

GOVERNMENT DEGREE COLLEGE

HAYATHNAGAR Dist: RANGAREDDY

(Affiliated to Osmania University)



STUDENT STUDY PROJECT

ON

**Kaun Banega Crorepati
Simulation**

DEPARTMENT OF COMPUTER SCIENCE

PRESENTED BY

STUDENTS

B.SC III YEAR (COMPUTER SCIENCE)

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GOVERNMENT DEGREE COLLEGE HAYATHNAGAR
(DEPARTMENT OF COMPUTER SCIENCE)

CERTIFICATE

This is to certify that the project work entitled “**Kaun Banega Crorepati Simulation**” using **CPP** is presented by **B.SC (COMPUTER SCIENCE) STUDENTS** in partial fulfillment of the requirements for the degree of Bachelor of Science in Computer science by the Osmania University, Hyderabad during the academic year 2019-20.

The results embodied in this report have not been to any other University or Institution for the award of any degree.

Dr.GURRAM RAJITHA DEVI

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ACKNOWLEDGEMENT

I sincerely take it as a privilege to thank the management of our college **GOVERNMENT DEGREE COLLEGE, HAYATHNAGAR** for providing required facilities during our Project.

I derive my great pleasure in expressing our sincere gratitude to our **Principal Dr.B.RAJA RAM** for his timely suggestions, which helped us to complete the Project successfully.

I take it as a privilege to thank our guide **Dr.GURRAM RAJITHA DEVI Asst.Professor in Computer Science Department**, for the ideas that led to complete the Project and we also thank him for continuous guidance, support and unfailing patience, throughout the course of this work. Her valuable comments during this period have been valuable and worth for a lifetime.

It is very auspicious moment we would like to express our gratitude to **Smt.RAJITHA DEVI**, our beloved, **Lecturer. in Computer Science** for his consistent encouragement during the progress of this Project.

I also thankful to both teaching and non-teaching staff of Computer Science Department for their kind co-operation and all sorts of help bringing out this Project successfully.

DECLARATION

I hereby declare that the project report entitled **“Kaun Banega Crorepati Simulation”** using **“CPP PROGRAMMING”** is the work done by us in the campus at **GOVT DEGREE COLLEGE, HAYATHNAGAR** during the academic year **2019-20** and is submitted in partial fulfillment of the requirements for the degree of **Bachelor of science in Maths Physics and Computer science (MPCs)** by the **Osmania University**, Hyderabad.

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INTRODUCTION:

KAUN BANEGA CROREPATI PROGRAMME is well famous and popular game among many players all over the world. This report details the development of a **Kaun Banega Crorepati Simulation Game** application that is written in CPP Programming. In addition, the report details the implementation to solve any kind of **Quiz Game**. Also, how to generate a Game with different level of difficulties and make sure there will be only one solution. The aim of the report is also to discuss and other logics in order to create and solve Quiz Game. Furthermore, the user-friendly environment is considered in the report as the rules of **Kaun Banega Crorepati** are connected to the interface. This programme improves methods of solving Quiz .The report concludes by evaluating the end application to analyze how good it met its objectives and the performance of **Kaun Banega Crorepati Simulation Game**. Finally, the report summaries the overall achievements of the application development and indicates other possible extensions.Kaun Banega Crorepati (KBC) simulation system is based on the television show by the same name, hosted by Mr. Amitabh Bachchan. The main objective of this application is to provide its users with an opportunity to play the famous quizzing game at the comfort of their homes on a computer system. The main purpose of this game is to make people learn new things and improve their general knowledge, just by playing a game. You keep yourself updated by recent current affairs. There is a good scope for improving one's general knowledge. You can be one step ahead of others. You can be more confident on any topic and gain more **knowledge and** also able to convey the information to others as you already know about it. By this projects students will Acquire knowledge for developing many more projects like KBC.

Research Methodology:

In order to run the program users have to first give the proper path of the graphics driver which is available under bgi. To check the whether graphics driver is available or not, you have to quit the turbo C++ shell and you will be taken to the C:\TURBOC3\BIN. You will have to change the directory to check whether bgi driver is available or not. So you can change directory by CD... and press enter. The directory of bgi can be different as per the compiler you are using. This is the path of the graphics driver which we have to give in this program to enjoy the game.

To start this game, you have to press any key, you will be given a question with 4 options which has been displayed at the bottom of the page. A table with the amount is displayed at the right side of the page, 3 Life lines are displayed at the top right corner. For every right option you will be promoted to the next level and you will awarded with some money. In case the player is stuck with a question he can use any of his life lines. If the player chooses the wrong option the game ends.

PROJECT AIMS AND OBJECTIVES:

KBC GAME involves enhancing skills such as developing research skills, improving language skills and reasoning ability, developing the power of concentration and increasing creative abilities. KBC GAMES Improve IQ Research states that solving Questions helps raise the IQ (intelligence quotient) level of the player. KBC GAMES force the solver to think and reason.

KBC GAMES Improve Cognitive Ability in Students, KBC GAMES enhance their ability to visualize and understand the whole - part relationship. KBC GAMES Enhance Motor Skills.KBC GAMES can be used to speed up the learning process. When players are expected to grasp the objects and fit them into proper.

This improves programme building abilities using Graphic as KBC is graphically oriented programme.

KBC is Design to promote a fun way to study and in the process help improve once General Knowledge .KBC improve or expanding once knowledge of things.KBC is to encourage players to look beyond their textual knowledge and establish a relationship between theory and application of the learnt concepts.

GAME RULES:

Contestant who is in hot seat will be given a Question with have 4 options.

He has to choose the right option from the 4 options.

The contestant has 3 –Life lines I.e. They are:

❖ **50:50** – The 2 wrong options will be eliminated. The contestant is left with 2 options of which one is the correct option.

❖ **Phone a Friend:** The contestant can make a phone call to any of his/her friends or relatives and can ask the answer for the question. The contestant has only 30 seconds to do this

❖ **Audience pole:** The contestant can ask the audience and choose the right answer.

