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The Word Game



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CERTIFICATE

The project entitled “THE WORD GAME”, submitted by RAVI PRAKASH of Class XII 'A' for the CBSE Senior Secondary Examination class XII of Computer Science at Jawahar Navodaya Vidyalaya, Mothuka, Faridabad has been examined.

- **RAVI**

DECLARATION

I hereby declare that the project work entitled “The Word Game”, submitted to Department of Computer Science, Jawahar Navodaya Vidyalaya, Mothuka Faridabad is prepared by me. All the coding are result of my personal efforts.

RAVI PRAKASH

Class XII A



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HEADER FILES USED

1. FSTREAM.H – for file handling, cin and cout
2. PROCESS.H – for exit() function
3. CONIO.H – for clrscr(), getch(), cprintf() & textcolor() functions
4. STDIO.H – for standard I/O operations
5. STRING.H – for string handling
6. DOS.H– for delay() function
7. CTYPE.H- for toupper() function

FILES GENERATED

DATA FILE
WINNER.TXT

PROGRAM FILE
WORD_GAME.CPP

WORKING DESCRIPTION

This program is designed for any-one to pass his/her time & increase the vocabulary. This program consists of SIX options as follows -

1. WELCOME – MAIN MENU
2. PLAY NEW GAME
3. ABOUT THE GAME
4. WINNERS LIST
5. SUMMERY
6. EXIT

CODING

```
/* THE WORD-GAME */
```

```
/* HEADER FILES' INCLUSION */
```

```
//SUBMITTED BY "RAVI PRAKASH"
```

```
#include<fstream.h>
```

```
#include<conio.h>
```

```
#include<string.h>
```

```
#include<process.h>
```

```
#include<stdio.h>
```

```
#include<dos.h>
```

```
#include<ctype.h>
```

/* PROTOTYPE DECLARATION */

```
void play(); // To play game
void selection(int); // User's selection (logic)
void about(); // Introduction to the game
void credit(); // About the developer
void winner(); // Last 5 winners
void summery(int,int); // Summery of words entered by players
void win_update(char Winner[25]); //Update Winner.txt
```

/* CLASS */**/* FOR MAIN-MENU */**

```
class Begin
{
    private:
    char option;

    public:
    void Menu()
    {
```



```
textcolor(1);
cout<<"\n\n\t\t";
cprintf("MAIN - MENU\n\n");
cout<<"\n\t\tEnter any one of the following:\n"
    <<"\n\t\t\t'1\t' to PLAY"
    <<"\n\t\t\t'2\t' to know about the WORD-GAME"
    <<"\n\t\t\t'3\t' for Credit"
    <<"\n\t\t\t'4\t' for last 5 Winners"
    <<"\n\t\t\t'5\t' to exit";

cprintf("\n_____ \n");
cout<<"\n\n\t\t";
textcolor(14);
cprintf("*");
cout<<" Please do not input any key other then 1, 2, 3, 4 "
    <<"or 5 ";
cprintf("*");
cout<<"\n\t\t";
cout<<"\n\n\t\t\tEnter your choice: ";
cin>>option;
selection(option);
clrscr();
}
```

```
void Choice(char a);
```

```
{
    if(a!='0')
    {
        clrscr();
        Menu();
    }
    else
    {
        clrscr();
        cout<<"\n\tThanks for giving a look.";
        delay(2000);
        exit(0);
    }
}
}Main;
```

```
/* GLOBAL VARIABLES' DECLARATION */
```

```
char p1[80],p2[80],word[80][80];
```

```
/* THE MAIN FUNCTION */
```

```
int main()
{
    clrscr();

    textcolor(2);
    cout<<"\n\t\t";
    cprintf("WELCOME TO WORD-GAME");
    cout<<"\n\t ";
    cprintf("_____");

    Main.Menu();
    return 0;
}
```

/* SWITCH FOR USER PREFERANCE (LOGIC) FOR MENU */

```
void selection(int a)
{
    do
    {
        switch(a)
        {
            case 1: play();
                    break;
            case 2: about();
                    break;
            case 3: credit();
                    break;
            case 4: winner();
                    break;
            case 5: {
                        clrscr();
                        cout<<"\n\tThanks for giving a look.";
                        delay(2000);
                        exit(0);
                    }
        }
    }
}
```

```
        break;
    default: {
        clrscr();
        cout<<"\n\n\tSorry! It seems that you have "
            <<"entered an incorrect key!!"
            <<"\n\tWe should get exit...";
        delay(4500);
        exit(0);
    }
}
}while(a!=4);
}
```

