

## INSTRUCTION

First of all add this library to directory where your C++ source file is present.

### **Example:**

If your code source is in a folder, then add this library in that folder and then include this library in your source code using doubled quotes "" as in the following:

```
#include <iostream>
#include "conhelper.h"
Using namespace std;
Int main()
{

    return 0;
}
```

## TEXT COLORS

To use text colours, call the function named "text\_colors(colour\_name)". By this you can use any colours available in the library.

### **Example:**

If you want to add green colour.

```
#include <iostream>
#include "conhelper.h"
Using namespace std;
Int main()
{
    text_color(GREEN);
    cout<<"Hello";
    return 0;
}
```

## BACKGROUND COLORS

To use text colours, call the function named "background\_colors(colour\_name)". By this you can use any colours available in the library.

### **Example:**

If you want to add green colour.

```
#include <iostream>
#include "conhelper.h"
Using namespace std;
Int main()
{
```

```

    background_color(GREEN);
    cout<<"Hello";
    return 0;
}

```

## REMOVE COLORS

To remove any text/background colour, you call the related function and input "REMOVE" word instead of any colour name in the function paramter.

### **Example:**

If you want to add green colour.

```

#include <iostream>
#include "conhelper.h"
Using namespace std;
Int main()
{
    text_color(GREEN);
    cout<<"Hello";
    text_color(REMOVE);
    return 0;
}

```

## TO CALL GETCH() FUNCTION

To use getch() function, just call it. This function is used to get input without displaying that input on console/terminal and without pressing enter button.

### **Example:**

```

#include <iostream>
#include "conhelper.h"
Using namespace std;
int main()
{
    getch();
    return 0;
}

```

## TO CALL GETCHE() FUNCTION

To use getche() function, just call it. This function is used to get input with displaying that input on console/terminal but without pressing enter button.

### **Example:**

```
#include <iostream>
#include "conhelper.h"
using namespace std;
int main()
{
    getch();
    return 0;
}
```

## **TO CALL KBHIT() FUNCTION**

To use kbhit() function, just call it. This function is used to recognize whether the user has entered/pressed any key.

### **Example:**

```
#include <iostream>
#include "conhelper.h"
Using namespace std;
int main()
{
    kbhit();
    return 0;
}
```