Hardware and Software Requirements:

1. Minimum Hardware Requirements

- i. Monitor
- ii. Keyboard
- iii. Mouse

2. Minimum Software Requirements

- i. Operating System: Windows XP
- ii. Turbo C++
- iii. At least 44.0 KB of free space

HEADER FILES USED

Filename	Description
FSTREAM.H	Provides functions for file and We/o handling
CONIO.H	Used to create text based UIs
STDIO.H	Provides functions with standard We/o capabilities.
MATH.H	Design for Basic mathematical operations
GRAPHIC.H	Facilitate graphical operations such as to draw different shapes, change colors and many more
STRING.H	Contains functions with string handling capabilities
STDLIB.H	This header defines several general purpose functions
DOS.H	Contains functions for handling interrupts, producing sound date and time function etc.

Functions used in the program:

Functions	Description
Void page2();	Used to play the game rules, levels of the game, and ask the details of the player.
Void page3();	Used to display 4 options for the respective Questions.
Void Questions();	It is used to display the Question's ,Which are from the Question Bank and that is embedded in TC\BIN FOLDER
Void incorrect1();	This is used when player has chosen the wrong option and ends the Game which is used to check the first option.
Void incorrect2();	This is used when player has chosen the wrong option and ends the Game which is used to check the second option.
Void incorrect3();	This is used when player has chosen the wrong option and ends the Game which is used to check the third option.
Void incorrect4();	This is used when player has chosen the wrong option and ends the Game which is used to check the fourth option.
Void Phone a friend();	This function enables the player to seek help from his friend within 30 seconds
Void fifty();	This function is used for removing two options from the given 4 options.
Void audience();	This function is used for representing a graph in which the ratio of audience selecting the options as shown.
Void sorry();	This function is used, when the player has chosen a wrong option it displays the statement: sorry
Void select();	It enables the user to select his described option.

Void total prize money();	This function is used for showing the amount won by the player.
Void ask name();	This function is used for asking the Name and place of the player and it also displays the instructions of the game.

1

SOURCE CODE:

```
#include<graphics.h>
#include<stdlib.h>
#include<stdio.h>
#include<conio.h>
#include<dos.h>
#include<math.h>
#include<fstream.h>
#include<string.h>
union REGS i,o;
int flag;
int ansbox1=0,ansbox2=0;
int life1=0,life2=0,life3=0,f3=0;
int button, x1,y1;
long double size;
char str[8]={'0'};
char total[10]={'0'};
long double p=500;
ifstream fin;
char correctans[2];
void page2();
void page3();
void line();
void questions();
void incorrect1();
void incorrect2();
```

```
void incorrect3();
void incorrect4();
void phonefriend();
void fiftyfifty();
void audiencepoll();
void sorry();
void select();
void correct();
void startscreen();
void totalprizemoney();
void music();
void askname();
    int offset=0,num;
    int prev[15],count=0;
initmouse()
{
i.x.ax=0;
int86(0x33,&i,&o);
return(o.x.ax);}
void showmouseptr()
{
i.x.ax=1;
int86(0x33,&i,&o);
}
```

```

void hidemouseptr()
{
i.x.ax=2;
int86(0x33,&i,&o);
}

void getmousepos(int *button,int *x,int *y)
{
i.x.ax=3;
int86(0x33,&i,&o);
*button=o.x.bx;
*x=o.x.cx;
*y=o.x.dx;
}

void main()
{
/* request auto detection */
int gdriver = DETECT, gmode, errorcode;
/* initialize graphics and local variables */
initgraph(&gdriver, &gmode, "c:\\tc\\bgi");
/* read result of initialization */
errorcode = graphresult();
if (errorcode != grOk) /* an error occurred */
{
printf("Graphics error: %s\n",grapherrormsg(errorcode));
}
}

```



```

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

getch();

exit(1); /* terminate with an error code */
}

if(initmouse()==0)
{
closegraph();

restorecrtmode();

//to go back to normal graphics mode or deleting viewport.

printf(" mouse driver not loaded");

exit(1);

}

startscreen();

p=500;

ansbox1=0,ansbox2=0;

count=0;

life1=0,life2=0,life3=0;

page2();

hidemouseptr();

page3();

closegraph();

restorecrtmode();

```

```

}

void page2()
{
cleardevice();

settextstyle(12,0,5);

setcolor(10);

outtextxy(20,10,"PROJECT CODING DEVELOPED BY  Dr. G RAJITHA
DEVI");

setlinestyle(1,0,1);

setcolor(BLUE);

setlinestyle(0,0,3);

rectangle(500,5,625,350);

line(0,350,625,350);

setcolor(LIGHTBLUE);

int poly[]={40,390,60,365,560,365,580,390,560,415,60,415,40,390};

drawpoly(7,poly);

line(0,390,40,390);line(580,390,620,390);

int poly1[]={40,430,50,420,290,420,300,430,290,445,50,445,40,430};

drawpoly(7,poly1);

int poly2[]={300,430,310,420,575,420,585,430,575,445,310,445,300,430};

drawpoly(7,poly2);

int poly3[]={40,465,50,450,290,450,300,465,290,475,50,475,40,465};

drawpoly(7,poly3);

int poly4[]={300,465,310,450,575,450,585,465,575,475,310,475,300,465};

line(0, 430,40,430);line(0,465,40,465);

line(585,430,620,430);line(585,465,620,465);

```

```
drawpoly(7,poly4);
setfillstyle(1,RED);
settextstyle(2,0,0);
filellipse(525,20,20,10);
filellipse(565,20,20,10);
filellipse(605,20,20,10);
setcolor(YELLOW);
outtextxy(510,15,"50:50");
outtextxy(550,15,"PHONE");
outtextxy(589,13,"PUBLIC");
outtextxy(593,18,"vote");
settextstyle(12,0,2);
setcolor(YELLOW);
outtextxy(520,50," 10000000");
setcolor(LIGHTBLUE);
outtextxy(520,70," 5000000");
outtextxy(520,90," 2500000");
outtextxy(520,110," 1250000");
outtextxy(520,130," 640000");
setcolor(YELLOW);
outtextxy(520,150," 320000");
setcolor(LIGHTBLUE);
outtextxy(520,170," 160000");
outtextxy(520,190," 80000");
```

```
outtextxy(520,210," 40000");
outtextxy(520,230," 20000");
setcolor(YELLOW);
outtextxy(520,250," 10000");
setcolor(LIGHTBLUE);
outtextxy(520,270," 5000");
outtextxy(520,290," 3000");
outtextxy(520,310," 2000");
outtextxy(520,330," 1000");

count=0;
askname();
questions();
getch();
}

void page3()
{
cleardevice();
settextstyle(12,0,1);

for(int i=490;i>=200;i--)
{
setcolor(10);
}
```

```

setcolor(10);

setcolor(WHITE);

outtextxy(10,460,"PRESS ANY KEY TO CONTINUE ");

getch();

exit(0);

}

char proc[]={"PROCESSING....."};

void line()
{
setlinestyle(0,0,1);

    for(int x=0;x<=485;x++)
    {
        setcolor(LIGHTGRAY);
        line(x+10,20,x+10,340);

        setcolor(0);

        rectangle(0,20,x,340);

        line(x+10,20,x+10,340);

    }

    setlinestyle(0,0,3);

    sleep(1);
}

void questions()
{

    char question[200];

    char ans1[150];