/* TO PLAY/START NEW GAME */

```

void play()
{
    clrscr();
    int j,x,i,num=0;

    cout<<"\n\t";
    textcolor(5);
    cprintf("RULES:-");
    cout<<"\n\t\b";
    cprintf("_____ \n");
    cout<<"\n\t1) Players must have to enter the word within"
        <<"a fixed time-limit i.e. \n\t 30 seconds.";
    cout<<"\n\t2) One who leaves game first would be considered"
        <<" defeated.";
    cout<<"\n\t3) Player can accept defeat by entering \'*\' "
        <<"instead of the word.";
    cout<<"\n\t4) All words must be in small letter.";
    cout<<"\n\t\t\t\t\t";
    cprintf("_____ \n");
    cout<<"\n\n\n";
    cout<<"\tPress any key to proceed.";

```

```

    getch();
    clrscr();

    int d,e;
    textcolor(8);
        cprintf("\n\nLet\'s Begin:-\n");
        cout<<"\nName of first player: ";
        gets(p1); e=strlen(p1); for(d=0;d<e;d++)p1[d]=toupper(p1[d]);
        cout<<"Name of second player: ";
        gets(p2); e=strlen(p2); for(d=0;d<e;d++)p2[d]=toupper(p2[d]);
        cout<<"No. of words that each player\'d enter (max 40): ";
        cin>>j;

if((j<1) || (j>40))
{
    clrscr();
    cout<<"\n\tSorry!! Wrong input. Try next time.";
    delay(2000);
    exit(0);
}

    cout<<"\t\t\t";
    cprintf("\n_____ \n");
    j*=2;

    textcolor(3);

```

```

cout<<"\n\n\t"; cprintf(p1);<<"! Enter first word: ";
gets(word[0]);
x=strlen(word[0]);
for(i= 1;i<j;i++)
{
if(i%2==0)
{
cout<<"\n\n\t"; cprintf(p1);<<"! Enter next word starting with"
<<" \"<<word[i-1][x-1]<<"\", "
<<"\n\t(within 30 seconds) : \t\t\t";
gets(word[i]);

if(word[i][0]!=word[i-1][x-1])
{
do
{
if(word[i][0]=='*')
{
cout<<"\n\t";
cprintf("_____");
cprintf("_____");
cout<<"\n\t\t"; cprintf(p2);
<<"! Your opponent has knelt in front"
<<" of you! You Won!!!";

```



```

goto MATCH;
}
else
{
cout<<"\n\tWord should start with \"
<<word[i-1][x-1]<<"\! \n\t";
textcolor(8);
printf("Either enter \'*\' if you have no");
printf(" words, or enter the word again: ");
gets(word[i]);
}

if(word[i][0]==word[i-1][x-1])
break;
num++;

}while(num!=2);
}

if(num==2)
{
textcolor(3);
cout<<"\n\t";
printf("_____");
printf("_____ \n");
}

```

```

cout<<"\t\tSorry! "
<<"You've crossed limit. You are lost!!";
cout<<"\n\t";
printf(p2);cout<<"! You won, "
<<"as you are a living dictionary!!";
goto MATCH;
}
else
num=0;
}

else
{
cout<<"\n\n\t";
printf(p2); cout<<"! Enter next word starting with \"
<<word[i-1][x-1]
<<"', \n\t(within 30 seconds) : \t\t\t";
gets(word[i]);

if(word[i][0]!=word[i-1][x-1])
{
do
{
if(word[i][0]=='*')

```

```
{
cout<<"\n\t";
cprintf("_____");
cprintf("_____");
cout<<"\n\t\t";cprintf(p1);
cout<<"! Your opponent has knelt in front"
<<" of you! You Won!!!";
goto MATCH;
}
else
{
cout<<"\n\tWord should start with \"
<<word[i-1][x-1]<<"\! \n\t";
textcolor(8);
cprintf("Either enter \'*\' if you have no");
cprintf(" words, or enter the word again: ");
gets(word[i]);
}
if(word[i][0]==word[i-1][x-1])
break;
num++;
}while(num!=2);
}
```

```

if(num==2)
{
textcolor(3);
cout<<"\n\t";

cprintf("_____");
cprintf("_____ \n");
cout<<"\t\tSorry! "
<<"You've crossed limit. You are lost!!";
cout<<"\n\t";cprintf(p1);cout<<"! You won, "
<<"as you are a living dictionary!!";
goto MATCH;
}
else
num=0;
}

x=strlen(word[i]);
}

MATCH:

if(i==j)
{
cout<<"\n\t";

