

# McLab OS 2.0 ^\_^



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Introducing McLab OS ver 2.0..... The  
Fastest developing OS yet !!! -  
Designed by Sailesh Sahu...

It delivers the power of **Simplicity** and  
**Difference**.... A Revolutionary **Graphics**  
**User Interface (GUI)**, **Welcome**,  
**Amazingly Simple Interface**, **Fastest**  
**Browser**, **Safest OS yet**, **Powerful**  
**Gaming Support** .....

## **CERTIFICATE**

*This is to certify that I, **Sailesh Sahu**, bearing Roll No. 6607208 a bonafide student of Class XII Science A, Delhi Public School, Damanjodi , have completed the project on “**McLab Operating System**” in his practical, in pursuance of the annual examination of Class XII, 2012-2013 and have completed the project satisfactorily.*

**Mr. L.B. Sharma**  
Principal  
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**Mr. S.P. Paikray**  
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## **ACKNOWLEDGEMENT**

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*My heartfelt gratitude also goes to my lovely parents and my friends who have contributed directly or indirectly towards the successful completion of the project.*

**Sailesh Sahu**

*Class: XII*

*Science A*

*Roll No : 6607208*

```

/*****
***** HEADER FILES USED *****
*****/

#include<iostream.h>
#include<conio.h>
#include<stdio.h>
#include<graphics.h>
#include<time.h>
#include<string.h>
#include<stdlib.h>
#include<math.h>
#include<process.h>
#include<dos.h>
#include<ctype.h>
#include<fstream.h>
#include <stdarg.h>

/*****
***** DECLARATION OF VARIABLES *****
*****/

int midx,midy;
char str1[]={"Sailesh Sahu"};

#ifdef __TINY__
#error BGIDEMO will not run in the tiny model.
#endif
#define NFonts 11
char *Fonts[NFonts] = { "EuropeanFont", "BoldFont"};
char *LineStyle[] = { "SolidLn", "DottedLn", "CenterLn", "DashedLn", "UserBitLn" };
char *FillStyles[] = { "EmptyFill", "SolidFill", "LineFill", "LtSlashFill", "SlashFill", "BkSlashFill",
LtBkSlashFill", "HatchFill", "XHatchFill", "InterleaveFill", "WideDotFill", "CloseDotFill" };

struct PTS
{
    int y;
}; /* Structure to hold vertex points */

int  GraphDriver; /* The Graphics device driver */
int  GraphMode; /* The Graphics mode value */
double AspectRatio; /* Aspect ratio of a pixel on the screen */
int  MaxX, MaxY; /* The maximum resolution of the screen */
int  MaxColors; /* The maximum # of colors available */
int  ErrorCode; /* Reports any graphics errors */
struct palettetype palette; /* Used to read palette info */

```

```

/*****
***** FUNCTION PROTOTYPES *****/
/

void Initialize(void);
void intro(void);
void Textwelcome(void);
void TextWELKOM(void);
void Textvelkommen(void);
void TextBIENVENUE(void);
void TextWILLKOMMEN(void);
void TextBENVENUTO(void);
void TextVALKOMMEN(void);
void TextBIENVENIDO(void);
void TextTERVETULOA(void);
void TextBEMVINDO(void);
void MainWindow(char *header);
void changetextstyle(int font, int direction, int charsize);

/*****
***** STARTING MCLAB *****/
/

void typeit (int x,int y,int spacing,char string[])
{
    char temp[2];
    for (int i=0;i<strlen(string);i++)
        {
            delay(100);
            temp[0]=string[i];
            temp[1]='\0';
            outtextxy(x+(i+1)*spacing,y,temp);
        }
    //end for
}

void front()
{
    int x,y,h;
    for(x=0;x<=100;x++)
    {
        settxtjustify(CENTER_TEXT,CENTER_TEXT);
        setcolor(1);
        settxtstyle(1,0,4);
        setusercharsize(x,6,x,3);
        setcolor(14);
        moveto(310,135);
        outtext("..");
        setcolor(6);
        moveto(310,130);
        outtext("I I");
        if(x<50)

```

```

        delay(30);
        else
        delay(20);
    }
    for(y=0;y<=100;y++)
    {
        setcolor(0);
        settextstyle(1,0,4);
        setusercharsize(y,6,y,3);
        moveto(310,135);
        outtext("..");
        moveto(310,130);
        outtext("I I");
        if(y > 20)
        {
            settextstyle(7,0,3);
            setusercharsize(y-20,35,y-20,30);
            setcolor(9);
            outtext("McLab OS");
            setcolor(2);
            outtext("_____");
            delay(15);
            if(y<100)
            {
                settextstyle(7,0,3);
                setusercharsize(y-20,35,y-20,30);
                setcolor(0);
                outtext("McLab OS");
            }
        }
    }
    //delay(1000);
    settextstyle(3,0,2);
    delay(50);
    outtextxy(midx-200,midy,"Group Members:-");
    //x=10,y=10;
    setcolor(6);
    settextstyle(4,0,4);
    typeit(midx-200,midy+50,15,str1);
    typeit(midx-200,midy+80,15,str2);
    typeit(midx-200,midy+110,15,str3);
    typeit(midx-200,midy+140,15,str4);
    typeit(midx-200,midy+170,15,str5);
    getch();
    //closegraph();
}

```

```

/*****
***** TICTAC TOE *****/
*****/

```

```

char board [3] [3]; // Remember Indexing Starts at zero
void drawcircle (int position) // Draws a circle on basis of Input use mathematics reduce complexity

```

```

{
    int centrex;
    int centrey;
    centrex = 245 + (50*(position%3)) + 25;
    centrey = 165 + (50*(position/3)) + 25;
    fillellipse (centrex,centrey, 10,10);
}
void drawcross (int position)
{
    int centrex;
    int centrey;
    centrex = 245 + (50*(position%3)) + 25;
    centrey = 165 + (50*(position/3)) + 25;
    line (centrex-5,centrey+5,centrex+5,centrey-5);
    line (centrex+5,centrey+5,centrex-5,centrey-5);
}

```

```

void mapboard ()
{
    int gdriver = DETECT, gmode;
    int i,j;
    closegraph ();
    initgraph (&gdriver, &gmode, "c:\\tc\\bgi");
    // Draw 4 Lines to Form Board
    line (295,165,295,315);
    line (345,165,345,315);
    line (245,215,395,215);
    line (245,265,395,265);
    for (i = 0; i <= 2; i++)
    {
        for (j = 0; j <= 2; j++)
        {
            if ( board [i] [j] == 'X') drawcross (3*i + j);
            if ( board [i] [j] == 'O') drawcircle (3*i + j);
        }
    }
    outtextxy (40,472,"Remove This Line by Learn Coding It yourself at www.cencyclopedia.com");
}
void initiateboard ()
{
    int i,j;
    for (i = 0; i < 3 ; i++)

```

```

{
    for (j = 0; j < 3; j++)
    {
        board [i] [j] = '*';
        putchar (board [i] [j]);
    }
}
mapboard ();
}
void input ()
{
    int x,y;
    printf ("\nEnter X Coordinate - ");
    scanf ("%d",&x);
    printf ("\nEnter Y Coordinate - ");
    scanf ("%d", &y);
    if (board [x-1] [y-1] == '*')
    {
        board [x-1] [y-1] = 'X';
    }
    else
    {
        mapboard ();
        printf ("\nWrong Coordinates");
        input ();
    }
}
void computer ()
{
    int i,j;
    for (i = 0; i < 3; i++)
    for (j = 0; j < 3; j++)
    {
        if (board [i] [j] == '*')
        {
            board [i] [j] = 'O';
            return;
        }
    }
}
void check ()
{
    int i;
    char key = '*';
    // Check Rows
    for (i=0; i<3;i++)
    if (board [i][0] == board [i] [1] && board [i][0] == board [i] [2] && board [i] [0] != '*') key = board [i] [0];
    // check Columns

```



```

for (i=0; i<3;i++)
if (board [0][i] == board [1] [i] && board [0][i] == board [2] [i] && board [0] [i] != '*') key = board [0] [i];
// Check Diagonals
if (board [0][0] == board [1] [1] && board [1][1] == board [2] [2] && board [1] [1] != '*') key = board [1] [1];
if (board [0][2] == board [1] [1] && board [1][1] == board [2] [0] && board [1] [1] != '*') key = board [1] [1];
//Declare Winner if any
if (key == 'X')
{
printf ("You Win");
getch ();
exit (0);
}
if (key == 'O')
{
printf ("Computer Win");
getch ();
exit (0);
}
}
void play () // Ladies and Gentleman I give you our game engine.
{
int i;
for (i = 0; i<5;i++)
{
input ();
computer ();
mapboard ();
check ();
}
printf ("\n\nGAME DRAW");
}