```

```

char ans2[150];

char ans3[150];

char ans4[150];

int temp=0;

char ch,ch1;

int num=0,ct=0,i=0,t=0;

int randnum[15];

char str[4],co[4],numc[2];

randomize();

fin.open("KBC.txt",ios::binary);

while(!fin.eof())

{

    fin.get(ch);

    if(ch=='\n')

        t++;

}

fin.close();

t=t/6;

fin.open("KBC.txt",ios::binary);

settextstyle(COMPLEX_FONT,0,3);

setcolor(RED);

outtextxy(150,310,"LET's PLAY !!!!");

sleep(3);

```

```

setcolor(BLACK);

outtextxy(150,310,"LET's PLAY !!!!");

while(ct<15)
{
count=0;
num=random(t);
for(i=0;i<temp;i++)
{
if(randnum[i]==num)
{
num=random(t);
i=0;
}
}
randnum[temp]=num;
temp++;
fin.seekg(0,ios::beg);
while(!fin.eof())
{
fin.get(ch);
if(ch=='\n')
count++;
if(count==(6*num))
{

```

```

break;
    }
}    if(ct>0)
{
    setcolor(RED);

    outtextxy(150,310,"NEXT question!!!!");

    sleep(3);

    setcolor(BLACK);

    outtextxy(150,310,"NEXT question!!!!");
}

    fin.getline(question,200,'\n');

    fin.getline(ans1,150,'\n');

    fin.getline(ans2,150,'\n');

    fin.getline(ans3,150,'\n');

    fin.getline(ans4,150,'\n');

    fin.getline(correctans,2,'\n');

    if(strlen(question)>=40 || strlen(ans1)>=25 || strlen(ans2)>=25 || strlen(
ans3)>= 25 || strlen(ans4)>=25)

        settextstyle(COMPLEX_FONT,0,1);

    else

        settextstyle(COMPLEX_FONT,0,2);

    setcolor(RED);

    setcolor(15);

    outtextxy(60,375,question);

        outtextxy(60,415,ans1);

```



```
    outtextxy(320,415,ans2);
    outtextxy(60,445,ans3);
    outtextxy(320,445,ans4);
        showmouseptr();
    if(correctans[0]=='a')
    {
        incorrect1();
    }
else    if(correctans[0]=='b')
    {
        incorrect2();
    }
else if(correctans[0]=='c')
    {
        incorrect3();
    }
else if(correctans[0]=='d')
    {
        incorrect4();
    }
    ct++;
}
if(ct==15)
```

```

totalprizemoney());

    fin.close();
}    void incorrect1()
{

    count++;

    showmouseptr();

    flag=0;

    select();

    while(flag==0)
    {

        getmousepos(&button,&x1,&y1);

        if((button & 1)==1)
        {

            if((x1>=0&&x1<=300)&&(y1>=420&&y1<=445))

                correct();

            else
if((x1>=300&&x1<=585&&y1>=420&&y1<=445) || (x1>=0&&x1<=300&&y1>=
450&&y1<=475) || (x1>=300&&x1<=585&&y1>=450&&y1<=475))

                sorry();

        }

    }

}    void incorrect2()
{

    count++;

    showmouseptr();

    flag=0;

```

```

select();

while(flag==0)
{

getmousepos(&button,&x1,&y1);

if((button & 1)==1)
{

if((x1>=300&&x1<=585)&&(y1>=420&&y1<=445))

correct();

else if
((x1>=0&&x1<=300&&y1>=420&&y1<=445) || (x1>=0&&x1<=300&&y1>=450
&&y1<=475) || (x1>=300&&x1<=585&&y1>=450&&y1<=475))

sorry();

}

}

}

void incorrect3()
{
count++;

showmouseptr();

flag=0;

select();

while(flag==0)
{

getmousepos(&button,&x1,&y1);

if((button & 1)==1)

```

```

{
    if((x1>=0&&x1<=300)&&(y1>=450&&y1<=475))
        correct();
    else
if((x1>=0&&x1<=300&&y1>=420&&y1<=445) || (x1>=300&&x1<=585&&y1>=
420&&y1<=445) || (x1>=300&&x1<=585&&y1>=450&&y1<=475))
        sorry();
}
}

void incorrect4()
{
    count++;
    showmouseptr();
    flag=0;
    select();
    while(flag==0)
    {
        getmousepos(&button,&x1,&y1);
        if((button & 1)==1)
        {
            if((x1>=300&&x1<=585)&&(y1>=450&&y1<=475))
                correct();
            else
if((x1>=0&&x1<=300)&&(y1>=420&&y1<=445) || (x1>=300&&x1<=585&&y1>
=420&&y1<=445) || (x1>=0&&x1<=300&&y1>=450&&y1<=475))
                sorry();
        }
    }
}

```

```

}
    }
}

char prevstr[10]={"1000"};

void correct()
{
    hidemouseptr();

    flag=1;

    p=p*2;

    if(p==4000)

    p=3000;

    if(p==6000)

    p=5000;

    if(p==1280000)

    p=1250000;

    ltoa(p,str,10);

    sleep(2);

    setcolor(BLUE);

    setfillstyle(1,YELLOW);

    line(0,250,40,250);line(460,250,500,250);

int pol[]={40,250,60,235,460,235,480,250,460,265,60,265,40,250};

fillpoly(7,pol);

    setcolor(BLUE);

