# DATA STRUCTURE PROJECT REPORT

# **DECKNNAIRE**

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# **INTRODUCTION**

### PROBLEM STATEMENT:

Most card games have a deck of cards, some of which use queue implementation while some, like discard piles, act more like a stack.

In our card game, there will be two decks of cards. The deck of unanswered questions (with each card having a question on it) and the discard deck. The player will select a card from the deck of unanswered questions or from the top of the discard pile. The question is displayed and the player answers the question displayed. If the question is answered correctly, the card is placed at the bottom of the deck and will be removed from the queue. If the question is answered incorrectly it is placed on the top of the discard pile.

For every correct answer, the player gets some points, let's say 'x' and wins the game with a score of '5x' or else the game will be finished if the player's card runs out.

# **IMPLEMENTATION**

### **FUNCTIONALITY:**

The unanswered deck of cards will be implemented using a queue implemented with a circular linked list. The queue will perform the following functions:

Enqueue: to place correctly answered questions back into the deck

**Dequeue**: for selecting the card from the front of the deck, etc.

The discard deck will be implemented using a stack with a linear linked list of arrays. Each element of the array will be a card. Each array should hold no more than 5 cards. The stack will perform the following functions:

**Push**: When the player incorrectly answers a question **Pop**: When the player selects the discarded question

### **TECHNOLOGIES USED:**

#### FILE HANDLING

In the software industry, most of the programs are written to store the information fetched from the program. One such way is to store the fetched information in a file. Different operations that can be performed on a file like Creation of a new file, Opening an existing file, Reading from file, Writing to a file etc.

### **Data Structures**

### STACK

Stack is a linear data structure which follows a particular order in which the operations are performed. The order may be LIFO(Last In First Out) or FILO(First In Last Out).

### QUEUE

A Queue is a linear structure which follows a particular order in which the operations are performed. The order is First In First Out (FIFO).

# **RESULT / CONCLUDING REMARKS**

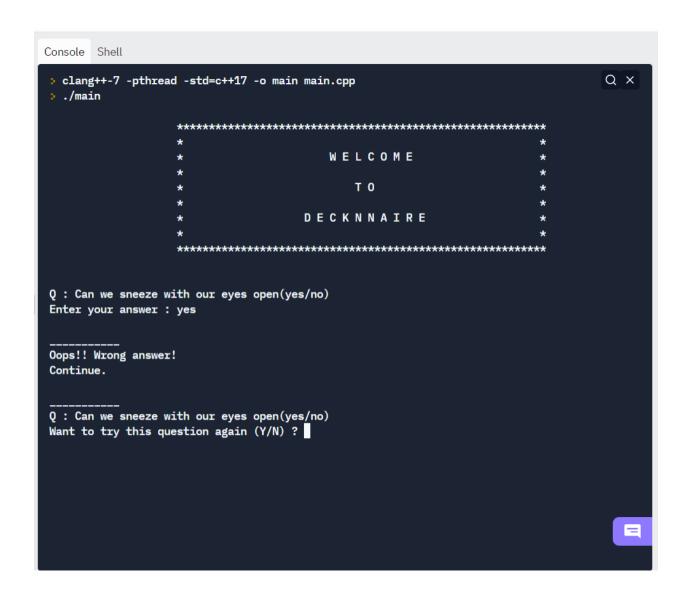
A card game has been successfully implemented using stack, queue and file handling, where the player is supposed to answer some general knowledge questions and gets a point for each correct answer and wins the game if he's able to touch a score of 5 points.

# **SCREENSHOTS**

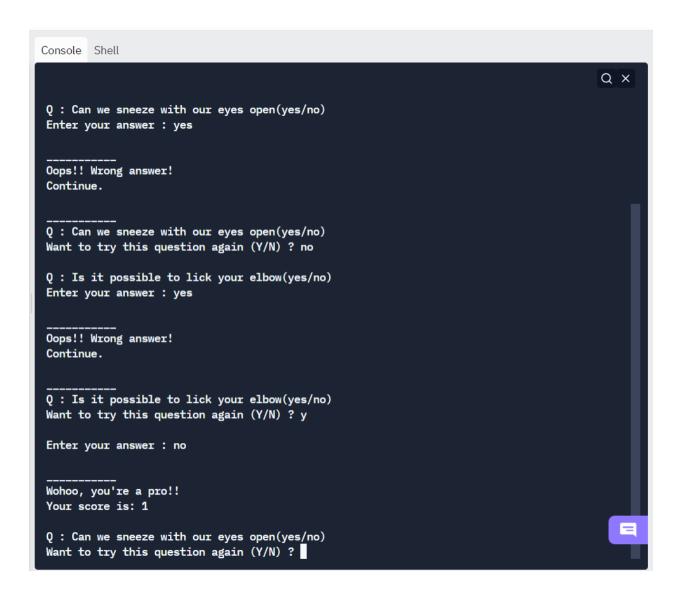
# 1. Welcome page

```
Console Shell
                                                            Q \times
clang++-7 -pthread -std=c++17 -o main main.cpp
./main
              ***************
                              WELCOME
                                 T 0
                            DECKNNAIRE
              ***********************
Q : Can we sneeze with our eyes open(yes/no)
Enter your answer :
```

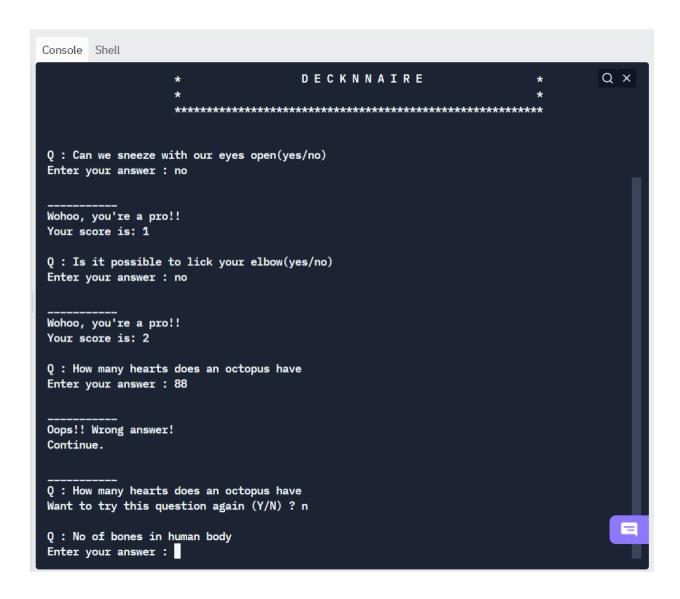
**2**. When the user answers the question wrong, a card from the discard pile is displayed and the user can choose whether to answer that question or not.



3. When the user answers a question correctly, the score gets incremented by 1.



. If the user chooses not to answer the question from the discard pile , then a fresh card from the unanswered deck of cards is displayed .



**5**. Total score is displayed at the end of the game along with the results .

