#include<stdio.h>

#include<conio.h>

#include<iostream.h>

#include<graphics.h>

#include<dos.h>

#include<stdlib.h>

class graph

{

int x,y,time,change;

int arrx[2],arry[2];

static int count,level,level\_count,car\_count;

int last\_choice,choice,total\_score,level\_score;

public:

graph()

{

int i;

x=0;y=0;

count=0;

level\_count=0;

car\_count=0;

level\_score=0;

total\_score=0;

level=0;

choice=0;

last\_choice=0;

change=20;

time=200;

for(i=0;i<2;i++)

{

arrx[i]=0;

arry[i]=0;

}

}

void car(int x\_cord,int y\_cord)

{

x=x\_cord;

y=y\_cord;

setfillstyle(1,0);

bar(x\_cord-20,y\_cord-60,x\_cord+20,y\_cord-30);

bar(x\_cord-50,y\_cord-30,x\_cord-20,y\_cord);

bar(x\_cord+20,y\_cord-30,x\_cord+50,y\_cord);

bar(x\_cord-20,y\_cord,x\_cord+20,y\_cord+30);

bar(x\_cord-55,y\_cord+30,x\_cord-20,y\_cord+60);

bar(x\_cord+20,y\_cord+30,x\_cord+55,y\_cord+60);

setfillstyle(1,15);

}

void r\_car(int rc\_x,int rc\_y)

{

setfillstyle((level+2)%12,level+1);

bar(rc\_x-20,rc\_y-60,rc\_x+20,rc\_y-30);

bar(rc\_x-50,rc\_y-30,rc\_x-20,rc\_y);

bar(rc\_x+20,rc\_y-30,rc\_x+50,rc\_y);

bar(rc\_x-20,rc\_y,rc\_x+20,rc\_y+30);

bar(rc\_x-55,rc\_y+30,rc\_x-20,rc\_y+60);

bar(rc\_x+20,rc\_y+30,rc\_x+55,rc\_y+60);

setfillstyle(1,15);

}

void random\_car()

{

int f=0,rc\_x,rc\_y,i;

if(count<2)

{

do

{

choice=random(3);

}

while(choice==last\_choice);

last\_choice=choice;

switch(choice)

{

case 0:

rc\_x=200;

rc\_y=change;

break;

case 1:

rc\_x=320;

rc\_y=change;

break;

case 2:

rc\_x=440;

rc\_y=change;

}

for(i=0;i<2;i++)

{

if(arrx[i]==0 && arry[i]==0)

{

arrx[i]=rc\_x;

arry[i]=rc\_y;

break;

}

}

count++;

}

for(i=0;i<2;i++)

{

if(!(arrx[i]==0 && arry[i]==0))

r\_car(arrx[i],arry[i]);

}

}

void cord\_match()

{

int i,j;

for(i=0;i<2;i++)

{

if(arry[i]>=y-60&&arry[i]<=480&&arrx[i]>=x-60&&arrx[i]<=x+60)

{

for(j=0;j<=320;j+=50)

{

setfillstyle(1,j);

bar(j,0,j+50,480);

bar(640-j,0,(640-j)-50,480);

delay(50);

}

setcolor(4);

settextstyle(1,0,5);

outtextxy(220,220,"Game Over");

do

{

sound(300);

delay(50);

sound(100);

delay(100);

sound(200);

delay(50);

}

while(!kbhit());

nosound();

exit(0);

}

}

}

void road(int x\_cord,int y\_cord);

};

void graph::road(int x\_cord,int y\_cord)

{

int x1,y1,x2,y2,i=0;

static int flag=0;

cleardevice();

x1=320-180;

x2=320+180;

y1=0;

y2=480;

gotoxy(65,5);

cprintf("Total Score");

gotoxy(65,6);

cprintf("(%d)",total\_score);

gotoxy(65,8);

cprintf("Level: %d",level+1);

gotoxy(65,9);

cprintf("LevelScore: %d",level\_score);

setfillstyle(1,7);

bar(x1,y1,x2,y2);

setfillstyle(1,15);

if(flag==0)

{

i=0;

flag=1;

}

else

{

flag=0;

i=50;

}

for(;i<=480;i=i+120)

{

bar(315,i,325,i+50);

}

car(x\_cord,y\_cord);

random\_car();

for(i=0;i<2;i++)

{

if(arry[i]!=0)

arry[i]+=change;

if(arry[i]>480)

{

arrx[i]=arry[i]=0;

sound(100);

delay(100);

nosound();

count--;

car\_count++;

level\_score=car\_count\*((level+1)\*10);

}

}

cord\_match();

if(car\_count==10)

{

total\_score=total\_score+level\_score;

car\_count=0;

level++;

if(change<60)

change+=5;

if(time-50>0)

time-=5;

}

delay(time);

}

int graph::count=0,graph::level=0,graph::level\_count=0,graph::car\_count=0;

void main()

{

clrscr();

int gd=0,gm,errorcode;

int i,x\_cord=320,y\_cord=480-60;

char ch;

initgraph(&gd,&gm,"d:\\tc\\bgi");

errorcode = graphresult();

if (errorcode != grOk)

{

printf("Graphics error: %s\n", grapherrormsg(errorcode));

printf("Press any key to halt:");

getch();

exit(1);

}

directvideo=0;

randomize();

graph g;

do

{

do

{

do

{

g.road(x\_cord,y\_cord);

}

while(!kbhit());

ch=getch();

}

while(!(ch=='a'||ch=='A'||ch=='d'||ch=='D'||ch==13||ch==27));

if(ch=='a'||ch=='A')

{

if(x\_cord>=320-60)

x\_cord-=120;

}

else if(ch=='d'||ch=='D')

{

if(x\_cord<=320+60)

x\_cord+=120;

}

}

while(!(ch==13||ch==27));

}