```

```

/*****
***** SNAKE GAME *****/
*****/

```

```

class Snake
{
int p1,p2,v1,v2,v3,e1,e2,prev,now,n,colr,dsp,cnt,dly,m;
int stp,egGen;
int xr,yr;
void caught();
public:
long scr;
int strtX,strtY,endX,endY;
int pos[100][2];
void show();
void init();
void egg();

```

```

void transpose();
void gnrtCond();
void gnrtUnCond();
void check();
void checkEgg();
void move();
void chngDir();
void sndEt();
void sndCgt();
int test();
void score();
Snake();
Snake(Snake*);
~Snake();
};
Snake::Snake()
{ }
Snake::~Snake()
{ }
void Snake::checkEgg()
{
    if((e1 == p1) && (e2 == p2))
    {sndEt();
     egg();
     dly--;
     score();
     n++;
    }
}
void Snake::sndEt()
{nosound();
 sound(2500);
 delay(2);
 nosound();
}
void Snake::sndCgt()
{nosound();
 for(int x=1000;x>0;x--)
 {sound(x);
  delay(1);
 }
 nosound();
}
void Snake::score()
{ char *p;
  ltoa(scr,p,10);
  setttextstyle(8,0,1);
  setcolor(0);

```

```

    outtextxy(585,40,p);
    if(egGen != 1){
        scr = scr + dly / 10;
    }
    ltoa(scr,p,10);
    setcolor(10);
    outtextxy(585,40,p);
}
void Snake::gnrtCond()
{if(n < 367)
{if(now == 8 && (prev != 8 && prev != 2))
{pos[0][0] = p1;
pos[0][1] = p2 - dsp;
prev = now;
}
if(now == 4 && (prev != 4 && prev != 1))
{pos[0][0] = p1 + dsp;
pos[0][1] = p2;
prev = now;
}
if(now == 2 && (prev != 8 && prev != 2))
{pos[0][0] = p1;
pos[0][1] = p2 + dsp;
prev = now;
}
if(now == 1 && (prev != 1 && prev != 4))
{pos[0][0] = p1 - dsp;
pos[0][1] = p2;
prev = now;
}
}
}
void Snake::gnrtUnCond()
{
    if( prev == 8 )
    {pos[0][0] = p1;
    pos[0][1] = p2 - dsp;
    }
    if( prev == 4 )
    {pos[0][0] = p1 + dsp;
    pos[0][1] = p2;
    }
    if( prev == 2 )
    {pos[0][0] = p1;
    pos[0][1] = p2 + dsp;
    }
    if( prev == 1 )
    {pos[0][0] = p1 - dsp;

```

```

    pos[0][1] = p2;
}
p1 = pos[0][0];
p2 = pos[0][1];
}
void Snake::check()
{
    if(p1 > endX)
    {p1 = str+X;}
    else if(p1 < str+X)
    {p1 = endX;}
    if(p2 > endY)
    {p2 = str+Y;}
    else if(p2 < str+Y)
    {p2 = endY;}
    pos[0][0] = p1;
    pos[0][1] = p2;
    for(int i = 1; i < n; i++)
    { if(p1 == pos[i][0] && p2 == pos[i][1])
      {caught();
        break;
      }
    }
}
void Snake::show()
{
    int x = getcolor();
    if(egGen != 1)
    {
        setcolor(getbkcolor());
        setfillstyle(1,getbkcolor());
        fillellipse(v1,v2,yr,yr);
    }
    else
        egGen = 0;
    if(egGen == 2)
        egGen--;
    setcolor(colr);
    setfillstyle(1,9);
    if(now == 8 || now == 2)
        fillellipse(pos[0][0],pos[0][1],xr,yr);
    else if(now == 4 || now == 1)
        fillellipse(pos[0][0],pos[0][1],yr,xr);
    setcolor(x);
}
void Snake::transpose()
{ int i,j,x,y;
  p1 = pos[0][0];

```

```

    p2 = pos[0][1];
    if(!legGen){
        v1 = pos[n-1][0];
        v2 = pos[n-1][1];
    }
    else
        egGen = 0;
    for(i = n-1; i >= 1; i--)
        {pos[i][0] = pos[i-1][0];
        pos[i][1] = pos[i-1][1];
        }
}
void Snake::move()
{ int st = 0;
  do{
    if(!kbhit())
    {checkEgg();
    if(!st)
        show();
    else
        st = 0;
    delay(dly/4);
    transpose();
    delay(dly/4);
    gnrtUnCond();
    delay(dly/4);
    check();
    delay(dly/4);
    }
    else if(stp){
        chngDir();
        gnrtCond();
        check();
        show();
        st = 1;
    }
    }while(stp);
}
void Snake::init()
{time_t tm;
  srand(time(&tm));
  dsp = 20;
  n = 5;
  prev = 4;
  for(int i = 4; i >= 0; i--)
    {pos[i][0] = 201 + (n - i - 1) * dsp;
    pos[i][1] = 301;
    }
}

```

```

strtX = 21;
strtY = 21;
endX = 481;
endY = 361;
colr = 14;
now = prev;
dsp = 20;
stp = 111;
cnt = -1;
scr = 0;
dly = 150;
xr = 3;
yr = 9;
egg();
egGen = 1;
score();
int x = getcolor();
setlinestyle(0,1,3);
setcolor(15);
rectangle(strtX-15,strtY-15,endX+15,endY+15);
rectangle(endX+25,strtY-15,getmaxx()-15,endY+15);
rectangle(strtX-15,endY+25,getmaxx()-15,getmaxy()-5);
line(endX+25,strtY+75,getmaxx()-15,strtY+75);
line(endX+25,strtY+200,getmaxx()-15,strtY+200);
line(endX+25,strtY+275,getmaxx()-15,strtY+275);
setlinestyle(0,1,1);
settextstyle(8,0,1);
setcolor(11);
outtextxy(514,40,"SCORE");
setcolor(14);
settextstyle(11,0,5);
outtextxy(524,110," CONTROLS ");
outtextxy(522,135,"p = PAUSE");
outtextxy(522,155,"g = RESUME");
outtextxy(522,175,"e = EXIT");
outtextxy(513,195,"ARROWS");
outtextxy(512,205," -MOVEMENT");
setcolor(14);
settextstyle(4,0,9);
outtextxy(getmaxx()-500,getmaxy()-110,"SNAKE");
settextstyle(8,0,1);
setcolor(x);
}
void Snake::caught()
{
    stp = 0;
    sndCgt();
    for(int i=0;i<=7;i++)

```

```

{if(i%2)
{setcolor(10);
outtextxy(512,250,"GAME OVER");
delay(900);
}
else
{setcolor(0);
outtextxy(512,250,"GAME OVER");
delay(500);
}
}
sleep(1);
}
void Snake::chngDir()
{int clr;
fillsettingstype *p;
char x = getch();
if(x == 72)
now = 8;
else if(x == 77)
now = 4;
else if(x == 80)
now = 2;
else if(x == 75)
now = 1;
else if(x == 'e')
caught();
else if(x == 'p')
{
//int y = getcolor();
int twinkl = 1;
settextstyle(11,0,9);
while(1)
{if(kbhit())
{int c = getch();
if(c == 'g')
{clr = getcolor();
setcolor(0);
rectangle(endX+40,endY-10,getmaxx()-35,getmaxy()-160);
outtextxy(endX+60,endY-29,"PAUSE");
break;
}
}
else
{if(twnkl%2)
{clr = getcolor();
setcolor(10);
rectangle(endX+40,endY-10,getmaxx()-35,getmaxy()-160);

```

```

    outtextxy(endX+60,endY-29,"PAUSE");
    setcolor(clr);
    delay(1000);
}
else
{
    clr = getcolor();
    setcolor(0);
    rectangle(endX+40,endY-10,getmaxx()-35,getmaxy()-160);
    outtextxy(endX+60,endY-29,"PAUSE");
    delay(1000);
}
}
twinkl++;
}
settextstyle(8,0,1);
}
}
Snake::Snake(Snake *p)
{
    *p=NULL;
}
void Snake::egg()
{ do
    {e1 = (rand() % 100) * dsp + strtX;
    e2 = (rand() % 100) * dsp + strtY;
    }while(test());
    int x = getcolor();
    setcolor(7);
    setfillstyle(1,random(15)+1);
    fillellipse(e1,e2,xr+2,xr+2);
    setcolor(x);
    egGen = 2;
}
int Snake::test()
{ for(int i=0;i<n;i++)
    {if(e1 == pos[i][0] && e2 == pos[i][1])
        break;
    if(v1 == e1 && v2 == e2)
        break;
    if((e1 >= endX+1) || (e2 >= endY+1))
        break;
    }
    if(i != n)
        return 1;
    else
        return 0;
}