```

```

settextstyle(0,0,3);
outtextxy(200,240,str);
settextstyle(0,0,1);
setcolor(WHITE);
setcolor(BLACK);
    setfillstyle(1,BLACK);
    settextstyle(0,0,1);
    if(ansbox2==1)
    {
bar(503,345+ansbox1,622,360+ansbox1);
    setcolor(WHITE);
    outtextxy(520,350+ansbox1,"");
    outtextxy(540,350+ansbox1,prevstr);
    }
setcolor(RED);
ansbox2=1;
    setfillstyle(1,RED);
    setcolor(WHITE);
settextstyle(0,0,1);
ansbox1=ansbox1-20;
    bar(503,345+ansbox1,622,360+ansbox1);
    outtextxy(520,350+ansbox1,"");
    outtextxy(540,350+ansbox1,str);
ltoa(p,prevstr,10);

```

```

if(p==10000 || p==320000 || p==10000000)

    music();

    sleep(1);

    setcolor(BLACK);

    setfillstyle(1,BLACK);

    bar3d(0,230,495,270,0,1);

    settextstyle(COMPLEX_FONT,0,2);

    setcolor(RED);

    sleep(1);

    setcolor(LIGHTBLUE);

    setfillstyle(1,BLACK);

int poly[]={40,390,60,365,560,365,580,390,560,415,60,415,40,390};
fillpoly(7,poly);

line(0,390,40,390);line(580,390,620,390);

int poly1[]={40,430,50,420,290,420,300,430,290,445,50,445,40,430};
fillpoly(7,poly1);

int poly2[]={300,430,310,420,575,420,585,430,575,445,310,445,300,430};
fillpoly(7,poly2);

int poly3[]={40,465,50,450,290,450,300,465,290,475,50,475,40,465};
fillpoly(7,poly3);

int poly4[]={300,465,310,450,575,450,585,465,575,475,310,475,300,465};
line(0, 430,40,430);line(0,465,40,465);

line(585,430,620,430);line(585,465,620,465);

fillpoly(7,poly4);

```

```

}

void sorry()
{
    hidemouseptr();
    sleep(1);
    setcolor(BLUE);
        settextstyle(0,0,3);
        outtextxy(50,200,"SORRY ! INCORRECT");
        sleep(2);
        fin.close();
        clearviewport();

setcolor(BLUE);
totalprizemoney();
}

void totalprizemoney()
{

    hidemouseptr();
    clearviewport();
    setcolor(BLUE);
    setfillstyle(1,YELLOW);
line(0,390,40,390);line(580,390,620,390);
int pol[]={40,390,60,365,560,365,580,390,560,415,60,415,40,390};
fillpoly(7,pol);

```



```

setcolor(RED);

settextstyle(0,0,2);

outtextxy(70,380,"Total prize money:");

    setcolor(BLUE);

outtextxy(360,380,str);

settextstyle(0,0,1);

    setcolor(GREEN);

    outtextxy(100,430,"USE THE KEYBOARD ARROW KEYS TO SELECT");

    setfillstyle(1,YELLOW);

    bar(80,445,150,460);

char a=0,x='E';int flg=0;

do

{

outtextxy(100,450,"REPLAY      EXIT");

a=getch();

switch(a)

{

case 13 :

        if((flg%2)==0)

            x='R';

        else

            x='E';

        break;

case 77:

```

case 7

5:

```
        if((flg%2)==0)
        {
            setfillstyle(1,0);
            bar(80,445,150,460);
            setfillstyle(1,YELLOW);
            bar(200,445,270,460);
        }
    else
    {
        setfillstyle(1,0);
        bar(200,445,270,460);
        setfillstyle(1,YELLOW);
        bar(80,445,150,460);
    }
    break;
}
if(a==75 || a==77)
    flg++;
}while(a!=13);
if(x=='R')
{
    clearviewport();
```

```
closegraph();

    main();

}

    else if(x=='E')

    {

        page3();
closegraph();

exit(0);

}

}

void pass(int poly[14])

{

setfillstyle(1,LIGHTBLUE);

setcolor(LIGHTBLUE);

drawpoly(7,poly);

ellipse(605,20,0,360,20,10);

ellipse(525,20,0,360,20,10);

ellipse(565,20,0,360,20,10);

setfillstyle(1,YELLOW);

setcolor(YELLOW);

}

void select()

{
```

```

int polygon1[]={40,430,50,420,290,420,300,430,290,445,50,445,40,430};

int
polygon2[]={300,430,310,420,575,420,585,430,575,445,310,445,300,430};

int polygon3[]={40,465,50,450,290,450,300,465,290,475,50,475,40,465};

int
polygon4[]={300,465,310,450,575,450,585,465,575,475,310,475,300,465};

setcolor(RED);

setfillstyle(1,RED);

setlinestyle(1,0,15);

do
{
settextstyle(3,0,2);

setcolor(BLACK);

outtextxy(30,270,"LIFELINE TAKEN ALREADY");

x:

getmousepos(&button,&x1,&y1);

if(x1>=0&&x1<=300&&y1>=420&&y1<=445)
{
pass(polygon2);

pass(polygon3);

pass(polygon4);

drawpoly(7,polygon1);

}

else if(x1>=300&&x1<=585&&y1>=420&&y1<=445)
{

pass(polygon1);

```

```

pass(polygon3);

pass(polygon4);

drawpoly(7,polygon2);

}

else if(x1>=0&& x1<=300&& y1>=450&& y1<=475)

{

pass(polygon1);

pass(polygon2);

pass(polygon4);

drawpoly(7,polygon3);

/*

putimage(50,425,arrow1,1);

putimage(330,425,arrow1,1);

putimage(50,455,arrow,1);

putimage(330,455,arrow1,1);

*/

}

else if(x1>=300&& x1<=585&& y1>=450&& y1<=475)

{

pass(polygon1);

pass(polygon3);

pass(polygon2);

drawpoly(7,polygon4);

}

```

```

//select lifeline.....

//50:50
else if(x1>=505&&x1<=545&&y1>=10&&y1<=30)
{
if(life1==1&&(button &1)==1)
{
settextstyle(3,0,2);
setcolor(YELLOW);
outtextxy(30,270,"LIFELINE TAKEN ALREADY");
goto x;
}
setcolor(YELLOW);
ellipse(525,20,0,360,20,10);
setcolor(LIGHTBLUE);
ellipse(605,20,0,360,20,10);
ellipse(565,20,0,360,20,10);
fiftyfifty();
goto x;
}

//Phone a friend
else if(x1>=545&&x1<=585&&y1>=10&&y1<=30)
{
if(life2==1&&(button &1)==1)