```

```
cprintf("_____");
cprintf("_____ \n");

cout<<"\n\n\t";
cprintf("How great players you are! ");
cprintf("The match is draw!!!");
cout<<"\t";
}
else
{
cout<<"\n\n\t";
if(i%2==0)
{
cprintf("Winner is: ");cprintf(p2);
win_update(p2);
}
else
{
cprintf("Winner is: ");cprintf(p1);
win_update(p1);
}
}

int copy=j;
```

```
j=i;
cout<<"\n\n\n\t";

char choice;
textcolor(10);
cprintf("*");
cout<<" Enter any key to go back to Main Menu, \'s\' "
<<"to see the summery \n\t or \'0\' to get exit.\n";
cout<<"\n\t Enter Your choice: ";
cin>>choice;

switch(choice)
{
case '0': {
clrscr();
cout<<"\n\tThanks for giving a look.";
delay(2000);
exit(0);
}
break;
case 's': summery(j,copy);
break;
case 'S': summery(j,copy);
break;
```

```
default : {  
clrscr();  
  
Main.Menu();  
}  
}  
}
```

/* INTRODUCTION TO WORD-GAME & HOW TO PLAY */

```

void about()
{
clrscr();
char choice;
textcolor(4);
cout<<"\n\t";
cprintf("WORD-GAME");
cout<<"\n\t\b";
cprintf("_____ \n");
cout<<"\n\t This game is for two players, that tests your "
<<"vocabulary and "
<<"\n\tstrengthens your command on the words of English "
<<"language."
<<"\n\tIt would also improve your grip on this language.";
cout<<"\n\t It has a user friendly interface, and trust "
<<"you would really "
<<"\n\tlike this Game. It\'d be cool to call it- "
<<"\n\t\"ENGLISH-ANTAKSHRI\"";

cout<<"\n\n\t";

```



```

cprintf("HOW TO PLAY");
cout<<"\n\t1)Enter Names of the players and no. of words to be "
<<"entered."
<<"\n\t2) Now, one player would enter the first word."
<<"\n\t3) Then other\'d enter new word starting from last "
<<"word\'s last letter."
<<"\n\t4) In this way the loop would continue until players "
<<"would not enter \n\t"
<<" complete no. of words or anyone would not loose the game"
<<"\n\t5) Every player would get 3 chances to correct his/her "
<<"entry.";
cout<<"\n\n\t So, what are you waiting for! "
<<"Come-on get your friend \n\tnow and let\'s play it!!";
cprintf("\n_____ \n");
cout<<"\n\t";
textcolor(14);
cprintf("*");
cout<<" Enter any key to go back to Main Menu or "
<<"\0\' to get exit.\n";
cout<<"\t Enter Your choice: ";
cin>>choice;
Main.Choice(choice);
}