```



```

/*****
***** WEBSITE *****/

```

```

struct stud
{
    char name[30];
    int roll;
    long adno;
    char sec[5];
    char clas[3];
    float phy;
    float che;
    float maths;
    float comp;
    float bio;
};

```

```

/*****
***** PROJECT MAIN *****/

```

```

void main()
{
/*****
***** INTRODUCTION *****/

```

```

clrscr();
intro();
Initialize();
midx=getmaxx()/2;midy=getmaxy()/2;
front();

```

```

/*****
***** BOOT SCREEN *****/

```

```

textmode(C80);
clrscr();
cout<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n';
cout<<"\\n\\t\\t\\t    Please wait .";
for(long ai=0; ai<9999999; ++ai);
clrscr();
cout<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n';
cout<<"\\n\\t\\t\\t    Please wait . .";
for(long j=0; j<9999999; ++j);
clrscr();
cout<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n';
cout<<"\\n\\t\\t\\t    Please wait . . .";

```

```
for(long k=0; k<9999999; ++k);
clrscr();
cout<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n'<<'\\n';
cout<<"\\n\\t\\t\\t Starting McLAB OS \\n";
cout<<'\\n'<<'\\n'<<'\\n';
cout<<'\\t'<<'\\t'<<'\\t';
cout<<"\\t .";
for(long g=0; g<9999999; ++g);
cout<<" .";
for(long m=0; m<9999999; ++m);
cout<<" .";
for(long n=0; n<9999999; ++n);
float ab;
textcolor(LIGHTRED);
textbackground(LIGHTBLUE);
clrscr();
gotoxy(5,5);
printf("\\n\\t\\t Processing System files.....");
for(ab=1;ab<=80;ab++)
{
    for(long z=0; z<999998; ++z);
    gotoxy(5,23);
    printf(" Completed... %f %",ab*1.25);
    gotoxy(ab,9);
    textbackground(WHITE);
    textcolor(WHITE);
    cprintf("\\n\\n ",65);
}
printf("\\n Progress is finished Press Enter..... ");
textbackground(BLACK);
clrscr();

/*****
***** LOGON SCREEN *****/

cout<<"_____@@@@@\\n";
cout<<"____@_____@_____@@@@@\\n";
cout<<"_____@_____@_____@_____@\\n";
cout<<"_____@_____@@@_____@\\n";
cout<<"_____@_____@\\n";
cout<<"_____@_____@@@@@_____@\\n";
cout<<"___@@@@@_____@@@@@_____@\\n";
cout<<"__@_____@@@@@_____@\\n";
cout<<"_@_____@@@@@_____@\\n";
cout<<"_@_____@@@@@_____@\\n";
cout<<"_@_____@@@@@_____@
cout<<"__@_____@@@@@_____@
int x[100],y[100],d,g=0,f=0;
USER NAME : McLAB\\n";
Enter password: ";
```





```
TextBEMVINDO();  
for(long abc1=0;abc1<99999999; ++abc1);  
clrscr();  
  
/***** DESKTOP SCREEN *****/  
desktop:  
    Initialize();  
    int left, top, right, bottom;  
    left = getmaxx() / 10 - 20;  
    top = getmaxy() / 5 - 20;  
    right = getmaxx() / 10 + 20;  
    bottom = getmaxy() / 5 + 20;  
    /* draw a rectangle */  
    rectangle(left-20,top-40,right+20,bottom-30);  
    rectangle(left-20,top+50,right+20,bottom+60);  
    rectangle(left-20,top+140,right+20,bottom+150);  
    rectangle(left-20,top+230,right+20,bottom+240);  
    cout<<"\n\n\n\n\n\n\n1. Documents";  
    cout<<"\n\n\n\n\n\n\n2. Computer ";  
    cout<<"\n\n\n\n\n\n\n3. Game Center " ;  
    cout<<"\n\n\n\n\n\n\n4. Browser " ;  
    cout<<"\n\n\n\n";  
    cout<<"-----";  
    cout<<"5.<<" | Begin |";  
    time_t tim; //create variable of time_t  
    time(&tim); //pass variable tim to time function  
    cout <<"\t"<<"\t"<<"\t"<<"\t"<<"\t"<<"   "<<ctime(&tim); // this translates what was returned from time()  
into a readable format  
    cout<<"-----";  
    int desktop_choice;  
    cout<<"Enter Your Choice To Start : " ;  
    cin>>desktop_choice;  
    clrscr();  
    textmode(C80);  
    if(desktop_choice==1)  
        goto abc1;  
    else if(desktop_choice==2)  
    {  
        abc8:  
            cout<<"MY COMPUTER               1. 2. 3. " ;  
            cout<<"                MINI MAXI CLOS";  
            cout<<"\n\n\n\n\n\n\n\n\n\n";  
            cout<<"Hard disk drives\n\n";  
            cout<<"C Drive\t\t"<<"D Drive\t\t"<<"E Drive"<<"\n\nEnter your choice c, d or e\n";  
            char ch;  
            int a[50];
```

```

cin>>ch;
ch=toupper(ch);
clrscr();
switch (ch)
{
    case 'C':abc7:
        cout<<"C Drive                                1.  2.  3. ";
        cout<<"                                MINI  MAXI CLOS";
        cout<<"\n\n\n\n\n\n\n\n\n\n";
        cout<<"1. My Documents\n"<<"2. Daily used programs\n";
        cout<<"\nEnter your choice 1 or 2. press 0 to go back\n";
        cin>>a[0];
        clrscr();
        switch (a[0])
        {
            case 1:
                abc1:
                cout<<"My Documents                                1.  2.  3. ";
                cout<<"                                MINI  MAXI CLOS";
                cout<<"\n1.code of pallindrom";
                cout<<"\n2.code for reversing a string";
                cout<<"\n3.code for finding an element in a set of numbers";
                cout<<"\n4.printing an AP till the nth term";
                cout<<"\n5.code for finding out the LCM and HCF of two given numbers";
                cout<<"\n\n\n\n enter 0 to go back";
                cin>>a[1];
                clrscr();
                switch (a[1])
                {
                    case 1: abc2:
                        cout<<"#include<iostream.h>          \n";
                        cout<<"#include<stdio.h>          \n";
                        cout<<"#include<string.h>          \n";
                        cout<<"void main()          \n";
                        cout<<"{          \n";
                        cout<<" char ch[81];          \n";
                        cout<<" int i, j, b;          \n";
                        cout<<" gets(ch);          \n";
                        cout<<" b=strlen(ch);          \n";
                        cout<<" for(i=0,j=(b-1);i<(b/2);++i,--j) \n";
                        cout<<" {          \n";
                        cout<<"         if(ch[i]==ch[j])          \n";
                        cout<<"             continue;          \n";
                        cout<<"         else          \n";
                        cout<<"         {          \n";
                        cout<<"             cout<<"not a palindrome";          \n";
                        cout<<"             break;          \n";
                        cout<<"         }          \n";
                }
            }
        }
    }
}

```

```

cout<<" } \n";
cout<<" if(i>=b/2) \n";
cout<<" cout<<"It is a palindrome!!!!"; \n";
cout<<" } \n";
cout<<"\n\nEnter 1 to execute or 0 to go back : ";
cin>>a[2];
clrscr();
switch (a[2])
{
    case 0:goto abc1;
    case 1:char b[81];
    int i, j, x;
    cout<<"Enter the string\n";
    gets(b);
    x=strlen(b);
    for(i=0,j=(x-1);i<(x/2);++i,--j)
    {
        if(b[i]==b[j])
            continue;
        else
        {
            cout<<"not a palindrome";
            break;
        }
    }

    if(i>=x/2)
    cout<<"It is a palindrome!!!!";
    cout<<"\n\n press 0 to go back";
    cin>>a[2];
    if(a[2]==0)
        goto abc2;
}

case 2: abc3:
    cout<<"//code for reversing a string\n";
    cout<<" char a[80], temp;\n";
    cout<<" int i, j, b;\n";
    cout<<" cout<<"Enter the string";\n";
    cout<<" gets (a);\n";
    cout<<" b=strlen (a);\n";
    cout<<" for(i=0, j=b-1;i<b/2;++i, --j)\n";
    cout<<" { \n";
    cout<<" temp=a[i];\n";
    cout<<" a[i]=a[j];\n";
    cout<<" a[j]=temp;\n";
    cout<<" }\n";
    cout<<" cout<<"\n'<<"reversed string\n"<<a;\n";
    cout<<"\n\nPress 1 to execute or 0 to go back";
    cin>>a[3];