```

```

{
settextstyle(3,0,2);
setcolor(YELLOW);
outtextxy(30,270,"LIFELINE TAKEN ALREADY");
goto x;
}

setcolor(YELLOW);
ellipse(565,20,0,360,20,10);
setcolor(LIGHTBLUE);
ellipse(605,20,0,360,20,10);
ellipse(525,20,0,360,20,10);
phonefriend();
goto x;
}

//audience poll
else if(x1>=585&& x1<=625&& y1>=10&& y1<=30)
{
if(life3==1&&(button &1)==1)
{
settextstyle(3,0,2);
setcolor(YELLOW);
outtextxy(30,270,"LIFELINE TAKEN ALREADY");
goto x;
}
}

```

```
setcolor(YELLOW);  
ellipse(605,20,0,360,20,10);  
setcolor(LIGHTBLUE);  
ellipse(565,20,0,360,20,10);  
ellipse(525,20,0,360,20,10);  
audiencepoll();  
  
goto x;  
  
}  
  
}  
  
while((button & 1)!=1);  
  
}  
  
void startscreen()  
{  
setlinestyle(0,0,3);  
setcolor(BLUE);  
setfillstyle(1,BLUE);  
circle(300,225,225);  
floodfill(300,200,BLUE);  
setcolor(LIGHTBLUE);  
setfillstyle(1,LIGHTBLUE);  
circle(300,225,185);  
floodfill(300,200,LIGHTBLUE);
```



```
setcolor(0);  
setfillstyle(SLASH_FILL,0);  
setlinestyle(1,0,0);  
    for(int p=0;p<=185;p++)  
        {  
            circle(300,225,p);  
            delay(10);  
        }  
setlinestyle(1,0,3);  
setcolor(BLUE);  
setfillstyle(7,BLUE);  
filellipse(300,225,30,185);  
filellipse(300,225,185,30);  
    setcolor(BLUE);  
setcolor(15);  
setfillstyle(1,15);  
setcolor(15);  
settextstyle(8,0,5);  
settextstyle(0,0,3);  
outtextxy(100,125,"K");  
outtextxy(125,85,"A");  
outtextxy(155,55,"U");  
outtextxy(195,25,"N");
```

```
outtextxy(300,10,"B");
outtextxy(350,20,"A");
outtextxy(395,35,"N");
outtextxy(435,65,"E");
outtextxy(465,105,"G");
outtextxy(485,140,"A");
setcolor(YELLOW);
outtextxy(495,180,"-");
outtextxy(85,180,"-");
outtextxy(495,250,"");
outtextxy(85,250,"");
setcolor(15);
outtextxy(100,305,"K");
outtextxy(125,345,"A");
outtextxy(155,375,"U");
outtextxy(195,405,"N");
outtextxy(300,420,"B");
outtextxy(350,415,"A");
outtextxy(395,395,"N");
outtextxy(435,365,"E");
outtextxy(465,335,"G");
outtextxy(485,290,"A");
setlinestyle(1,0,3);
```

```
setcolor(5);
setfillstyle(0,5);
circle(300,225,185);
settextstyle(12,0,5);
setcolor(10);
outtextxy(510,470,"G RAJITHA DEVI");
setlinestyle(1,0,1);
setcolor(15);
settextstyle(8,0,5);
outtextxy(265,195," E ");
sound(1000);
delay(600);
outtextxy(215,195," R ");
outtextxy(315,195," P ");
    sound(1100);
    delay(600);
    sound(1200);
    delay(500);
outtextxy(170,195," O ");
outtextxy(365,195," A ");
    sound(1000);
    delay(500);
sound(1100);
```

```
delay(550);

outtextxy(115,195," R ");

outtextxy(400,195," T ");

    sound(1200);

    delay(450);

    sound(1350);

    delay(450);

outtextxy(85,195,"C ");

outtextxy(500,195,"I");

    sound(1500);

    delay(1000);

nosound();

setttextstyle(0,0,1);

outtextxy(10,460,"PRESS ANY KEY TO CONTINUE ");

getch();

}

void music()

{

sound(1000);

delay(600);

    sound(1100);

    delay(600);
```

```

sound(1200);
delay(500);
    sound(1000);
    delay(500);
sound(1100);
delay(550);
    sound(1200);
    delay(450);
sound(1350);
delay(450);
    sound(1500);
    delay(1000);
    nosound();
}

void askname()
{
settextstyle(0,0,1);

setcolor(7);

outtextxy(0,90,"WELCOME TO THE COMPUTER VERSION OF kaun banega
crorepati");

outtextxy(0,115,"please enter your name  : ");

char name[40];

gotoxy(30,8);

cin.getline(name,40);

```

```
outtextxy(0,150,"please enter your city  : ");
char city[40];
gotoxy(30,10);
cin.getline(city,40);
sleep(1);
line();
sleep(1);
setcolor(7);
outtextxy(10,90,"LET'S WELCOME  ");
outtextxy(270,110," FROM ");
setcolor(RED);
outtextxy(150,90,name);
outtextxy(320,110,city);
setcolor(LIGHTGREEN);
outtextxy(0,150,"IMPORTANT INSTRUCTIONS  ");
sleep(2);
setcolor(LIGHTGRAY);
outtextxy(0,170,"USE THE MOUSE TO PLAY THE GAME.  ");
sleep(2);
setcolor(LIGHTGREEN);
outtextxy(0,190,"PLEASE CLICK AND HOLD THE LEFT MOUSE BUTTON TO
SELECT.");
sleep(2);
```

```

setcolor(LIGHTGRAY);

outtextxy(0,210,"YOU HAVE 3 LIFELINES(AS INDICATED ON THE UPPER
RIGHT CORNER).");

outtextxy(0,230,"CLICK ON THE LIFELINES TO SELECT THEM.");

sleep(2);

outtextxy(0,250,"THE FILE KBC.TXT IS AN EVER EXPANDABLE QUESTION
BANK..");

outtextxy(0,260,"PLEASE STICK ON TO THE FORMAT USED IN THE FILE
WHILE.. ");

outtextxy(100,270,"EXPANDING THE QUESTION BANK" );

setcolor(WHITE);

sleep(2);

setttextstyle(0,0,1);

outtextxy(0,320,"PRESS ANY KEY TO CONTINUE ");

getch();

line();

setttextstyle(BOLD_FONT,0,1);
}

void phonefriend()
{
setttextstyle(3,0,2);

setcolor(BLACK);

outtextxy(30,270,"LIFELINE TAKEN ALREADY");

if(((button &1)==1)&&life2==0)