```

/* ABOUT THE DEVELOPER */

```
void credit()
{
clrscr();
char choice;
textcolor(5);
cout<<"\n\n\t This game is independently developed by ";
cprintf("\n\n\t Ravi Prakash\n\n");
cout<<"\n\n\t";

cprintf("*");
cout<<" Enter any key to go back to Main Menu or "
<<"\n\n\t '0' to get exit.";
cout<<"\n\n\t Enter Your choice: ";
cin>>choice;
Main.Choice(choice);

}
```

```
/* TO DISPLAY RECENT 5 WINNERS' NAME */
```

```
void winner()
{
clrscr();
char choice;
textcolor(6);
cout<<"\n\t";
cprintf("WINNERS");
cprintf("\n\b\b\b\b\b\b\b\b\b\b_____");
cout<<"\n\n\t";
char ch,winners[25];
fstream win_data;
win_data.open("winner.txt",ios::in | ios::out);
if(!win_data)
{
cout<<"File does not exist!!";

textcolor(14);
cout<<"\n\n ";
cprintf("*");
cout<<" Enter any key to go back to Main Menu or "
<<"\0\ ' to get exit.";
```

```
cout<<"\n Enter Your choice: ";
cin>>choice;
if(choice!='0')
{
clrscr();
Main.Menu();
}
else
{
clrscr();
cout<<"\n\tThanks for giving a look.";
delay(2000);
exit(0);
}
}
else
{
while(!win_data.eof())
{
win_data.getline(winners,25);
win_data.get(ch);
cout<<"\n\t\t"<<winners;
}
}
```

```
}  
win_data.close();  
  
cout<<"\n\n\t";  
textcolor(14);  
cprintf("*");  
cout<<" Enter any key to go back to Main Menu or "  
<<"\0\ ' to get exit.";  
cout<<"\n\t Enter Your choice: ";  
cin>>choice;  
Main.Choice(choice);  
}
```

```
/* TO SUMMERISE THE GAME'S RESULT */
```

```
void summery(int j, int copy)
{
clrscr();
cout<<"\n\n\t";
textcolor(18);
printf("Words entered respectively:-");
cout<<"\n\n";
for(int i=0;i<j;i++)
{
if(i%2==0)
{
cout<<"\tBy "<<p1<<": ";
puts(word[i]);
}
else
{
cout<<"\tBy "<<p2<<": ";
puts(word[i]);
}
cout<<"\n";
}
}
```

```
}
cout<<"\n\t";
textcolor(15);
cprintf("Result:-\n");
textcolor(9);
if(i==copy)
{
cprintf("Match Draw!!");
goto Place;
}
else
cout<<"\n\t\t";
cprintf("Winner is: ");
{
if(i%2==0)
cprintf(p2);
else
cprintf(p1);
}

Place:
cout<<"\n\n\t";
cprintf("*");
```

```
cout<<" Enter any key to go back to Main Menu or "  
<<"\0\' to get exit.\n";  
char choice;  
cout<<"\t Enter Your choice: ";  
cin>>choice;  
Main.Choice(choice);  
}
```


*/*TO UPDATE WINNER'S FILE*/*

```
void win_update(char Winner[25])
{
char ch,winners[25];
int counter= 1;
fstream New("winner.txt",ios::noreplace);
if(New)
{
New<<Winner<<"\n";
New.close();
}
else
{
fstream backup("backup.txt",ios::out);
backup<<Winner<<"\n\t";
fstream old("winner.txt",ios::in);
while(!old.eof())
{
old.get(winners,25);
old.get(ch);
{ counter++;
```

```
backup<<winners<<"\n";
}
if(counter==5)
break;
}
old.close();
backup.close();
remove("winner.txt");
rename("backup.txt","winner.txt");

}
}
```

/* THE END */



OUTPUT

1. WELCOME SCREEN

```

WELCOME TO WORD-GAME
-----

MAIN - MENU

Enter any one of the following:

'1' to PLAY
'2' to know about the WORD-GAME
'3' for Credit
'4' for last 5 Winners
'5' to exit
-----

* Please do not input any key other then 1, 2, 3, 4 or 5 *

Enter your choice: _

```

2. ABOUT THE GAME

```

WORD-GAME
-----

This game is for two players, that tests your vocabulary and
strengthens your command on the words of English language.
It would also improve your grip on this language.
It has a user friendly interface, and trust you would really
like this Game. It'd be cool to call it- "ENGLISH-ANTAKSHRI"

HOW TO PLAY
1) Enter Names of the players and no. of words to be entered.
2) Now, one player would enter the first word.
3) Then other'd enter new word starting from last word's last letter.
4) In this way the loop would continue until players would not enter
complete no. of words or anyone would not loose the game
5) Every player would get 3 chances to correct his/her entry.

So, what are you waiting for! Come-on get your friend
now and let's play it!!
-----

* Enter any key to go back to Main Menu or '0' to get exit.
Enter Your choice:

```

3. RULES

RULES:-

- 1) Players must have to enter the word within a fixed time-limit i.e. 30 seconds.
- 2) One who leaves game first would be considered defeated.
- 3) Player can accept defeat by entering '*' instead of the word.
- 4) All words must be in small letter.

Press any key to proceed._

4. GAME

Let's Begin:-

Name of first player: Ravi
 Name of second player: Priyam
 Number of words that each player'd enter (max 40): 1

Ravi! Enter first word: rat

Priyam! Enter next word starting with 't',
 (within 30 seconds) : toy

How great players you are! The match is draw!!!