```

```

clrscr();
switch (a[3])
{
    case 1:
        char a[80], temp;
        int i, j, b;
        cout<<"Enter the string\n";
        gets (a);
        b=strlen (a);
        for(i=0, j=b-1; i<b/2; ++i, --j)
        {
            temp=a[i];
            a[i]=a[j];
            a[j]=temp;
        }
        cout<<"the reversed string is "<<a;
        cout<<"\n\n press 0 to go back\n";
        cin>>a[4];
        clrscr();

    case 0: goto abc1;
    }
    case 3:abc4:
        cout<<"int a[10], b, i;\n";
        cout<<"cout<<"enter 10 elements\n";
        cout<<"for(int i=0; i<=10; ++i)";
        cout<<"{";
        cout<<"    cout<<"Enter element \"<<i+1;
        cout<<"    cin>>a[i];
        cout<<"}";
        cout<<"cout<<"thank you\nnow enter the element to be searched\n";
        cout<<"cin>>b;
        cout<<"for(i=0; i<=10; ++i)";
        cout<<"{";
        cout<<"    if(a[i]==b)";
        cout<<"cout<<"the element is present\n";
        cout<<"}";
        cout<<"if(i>=10)";
        cout<<"    cout<<"element is not present\n";
        cout<<"press 1 to execute or press 0 to go back";
        cin>>a[5];
        clrscr();
        switch (a[5])
        {
            case 1:int a[10], b, i;
                cout<<"enter 10 elements";
                for(i=0; i<=10; ++i)
                {
                    cout<<"Enter element "<<i+1<<"\n";

```



```

        cin>>a[i];
    }
    cout<<"thank you\nnow enter the element to be searched";
    cin>>b;
    for(i=0;i<=10;++i)
    {
        if(a[i]==b)
            cout<<"the element is present";
    }
    if(i>=10)
    cout<<"element is not present\n\n\n";
    cout<<"press 0 to go back or 1 to go to the code of the program";
    cin>>a[6];
    clrscr();
    switch(a[6])
    {
        case 1:goto abc4;
    }break;
case 0:goto abc1;
}

case 4:abc5:
    //code for finding an AP till the nth term
    cout<<"int a, n, d;                \n";
    cout<<"cout<<\"enter the starting number\n";    "\n";
    cout<<"cin>>a;                \n";
    cout<<"cout<<\"enter the number of terms\n";    "\n";
    cout<<"cin>>n;                \n";
    cout<<"cout<<\"enter the difference\n";    "\n";
    cout<<"cin>>d;                \n";
    cout<<"cout<<\"\\n\\nthe AP so formed is as follows :\\n\"";\n";
    cout<<"for(int i=1;i<=n;++i)                \n";
    cout<<"{                \n";
    cout<<" cout<<a+(i-1)*d<<" ";                \n";
    cout<<"}                \n";
    cout<<"enter 1 to execute or 0 to go back";
    cin>>a[7];
    clrscr();
    switch(a[7])
    {
        case 0:goto abc1;
        case 1:int b, n, d;
        cout<<"enter the starting number\n";
        cin>>b;
        cout<<"enter the number of terms\n";
        cin>>n;
        cout<<"enter the difference\n";
        cin>>d;
        cout<<"\\n\\nthe AP so formed is as follows :\\n";
        for(int i=1;i<=n;++i)

```

```

        {
            cout<<b+(i-1)*d<<" ";
        }
        cout<<"\n\nenter 0 to go back";
        cin>>a[7];
        clrscr();
        switch(a[7])
        {
            case 0: goto abc5;
        }
        break;
    }
}

```

case 5:abc6:

```

cout<<"#include<iostream.h>          \n";
cout<<"void main()                  \n";
cout<<"{                             \n";
cout<<"int a,b,hcf,lcm;                \n";
cout<<"cout<<"\nEnter 2 numbers\n";      \n";
cout<<"cin>>a>>b;                      \n";
cout<<"if(a<b)                         \n";
cout<<"{                             \n";
cout<<" for( int i = a; i>0; i--)        \n";
cout<<" {                             \n";
cout<<"     if(a%i == 0 && b%i == 0)      \n";
cout<<"     {                             \n";
cout<<"         hcf = i;                 \n";
cout<<"         break;                   \n";
cout<<"     }                             \n";
cout<<" }                             \n";
cout<<" cout<<"\nhcf = \"<<hcf<<'\\n';    \n";
cout<<" }                             \n";
cout<<"     else                         \n";
cout<<"     {                             \n";
cout<<"         for( int i = b; i>0; i--) \n";
cout<<"         {                             \n";
cout<<"             if(a%i == 0 && b%i == 0)\n";
cout<<"             {                             \n";
cout<<"                 hcf = i;             \n";
cout<<"                 break;               \n";
cout<<"             }                             \n";
cout<<"         }                             \n";
cout<<"         cout<<"\nhcf = \"<<hcf<<'\\n'; \n";
cout<<"     }                             \n";
cout<<" }                             \n";
cout<<"         lcm=(a*b)/hcf;              \n";
cout<<"         cout<<"\nlcm = \"<<lcm;    \n";
cout<<"\n\n\npress 1 to execute or 0 to go back";
cin>>a[8];
clrscr();

```

```

switch(a[8])
{
    case 0:goto abc1;
    case 1:int c,b,hcf,lcm;
    cout<<"enter two numbers";
    cin>>c>>b;
    if(c<b)
    {
        for( int i = c; i>0; i--)
        {
            if(c%i == 0 && b%i == 0)
            {
                hcf = i;
                break;
            }
        }
        cout<<"hcf = "<<hcf<<'\\n';
    }
    else
    {
        for( int i = b; i>0; i--)
        {
            if(c%i == 0 && b%i == 0)
            {
                hcf = i;
                break;
            }
        }
        cout<<"hcf = "<<hcf<<'\\n';
    }

    lcm=(c*b)/hcf;
    cout<<"lcm = "<<lcm;
    cout<<"\\n\\n\\npress o to go back";
    cin>>a[9];
    clrscr();
    switch (a[9])
    {
        case 0:goto abc6;
    }
}

case 0:goto desktop;
} //end of my documents folder

case 2:cout<<"daily used programs
cout<<"
cout<<"\\n\\n\\n\\n\\n\\n\\n\\n\\n\\n";
cout<<"1. ordinary calculator\\n";
cout<<"2. student report card program\\n";
cout<<"\\n\\n\\nEnter your choice (1-3)\\n";

```

1. 2. 3. ";  
MINI MAXI CLOS";

```

        cout<<"Enter 0 to go back";
        cin>>a[10];
        clrscr();
        switch(a[10])
        {
            case 0: goto abc7;
            case 1:long a,b;
            char ch;
            cout<<"Enter opperator +, -, *, /";
            cin>>ch;
            cout<<"Enter the two numbers";
            cin>>a>>b;
            switch(ch)
            {
                case '+':cout<<"the sum is = "<<a+b;
                break;
                case '-':cout<<"the difference is = "<<a-b;
                break;
                case '*':cout<<"The product is = "<<a*b;
                break;
                case '/':if(b==0)
                cout<<"division by 0 not possible";
                else
                cout<<"the quotient is = "<<a/b;
                break;
            }
        }
    }
}

else if(desktop_choice==3)
{
    Textwelcome();
    for(long az=0; az<999999; ++az);
    clrscr();
    cout<<"\n\n\n\t\t\t Select A Game From Here :\n";
    cout<<"      1.TICTACTO\n\n";
    cout<<"      2.SNAKE GAME\n\n";
    cout<<"      0.BACK TO DESKTOP\n\n";
    cout<<"      Enter your choice\n";
    int game_choice;
    cin>>game_choice;
    if(game_choice==1)
    {
        Initialize();
        initiateboard ();
        play ();
        getch ();
        closegraph ();
    }
}

```

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```

        cout<<"\nad no    "<<s[k].adno;
        cout<<"\nclass   "<<s[k].clas;
        cout<<"\nsection "<<s[k].sec;
        cout<<"\nphysics  "<<s[k].phy;
        cout<<"\nchemistry "<<s[k].che;
        cout<<"\nmaths    "<<s[k].maths;
        a=strcmp(ch,"comp");
        if(a==0)
            cout<<"\n computer  "<<s[k].comp;
        else
            cout<<"\nbiology   "<<s[k].bio<<"\n\n";
    }
}

case 3:

    cout<<"\n\n\nenter name ";
    char ch2[10];
    gets(ch2);
    int b;
    for(int k=0;k<i;++k)
    {
        b=strcmp(ch2,s[k].name);
        if(b==0)
        {
            cout<<"details of student "<<k+1;
            cout<<"\n\nname    "<< s[k].name;
            cout<<"\nroll no   "<<s[k].roll;
            cout<<"\nad no     "<<s[k].adno;
            cout<<"\nclass     "<<s[k].clas;
            cout<<"\nsection   "<<s[k].sec;
            cout<<"\nphysics   "<<s[k].phy;
            cout<<"\nchemistry "<<s[k].che;
            cout<<"\nmaths     "<<s[k].maths;
            b=strcmp(ch,"comp");
            if(b==0)
                cout<<"\n computer  "<<s[k].comp;
            else
                cout<<"\nbiology   "<<s[k].bio<<"\n\n";
        }
    }
}

if(browser_choice==1)
{
    goto desktop;
}

else if(desktop_choice==5)
{
    int shutdown_choice;

```

```

        cout<<"Shut Down McLabs\n\n";
        cout<<"Press 0 (Zero) to Shutdown\n\n";
        cin>>shutdown_choice;
        if(shutdown_choice==0)
            exit(0);
    }
}
} // void main bracket