```

```

{
hidemouseptr();

setcolor(LIGHTBLUE);

setttextstyle(0,HORIZ_DIR,2);

outtextxy(30,250,"PHONE A FRIEND ..... ");

sleep(1);

outtextxy(30,270,"YOUR TIME STARTS.....NOW ");

sleep(1);

line();

setcolor(LIGHTGRAY);

setfillstyle(2,RED);

circle(300,200,100);

char arc[10];

setttextstyle(0,HORIZ_DIR,5);

int x=0;

setfillstyle(1,DARKGRAY);

for(int i=0;i<=30;i++)
{
setcolor(BLACK);

pieslice(300,200,0,i*12,97);

itoa(i,arc,10);

setcolor(BLUE);

if(i>=10)

```



```
x=25;

outtextxy(280-x,180,arc);

sleep(1);

setcolor(BLACK);

outtextxy(280-x,180,arc);

}

life2=1;

setcolor(YELLOW);

setttextstyle(3,HORIZ_DIR,3);

outtextxy(0,315,"YOUR TIME ENDS HERE.CLICK AN ANSWER");

sleep(3);

line();

showmouseptr();

}

}

void fiftyfifty()

{

setttextstyle(3,0,2);

setcolor(BLACK);

outtextxy(30,270,"LIFELINE TAKEN ALREADY");

randomize();

int r1=0,r2=0;
```

```

if(((button &1)==1)&&life1==0)
{
setcolor(LIGHTBLUE);
settextstyle(0,HORIZ_DIR,2);
outtextxy(30,250,"50:50 LIFELINE ");
sleep(1);
outtextxy(0,270,"TWO WRONG CHOICES WILL");
outtextxy(280,290,"BE ELIMINATED");
sleep(1);
line();
if(correctans[0]=='a')
{
while(r1==0 | |r2==0 | |r1==r2)
{
r1=random(4);
r2=random(4);
}
}
if(correctans[0]=='b')
{
while(r1==1 | |r2==1 | |r1==r2)
{
r1=random(4);
r2=random(4);
}
}
}

```

```

}
}
if(correctans[0]=='c')
{
while(r1==2 | |r2==2 | |r1==r2)
{
r1=random(4);
r2=random(4);
}
}
if(correctans[0]=='d')
{
while(r1==3 | |r2==3 | |r1==r2)
{
r1=random(4);
r2=random(4);
}
}
setcolor(BLACK);
setfillstyle(1,BLACK);
int poly1[]={40,430,50,420,290,420,300,430,290,445,50,445,40,430};
int poly2[]={300,430,310,420,575,420,585,430,575,445,310,445,300,430};
int poly3[]={40,465,50,450,290,450,300,465,290,475,50,475,40,465};
int poly4[]={300,465,310,450,575,450,585,465,575,475,310,475,300,465};

```

```

if(r1==0)
fillpoly(7,poly1);
else if(r1==1)
fillpoly(7,poly2);
else if(r1==2)
fillpoly(7,poly3);
else if(r1==3)
fillpoly(7,poly4);
if(r2==0)
fillpoly(7,poly1);
else if(r2==1)
fillpoly(7,poly2);
else if(r2==2)
fillpoly(7,poly3);
else if(r2==3)
fillpoly(7,poly4);
life1=1;
}
}
void audiencepoll()
{
settextstyle(3,0,2);
setcolor(BLACK);
outtextxy(30,270,"LIFELINE TAKEN ALREADY");

```

```

randomize();

int r1=0,r2=0,r3=0,r4=0;

if(((button &1)==1)&&life3==0)

{

hidemouseptr();

setcolor(LIGHTBLUE);

settextstyle(0,HORIZ_DIR,2);

outtextxy(30,250,"AUDIENCE POLL ");

sleep(2);

line();

if(correctans[0]=='a')

{

while(r1<r2 | | r1<r3 | | r1<r4 | | r1+r2+r3+r4!=100)

{

r1=random(100);

r2=random(100);

r3=random(100);

r4=random(100);

}

}

else if(correctans[0]=='b')

{

while(r2<r1 | | r2<r3 | | r2<r4 | | r1+r2+r3+r4!=100)

{

```

```

r1=random(100);
r2=random(100);
r3=random(100);
r4=random(100);
}
}
else if(correctans[0]=='c')
{
while(r3<r1 || r3<r2 || r3<r4 || r1+r2+r3+r4!=100)
{
r1=random(100);
r2=random(100);
r3=random(100);
r4=random(100);
}
}
else if(correctans[0]=='d')
{
while(r4<r1 || r4<r2 || r4<r3 || r1+r2+r3+r4!=100)
{
r1=random(100);
r2=random(100);
r3=random(100);
r4=random(100);
}
}