* Enter any key to go back to Main Menu, 's' to see the summery
 or '0' to get exit.

Enter Your choice: _

5. SUMMERY

Words entered respectively:-

By Ravi Prakash: rat

By Priyam: toy

By Ravi Prakash: yes

Result:-

Winner is: Ravi Prakash

* Enter any key to go back to Main Menu or '0' to get exit.

Enter Your choice: _

6. WINNERS

WINNERS

Ravi Prakash

Sudheer

Jhon

Priyam

Anna

* Enter any key to go back to Main Menu or '0' to get exit.

Enter Your choice:


7. EXIT

Thanks for giving a look.



CONCLUSION

This game is for two players, that tests your vocabulary and strengthens your command on the words of English language. It would also improve your grip on this language. It has a user friendly interface, and trust you would really like this Game. It'd be cool to call it – “ENGLISH-ANTAKSHRI”.

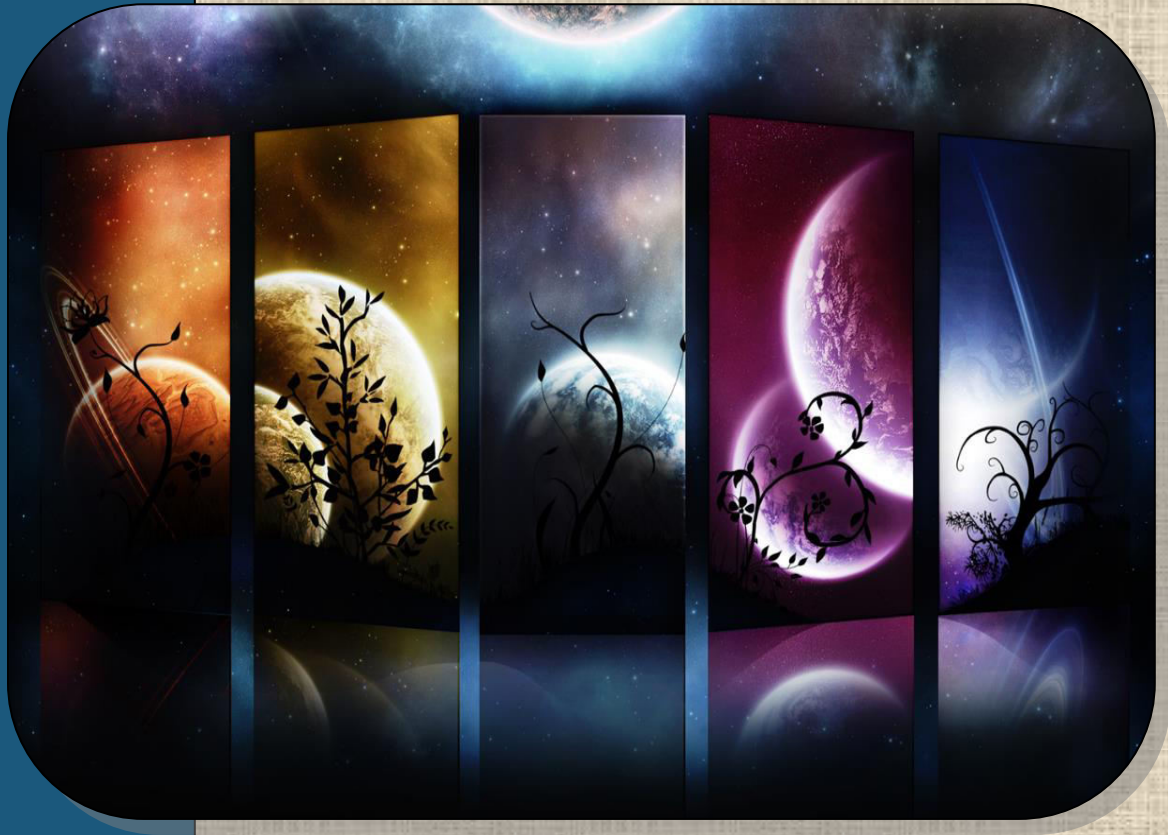


BIBLIOGRAPHY

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2. Computer Science with C++ by Sumita Arora
3. Let us C++ by Yashwant Kanetkar



ABOUT THE AUTHOR



ABOUT THE BOOK

A large, empty, rounded rectangular box with a white background and a black border, intended for text about the book.