/*****
***** FUNCTION DECLARATIONS *****/
*****/

/* */
/*      INITIALIZE: Initializes the graphics system and reports */
/*      any errors which occurred. */
/* */

void Initialize(void)
{
    int xasp, yasp;          /* Used to read the aspect ratio*/
    GraphDriver = DETECT;    /* Request auto-detection */
    initgraph( &GraphDriver, &GraphMode, "" );
    ErrorCode = graphresult(); /* Read result of initialization*/
    if( ErrorCode != grOk ){   /* Error occurred during init */
        printf(" Graphics System Error: %s\n", grapherrormsg( ErrorCode ) );
        exit( 1 );
    }
    getpalette( &palette );   /* Read the palette from board */
    MaxColors = getmaxcolor() + 1; /* Read maximum number of colors*/
    MaxX = getmaxx();
    MaxY = getmaxy();          /* Read size of screen */
    getaspectratio( &xasp, &yasp ); /* read the hardware aspect */
    AspectRatio = (double)xasp / (double)yasp; /* Get correction factor */
}

/* */
/*      INTROVersion2.0 */
/* */

void intro(void)
{
    void *image;
    int size;
    int dr=9,mode=2;
    initgraph(&dr,&mode,"..\\bgi");
    size=imagesize(140,140,500,250);
    image=malloc(size);
    setfillstyle(SOLID_FILL, GREEN);

```



```

circle(200,200,50);
floodfill(200,200,WHITE);
setcolor(LIGHTGRAY);
circle(200,200,19);
setcolor(WHITE);
circle(200,200,18);
circle(200,200,49);
circle(200,200,53);
circle(200,200,20);

arc(215,215,350,90,30);
arc(210,182,90,194,30);
arc(180,195,180,300,30);
settextstyle(1,HORIZ_DIR,1);
setcolor(WHITE);
outtextxy(265,180,"McLab Operating Systems");

outtextxy(265,185,"_____");
outtextxy(265,210,"Version 2.0");
settextstyle(0,HORIZ_DIR,0);
setcolor(DARKGRAY);
outtextxy(265,240,"(c) Copyrights");
setcolor(WHITE);
outtextxy(375,240," Sailesh Sahu :");
setcolor(DARKGRAY);
outtextxy(275,250,"      #developer");
getimage(141,141,499,259,image);
cleardevice();
for(int count=1;count<300;count+=2)
putimage(1+count,100,image,COPY_PUT);
for(int down=0;down<640;++down)
{
    delay(5);
    line(1,220,1+down,220);
}
setcolor(BLUE);
for(int bottom=0;bottom<300;bottom+=4)
line(1,220+bottom,640,220+bottom);
free(image);
getch();
closegraph();
}

/*                      */
/*  TEXTwelcome         */
/*                      */
void Textwelcome(void)

```





```

cout<<"____@____@____ \n";
cout<<"____@____ \n";
cout<<'\n'<<'\n'<<'\t';
if( font != DEFAULT_FONT ){ /* Show user declared font size */
    y += h / 2; /* Move down the screen */
    setttextjustify( CENTER_TEXT, TOP_TEXT );
    setusercharsize( 5, 6, 3, 2 );
    changetextstyle( font, HORIZ_DIR, USER_CHAR_SIZE );
    outtextxy( (vp.right-vp.left)/2, y, "VELKOMMEN" );
}
} /* End of FONT loop */
}
/* */
/* TEXT WELKOM */
/* */
void TextWELKOM(void)
{
    int font, size;
    int h, y, i;
    struct viewporttype vp;
    char buffer[80];
    for( font=10; font<NFonts; ++font ){ /* For each of the avail. fonts */
        MainWindow( buffer );
        getviewsettings( &vp );
        setttextjustify( CENTER_TEXT, CENTER_TEXT );
        y = textheight( "H" );
        for( i=5; i<=5; ++i ) /* For each of the sizes */
        {
            size = (font == SMALL_FONT) ? i+3 : i;
            changetextstyle( font, HORIZ_DIR, size );
            h = textheight( "H" );
            y += h;
        }
        cout<<"          .-.\n";
        cout<<"      _ / \ _\n";
        cout<<"    ( `'\ /.' )\n";
        cout<<"    '._(:;:)._'\n";
        cout<<"    .-' ;' , '-.\n";
        cout<<"    ( _-' / \'-_ )/_\n";
        cout<<"    \ / \ / / )\n";
        cout<<"    '- ' | \/.-')\n";
        cout<<"    , | .' / \'\n";
        cout<<"    |\ | / | \_\n";
        cout<<"    \ | | \_\n";
        cout<<"    | \/\n";
        cout<<"    \|/ _\n";
        cout<<"    / __/ \n";
        cout<<'\n'<<'\n'<<'\n'<<'\n'<<'\t'<<'\t'<<'\t';
    }
}

```





```

        setusercharsize( 5, 6, 3, 2 );
        changetextstyle( font, HORIZ_DIR, USER_CHAR_SIZE );
        outtextxy( (vp.right-vp.left)/2, y, "\n\t\tWILLKOMMEN" );
    }
}
/* End of FONT loop */
}
/*
/*      TEXT BENVENUTO      */
/*
void TextBENVENUTO(void)
{
    int font, size;
    int h, y, i;
    struct viewporttype vp;
    char buffer[80];
    for( font=10 ; font<NFonts ; ++font ){ /* For each of the avail. fonts */
        MainWindow( buffer );
        getviewsettings( &vp );
        setttextjustify( CENTER_TEXT, CENTER_TEXT );
        y = textheight( "H" );
        for( i=5 ; i<=5 ; ++i ) /* For each of the sizes */
        {
            size = (font == SMALL_FONT) ? i+3 : i;
            changetextstyle( font, HORIZ_DIR, size );
            h = textheight( "H" );
            y += h;
        }
        cout<<" . .\n";
        cout<<" ... :`.: :\n";
        cout<<" : ` ` ` . : ' : :\n";
        cout<<" ... : . ' : :\n";
        cout<<"` ` . ` : ' : :\n";
        cout<<" : : : : :\n";
        cout<<" : : : : :\n";
        cout<<" : : : : :\n";
        cout<<" : : : ' ' ' ` : :\n";
        cout<<" : ... ' . ' :\n";
        cout<<" . ' . : : :\n";
        cout<<" : ' ' ` : : : :\n";
        cout<<" ' ` ` ` : : : :\n";
        cout<<" ` : : :\n";
        cout<<" ` : : :\n";
        cout<<" : : :\n";
        cout<<" : : ` ` : ' : :\n";
        cout<<" .. ' ` ` : : :\n";
        cout<<" : : : ` ` : : :\n";
        cout<<" : : ' ' : : :\n";
        cout<<" : ' ' : : :\n";

```

```

cout<<"      :      .'\n";
cout<<"      ::\n";
cout<<"      ::\n";
cout<<"      :\n";
cout<<"      :\n";
cout<<"      :\n";
cout<<"      :\n";
cout<<"\n<<"\n<<"\n<<"\n<<"\n<<"\t<<"\t";
if( font != DEFAULT_FONT ){ /* Show user declared font size */
    y += h / 2; /* Move down the screen */
    setttextjustify( CENTER_TEXT, TOP_TEXT );
    setusercharsize( 5, 6, 3, 2 );
    changetextstyle( font, HORIZ_DIR, USER_CHAR_SIZE );
    outtextxy( (vp.right-vp.left)/2, y, "BENVENUTO" );
}
} /* End of FONT loop */
}
/* */
/* TEXT VALKOMMEN */
/* */
void TextVALKOMMEN(void)
{
    int font, size;
    int h, y, i;
    struct viewporttype vp;
    char buffer[80];
    for( font=10 ; font<NFonts ; ++font ){ /* For each of the avail. fonts */
        MainWindow( buffer );
        getviewsettings( &vp );
        setttextjustify( CENTER_TEXT, CENTER_TEXT );
        y = textheight( "H" );
        for( i=5 ; i<=5 ; ++i ) /* For each of the sizes */
        {
            size = (font == SMALL_FONT) ? i+3 : i;
            changetextstyle( font, HORIZ_DIR, size );
            h = textheight( "H" );
            y += h;
        }
    }
    if( font != DEFAULT_FONT ){ /* Show user declared font size */
        y += h / 2; /* Move down the screen */
        setttextjustify( CENTER_TEXT, TOP_TEXT );
        setusercharsize( 5, 6, 3, 2 );
        changetextstyle( font, HORIZ_DIR, USER_CHAR_SIZE );
        outtextxy( (vp.right-vp.left)/2, y, "\n\t\tVALKOMMEN" );
    }
} /* End of FONT loop */
}
/* */

```