```

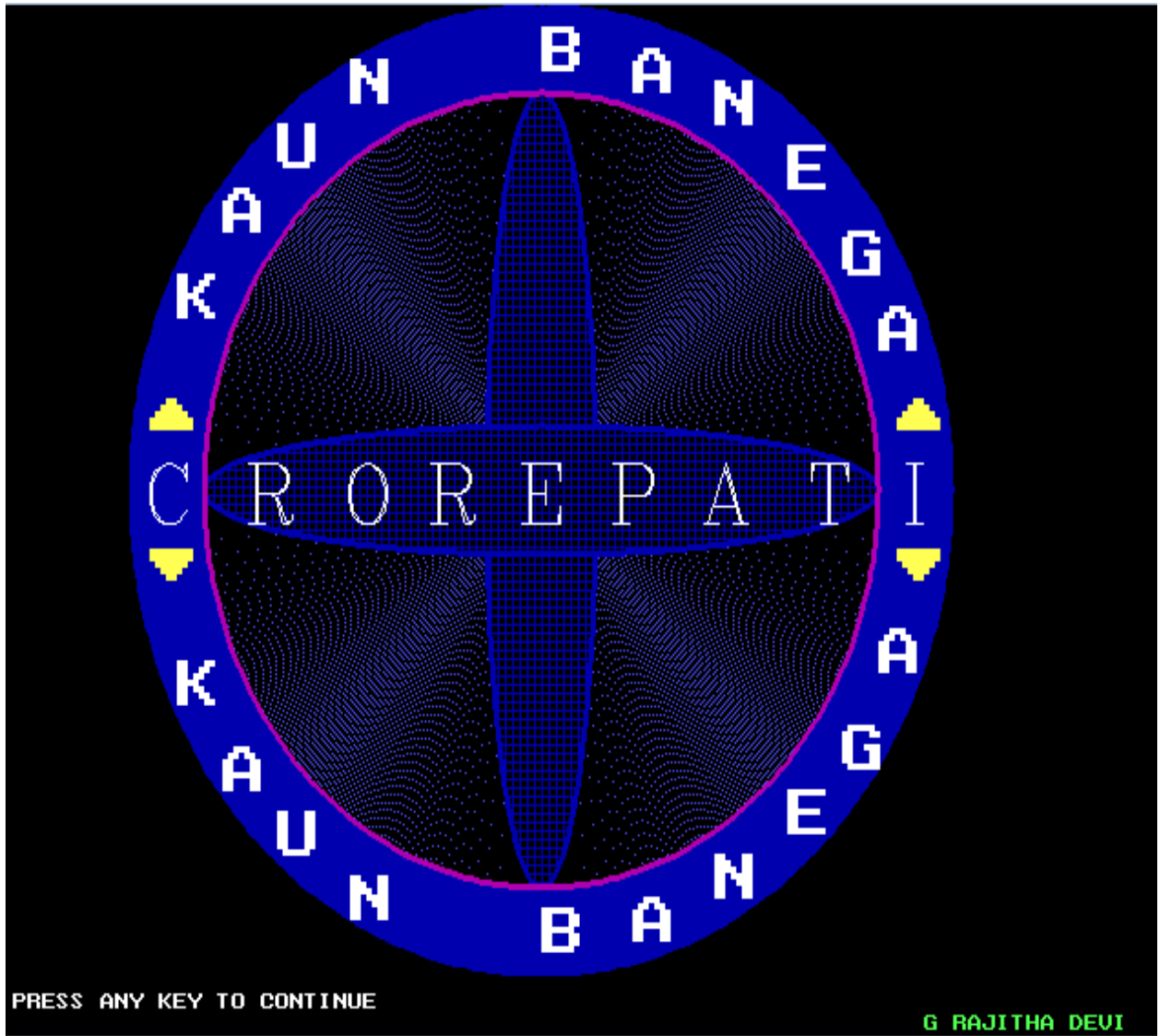
```

}
char r11[20];
char r22[20];char r33[20];char r44[20];
itoa(r1,r11,10);
itoa(r2,r22,10);
itoa(r3,r33,10);
itoa(r4,r44,10);
setcolor(YELLOW);
bar(240,150-r1,260,150);
bar(265,150-r2,280,150);
bar(285,150-r3,300,150);
bar(305,150-r4,320,150);
settextstyle(0,0,1);
setcolor(GREEN);
outtextxy(240,152,"A B C D");
outtextxy(240,140-r1,r11);
outtextxy(265,140-r2,r22);
outtextxy(285,140-r3,r33);
outtextxy(305,140-r4,r44);
setcolor(RED);
rectangle(230,30,330,175);
life3=1;
f3=1;
setcolor(YELLOW);

```

```
settextstyle(1,0,2);  
outtextxy(0,250,"Press any key on the keyboard to continue..");  
showmouseptr();  
getch();  
line();  
}  
}
```


OUTPUT SCREENS:



WELCOME TO THE COMPUTER VERSION OF kaun banega crorepati

please enter your name :

please enter your city :

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 500
- ▼ 300
- ▼ 200
- ▼ 100



WELCOME TO THE COMPUTER VERSION OF kaun banega crorepati

please enter your name : DHANVEER REDDY

please enter your city : HYDERABAD

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 500
- ▼ 300
- ▼ 200
- ▼ 100



PROJECT CODING DEVELOPED BY Dr. G RAJITHA DEVI

50:50 PHONE PUBLIC
Vote

- ▼ 10000000
- ▼ 5000000
- ▼ 2500000
- ▼ 1250000
- ▼ 640000
- ▼ 320000
- ▼ 160000
- ▼ 80000
- ▼ 40000
- ▼ 20000
- ▼ 10000
- ▼ 5000
- ▼ 3000
- ▼ 2000
- ▼ 1000

LET'S WELCOME DHANVEER REDDY
FROM HYDERABAD

IMPORTANT INSTRUCTIONS

USE THE MOUSE TO PLAY THE GAME.

PLEASE CLICK AND HOLD THE LEFT MOUSE BUTTON TO SELECT.

YOU HAVE 3 LIFELINES (AS INDICATED ON THE UPPER RIGHT CORNER).

CLICK ON THE LIFELINES TO SELECT THEM.

THE FILE KBC.TXT IS AN EVER EXPANDABLE QUESTION BANK..
PLEASE STICK ON TO THE FORMAT USED IN THE FILE WHILE..
EXPANDING THE QUESTION BANK

PRESS ANY KEY TO CONTINUE

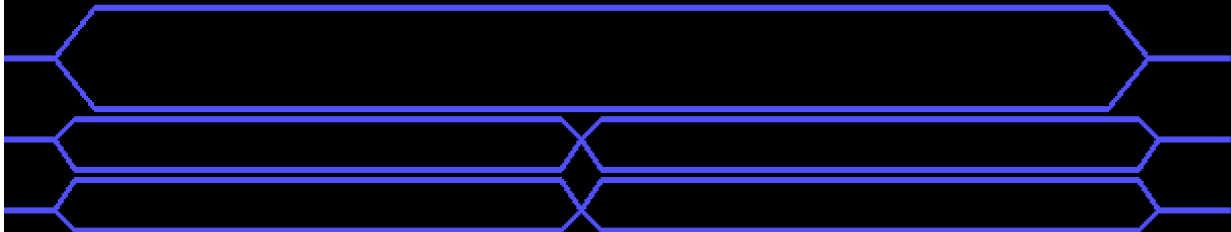


PROJECT CODING DEVELOPED BY Dr. G RAJITHA DEVI

50:50 PHONE PUBLIC
Vote

- ▼ 10000000
- ▼ 5000000
- ▼ 2500000
- ▼ 1250000
- ▼ 640000
- ▼ 320000
- ▼ 160000
- ▼ 80000
- ▼ 40000
- ▼ 20000
- ▼ 10000
- ▼ 5000
- ▼ 3000
- ▼ 2000
- ▼ 1000

LET'S PLAY !!!!



- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 500
- ▼ 300
- ▼ 200
- ▼ 100

What does a bibliosphilist collect ?

[a] Paintings

[b] Softwares

[c] Books

[d] Mobile phones

Total prize money: 0

USE THE KEYBOARD ARROW KEYS TO SELECT

REPLAY

EXIT

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 500
- ▼ 300
- ▼ 2000
- ▼ 1000

2000

At the equator, Duration of day is

[a] 10 hrs

[b] 12 hrs

[c] 14 hrs

[d] 16 hrs

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 500
- ▼ 3000
- ▼ 2000
- ▼ 1000

NEXT question!!!!

Empty input fields for the next question.

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 3000
- ▼ 2000
- ▼ 1000

3000

Which does not belong to the UN?

[a] FAO

[b] ILO

[c] WHO

[d] ASEAN

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 3000
- ▼ 2000
- ▼ 1000

SORRY ! INCORRECT

The first chief of Air Staff of India

[a] A.M.Engineer

[b] R.D.Katari

[c] S.Manekshaw

[d] Thomas Elmhris

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000

10000

Which does not belong to the UN?

[a] FAO

[b] ILO

[c] WHO

[d] ASEAN

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000

What is Hansen's disease ?

[a] Polio

[b] Mumps

[c] Sleeping sickness

[d] Leprosy

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000

50:50 LIFELINE
TWO WRONG CHOICES WILL
BE ELIMINATED

What is Hansen's disease ?

[a] Polio

[b] Mumps

[c] Sleeping sickness

[d] Leprosy

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000

What is Hansen's disease ?

[b] Mumps

[d] Leprosy

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 500
- ▼ 300
- ▼ 200
- ▼ 100

The source of river Nile ?

[a] Lake Baikal

[b] Woolar lake

[c] Lake Victoria

[d] Lake superior

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 500
- ▼ 300
- ▼ 200
- ▼ 100

PHONE A FRIEND
YOUR TIME STARTS.....NOW

The source of river Nile ?

[a] Lake Baikal

[b] Woolar lake

[c] Lake Victoria

[d] Lake superior

- ▼ 10000000
- ▼ 5000000
- ▼ 2500000
- ▼ 1250000
- ▼ 640000
- ▼ 320000
- ▼ 160000
- ▼ 80000
- ▼ 40000
- ▼ 20000
- ▼ 10000
- ▼ 5000
- ▼ 3000
- ▼ 2000
- ▼ 1000

LIFELINE TAKEN ALREADY

The source of river Nile ?

[a] Lake Baikal

[b] Woolar lake

[c] Lake Victoria

[d] Lake superior

- ▼ 10000000
- ▼ 5000000
- ▼ 2500000
- ▼ 1250000
- ▼ 640000
- ▼ 320000
- ▼ 160000
- ▼ 80000
- ▼ 40000
- ▼ 20000
- ▼ 10000
- ▼ 5000
- ▼ 3000
- ▼ 2000
- ▼ 1000

320000

The source of river Nile ?

[a] Lake Baikal

[b] Woolar lake

[c] Lake Victoria

[d] Lake superior

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000

2500000

Art 370 of the Constitution is related to

[a] J&K

[b] Sikkim

[c] Punjab

[d] Assam

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000

2500000

Art 370 of the Constitution is related to

[a] J&K

[b] Sikkim

[c] Punjab

[d] Assam

50:50 PHONE PUBLIC VOTE

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 500
- ▼ 300
- ▼ 200
- ▼ 100

The second largest human organ

[a] Liver

[b] Heart

[c] Brain

[d] Lungs

50:50 PHONE PUBLIC VOTE

- ▼ 1000000
- ▼ 500000
- ▼ 250000
- ▼ 125000
- ▼ 64000
- ▼ 32000
- ▼ 16000
- ▼ 8000
- ▼ 4000
- ▼ 2000
- ▼ 1000
- ▼ 500
- ▼ 300
- ▼ 200
- ▼ 100

AUDIENCE POLL

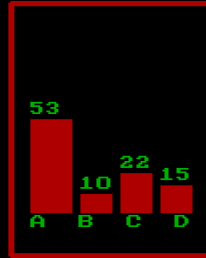
The second largest human organ

[a] Liver

[b] Heart

[c] Brain

[d] Lungs



- ▼ 10000000
- ▼ 5000000
- ▼ 2500000
- ▼ 1250000
- ▼ 640000
- ▼ 320000
- ▼ 160000
- ▼ 80000
- ▼ 40000
- ▼ 20000
- ▼ 10000
- ▼ 5000
- ▼ 3000
- ▼ 2000
- ▼ 1000

Press any key on the keyboard to continue..

What is the new name of Formosa

- [a] Taiwan
- [b] Surinam
- [c] Kinshasa
- [d] Balize

- ▼ 10000000
- ▼ 5000000
- ▼ 2500000
- ▼ 1250000
- ▼ 640000
- ▼ 320000
- ▼ 160000
- ▼ 80000
- ▼ 40000
- ▼ 20000
- ▼ 10000
- ▼ 5000
- ▼ 3000
- ▼ 2000
- ▼ 1000

100000000

The second largest human organ

- [a] Liver
- [b] Heart
- [c] Brain
- [d] Lungs

Total prize money: 10000000

USE THE KEYBOARD ARROW KEYS TO SELECT

REPLAY

EXIT

Conclusion and Suggestions:

This section concludes the report with what have been achieved. In addition, it discusses future activities that could be added to the application. In future we can implement it by timer at each every level of the game.

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