, but indeed it relieved my headache to some extent. I hope it is going to help others also, when they fall into the same situation as mine. Just run the program. Wait till it decides. Get the suggestion of "Computerji". Press any key to end the program. For more details, view its "readme.txt".

3DXX

This program displays some 3D stuff as stored in file "3dtest.bin". Copy another file into its place to see something new. First press any key to skip the input details. Then use W,A,S,D,Q,E to change the view. Press Esc key to exit. This program is mainly designed to test 3D in DOS. For more details, view its "readme.txt"

That's all. Hope you will like this environment.
In case of any difficulty, mail me if needed.

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