```

/*      TEXT BIENVENIDO      */
/*                                                                    */
void TexttBIENVENIDO(void)
{
    int font, size;
    int h, y, i;
    struct viewportttype vp;
    char buffer[80];
    for( font=10 ; font<NFonts ; ++font ){ /* For each of the avail. fonts */
        MainWindow( buffer );
        getviewsettings( &vp );
        setttextjustify( CENTER_TEXT, CENTER_TEXT );
        y = textheight( "H" );
        for( i=5 ; i<=5 ; ++i )          /* For each of the sizes */
        {
            size = (font == SMALL_FONT) ? i+3 : i;
            changetextstyle( font, HORIZ_DIR, size );
            h = textheight( "H" );
            y += h;
        }
        if( font != DEFAULT_FONT ){ /* Show user declared font size */
            y += h / 2;              /* Move down the screen */
            setttextjustify( CENTER_TEXT, TOP_TEXT );
            setusercharsize( 5, 6, 3, 2 );
            changetextstyle( font, HORIZ_DIR, USER_CHAR_SIZE );
            outtextxy( (vp.right-vp.left)/2, y, "\t\tBIENVENIDO" );
        }
    }                                /* End of FONT loop */
}
/*                                                                    */
/*      TEXT TERVETULOA      */
/*                                                                    */
void TexttTERVETULOA(void)
{
    int font, size;
    int h, y, i;
    struct viewportttype vp;
    char buffer[80];
    for( font=10 ; font<NFonts ; ++font ){ /* For each of the avail. fonts */
        MainWindow( buffer );
        getviewsettings( &vp );
        setttextjustify( CENTER_TEXT, CENTER_TEXT );
        y = textheight( "H" );
        for( i=5 ; i<=5 ; ++i )          /* For each of the sizes */
        {
            size = (font == SMALL_FONT) ? i+3 : i;
            changetextstyle( font, HORIZ_DIR, size );
            h = textheight( "H" );

```

```

        y += h;
    }
    cout<<".....*.....** *\n";
    cout<<".....*** * ..*****\n";
    cout<<".....** **.....*\n";
    cout<<".....*** * *.....*\n";
    cout<<".....**** * ..*****\n";
    cout<<".....***** ** *.....**\n";
    cout<<".....***** ..**.....** *\n";
    cout<<".....***** ..*.....*\n";
    cout<<".....***** ..*.....*\n";
    cout<<".....***** ..*.....*\n";
    cout<<".....***** ..*.....*\n";
    cout<<".....***** ** *\n";
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    cout<<"***** ..*\n";
    cout<<" ..***** ..*\n";
    cout<<" ..** * ..**\n";
    cout<<".....*\n";
    cout<<".....** *\n";
    cout<<" ..***** ..*\n";
    cout<<" ..***** ..*\n";
    cout<<" ..***** ..*\n";
    cout<<" ..***** ..*\n";
    cout<<" ..** ..*\n";
    cout<<" ..* ..** *\n";
    cout<<" ..**\n";
    cout<<" ..*\n";
    cout<<" ..*\n";
    cout<<" ..*\n";
    cout<<"\n'<<\n'<<\n'<<\n'<<\t'<<\t'<<\t'";
    if( font != DEFAULT_FONT){ /* Show user declared font size */
        y += h / 2;           /* Move down the screen */
        setttextjustify( CENTER_TEXT, TOP_TEXT );
        setusercharsize( 5, 6, 3, 2 );
        changetextstyle( font, HORIZ_DIR, USER_CHAR_SIZE );
        outtextxy( (vp.right-vp.left)/2, y, "TERVETULOA" );
    }
}                                     /* End of FONT loop */
}
/*                                     */
/*      TEXT BEM-VINDO                */
/*                                     */
void TextBEMVINDO(void)
{
    int font, size;
    int h, y, i;
    struct viewporttype vp;
    char buffer[80];

```

```

for( font=10 ; font<NFonts ; ++font ){ /* For each of the avail. fonts */
    MainWindow( buffer );
    getviewsettings( &vp );
    settextjustify( CENTER_TEXT, CENTER_TEXT );
    y = textheight( "H" );
    for( i=5 ; i<=5 ; ++i )          /* For each of the sizes */
    {
        size = (font == SMALL_FONT) ? i+3 : i;
        changetextstyle( font, HORIZ_DIR, size );
        h = textheight( "H" );
        y += h;
    }
    if( font != DEFAULT_FONT ){ /* Show user declared font size */
        y += h / 2;             /* Move down the screen */
        settextjustify( CENTER_TEXT, TOP_TEXT );
        setusercharsize( 5, 6, 3, 2 );
        changetextstyle( font, HORIZ_DIR, USER_CHAR_SIZE );
        outtextxy( (vp.right-vp.left)/2, y, "BEM-VINDO" );
    }
}                                     /* End of FONT loop */

/*      MAINWINDOW: Establish the main window for the demo and set */
/*      a viewport for the demo code.                               */
/*                                                                  */

void MainWindow( char *header )
{
    int height;
    cleardevice();                  /* Clear graphics screen */
    setcolor( MaxColors - 1 );      /* Set current color to white */
    setviewport( 0, 0, MaxX, MaxY, 1 ); /* Open port to full screen */
    height = textheight( "H" );     /* Get basic text height */
    changetextstyle( DEFAULT_FONT, HORIZ_DIR, 1 );
    settextjustify( CENTER_TEXT, TOP_TEXT );
    outtextxy( MaxX/2, 2, header );
    setviewport( 0, height+4, MaxX, MaxY-(height+4), 1 );
    setviewport( 1, height+5, MaxX-1, MaxY-(height+5), 1 );
}

/*                                                                  */
/*      CHANGETEXTSTYLE: similar to settextstyle, but checks for */
/*      errors that might occur while loading the font file.    */
/*                                                                  */

void changetextstyle(int font, int direction, int charsize)
{
    int ErrorCode;
    graphresult();                 /* clear error code */
    settextstyle(font, direction, charsize);
    ErrorCode = graphresult();     /* check result */
    if( ErrorCode != grOk ){       /* if error occurred */
        closegraph();
    }
}

```

```
printf(" Graphics System Error: %s\n", grapherrormsg( ErrorCode ) );  
exit( 0 );  
}  
}
```

# Introducing

MCLAB

Think Simple ! Think Different !  
*Think Simple ! Think Different !*

Built on a rock-solid foundation, McLab OS is engineered to take full advantage of the technologies and to deliver the most intuitive and integrated computer experience.

## **Interact with your computer in a whole new way.**

A whole new Interface... Directly control what's on your screen in a more fluid, natural, and intuitive way.

## **Easy to use and incredibly powerful.**

From the desktop you see when you start up your McLab to the applications you use every day, everything is designed to be simple and intuitive. Of course, making amazing things simple requires some seriously advanced technologies, and McLab is loaded with them. Not only is it built on a rock-solid, time-tested UNIX foundation that provides unparalleled stability, it also delivers

incredible performance, stunning graphics, industry-leading support for Internet standards, and it works seamlessly...

## **Ease Of Access**

Working and playing on McLab is all that fast you won't believe. The Desktop is a place for storing and launching your favorite apps, and it makes switching between them a breeze. The Dock also includes Stacks, folders that give you quick access to documents, files, and downloads.

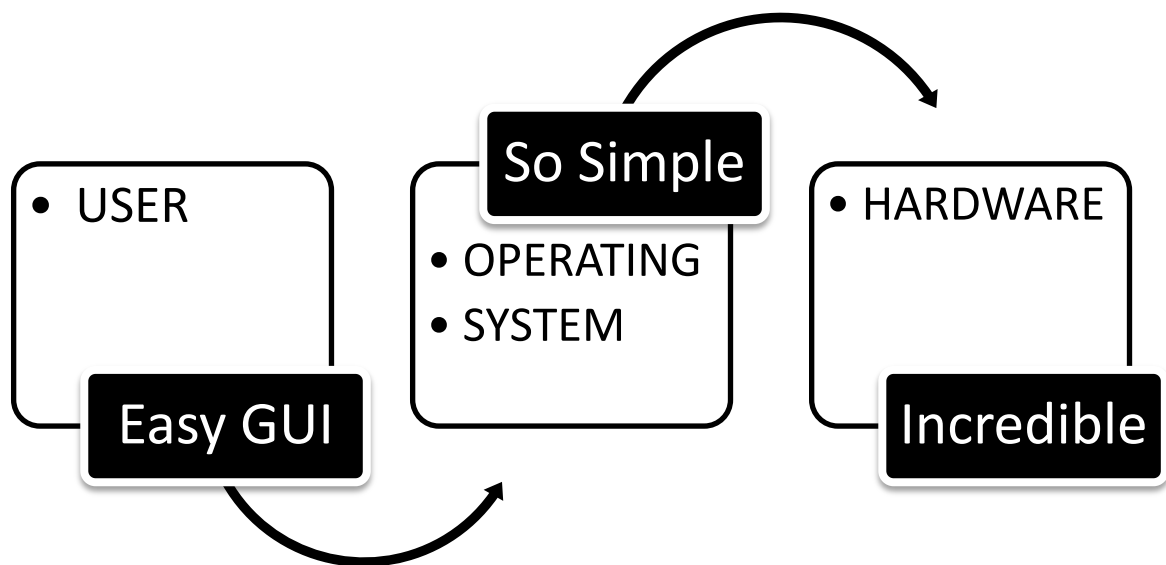
## **Play Like You Never Played Before**

The stunning graphics on the McLab empowers the user to play games with powerful graphics options... A whole new gaming experience taking you inside the game.

## **So Simple ;) A Child's Play**

Besides these powerful features the McLab doesn't make itself confusing... Its so easy to operate... McLab takes care, you need not worry...

# The Concept



When you turn on your computer, it's nice to think that you're in control. There's the trusty computer mouse, which you can move anywhere on the screen, summoning up your music library or Internet browser at the slightest whim. Although it's easy to feel like a director in front of your desktop or laptop, there's a lot going on inside, and the real man behind the curtain handling the necessary tasks is the operating system.

The purpose of an operating system is to organize and control hardware and software so that the device it lives in behaves in a flexible but predictable way. In this article, we'll tell you what a piece of software must do to be called an operating system, show

you how the operating system in your desktop computer works and give you some examples of how to take control of the other operating systems around you.

# Bibliography

- ❖ Computer Science with C++ by  
Sumitra Arora
- ❖ [www.wikipedia.com](http://www.wikipedia.com)
- ❖ [www.google.com](http://www.google.com)



McLab Operating Systems

Version 2.0

(c) Copyrights Sailesh Sahu :  
#developer

```
≡ File Edit Search Run Compile Debug Project Options Window Help
PROJECT1.CPP 1-[+]  
#include<iostream.h>  
#include<conio.h>  
#include<stdio.h>  
#include<graphics.h>  
#include<time.h>  
#include<string.h>  
#include<stdlib.h>  
#include<math.h>  
#include<process.h>  
#include<dos.h>  
#include<ctype.h>  
#include<fstream.h>  
#include<malloc.h>  
#include<iomanip.h>  
  
int midx,midy;  
  
char str1[]={"Sailesh Sahu"};  
  
#ifdef __TINY__  
1:1
```

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

© Sailesh Sahu



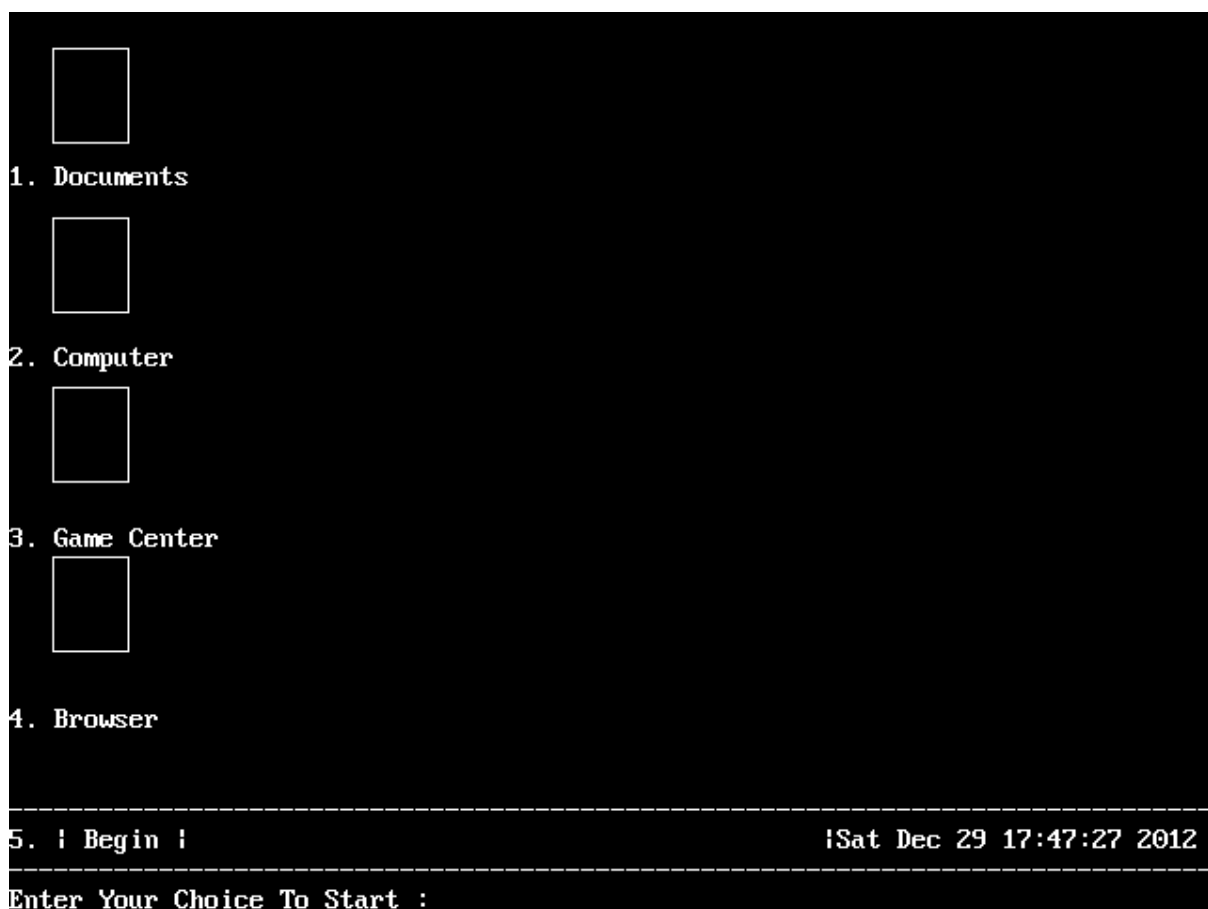
# McLab OS

Developer:—

Sailesh Sahu

Processing System files.....

Completed... 57.500000 %



My Documents

1. 2. 3.  
MINI MAXI CLOS

- 1.code of pallindrom
- 2.code for reversing a string
- 3.code for finding an element in a set of numbers
- 4.printing an AP till the nth term
- 5.code for finding out the LCM and HCF of two given numbers

enter 0 to go back : \_

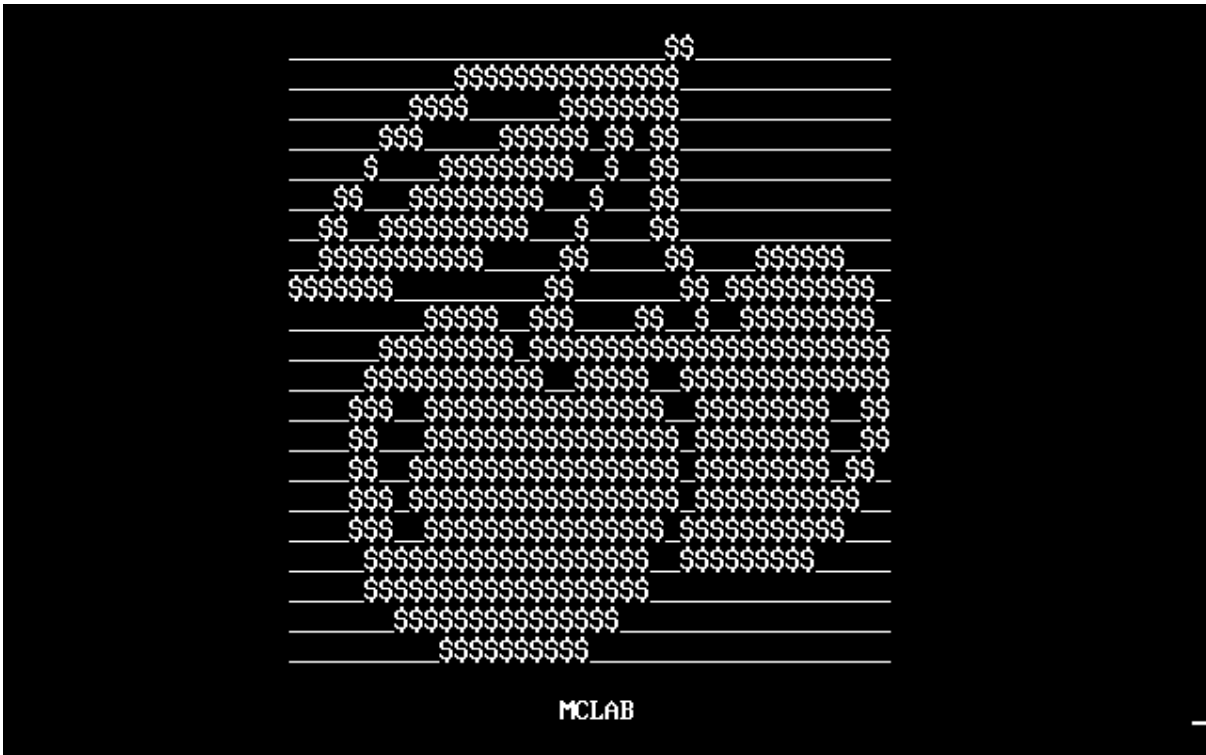
MY COMPUTER

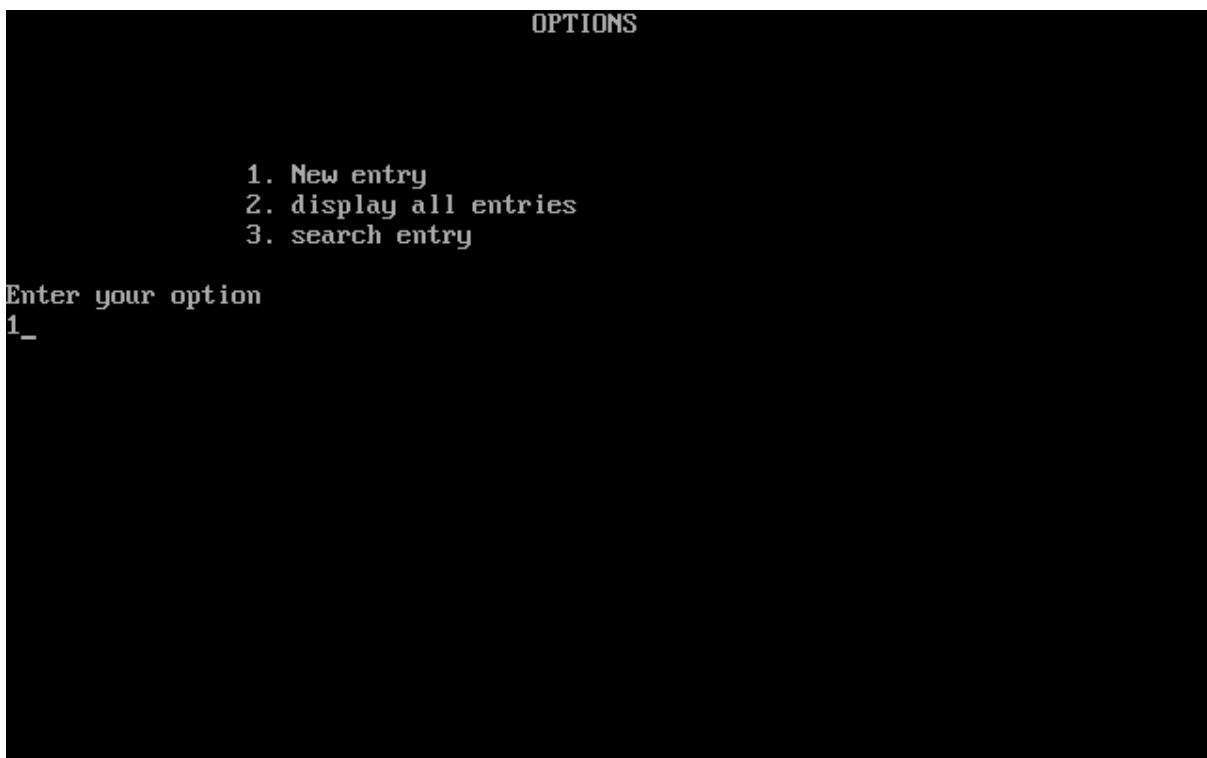
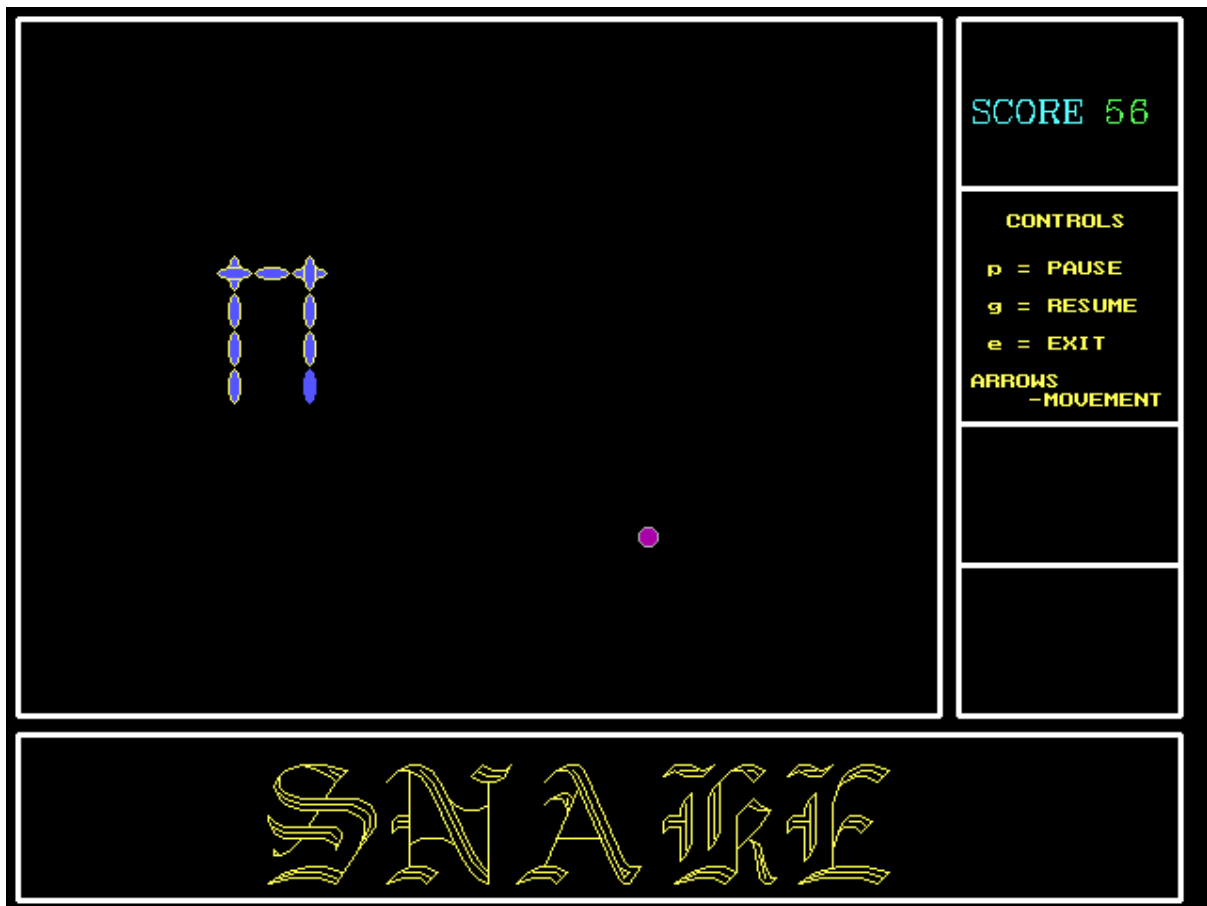
1. 2. 3.  
MINI MAXI CLOS

Hard disk drives

C Drive          D Drive          E Drive

Enter your choice c, d or e :





## details of all enteriesdetails of student 1

name sailesh  
roll no 2  
ad no 992189  
class 12  
section A  
physics 90  
chemistry 91  
maths 92  
computer 93

enter name

You Win

