

Magic – The Game of Numbers

Chandu Mani Kumar, Sunil, Rama Krishna

UG Scholar, Computer Science & Engineering, Lingaya’s University, Faridabad, Haryana, India

Abstract: The basic abstract of the game is a single game player and it automatically creates the track for a particular player. we have to focus on colouring a magic- the game of numbers using a process based up on logic model. User just press y,n or any key if the desired number in his/her mind is present in list or not and to pass on to next question. The numbers between 1 to 63 are adjusted between 6 sheets depending on different sequential order lists of numbers and the user is asked to check for the desired numbers in the list. This is a logic minded game .a person do not require extraneous knowledge to play this game. It helps one to increase their logical thinking. It is a single player game. The game is played between user and the system. It encourages the people to think logically.

I. INTRODUCTION

MAGIC – THE GAME OF NUMBERS is a very simple mini project in C and the given below concept can help you understand the basic concepts of functions, file handling and data structure.

This magic program (the game of numbers) is basically logic behind, the thought of pupil mind i.e. It is a simple game which will tell the user that which number is in his/her mind. As the name says magic this program does not have any magic but this program involves some basic mathematical logics which help to know the number in the mind of pupil playing the game.

Basically the person is asked to think a number in his/her mind then few questions (logic sequential numbers) will be displayed on the screen which are to be answered, then by answering those questions it finally leads to the number which one has thought in their mind and the desired number is displayed on the screen.

II. SOFTWARE DEVELOPMENT LIFE CYCLE

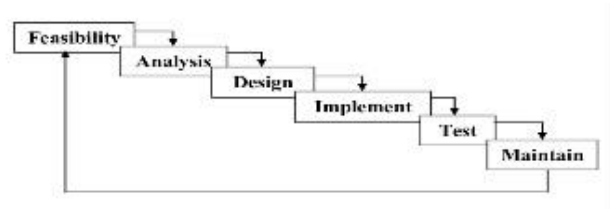
A Development process consists of different phases, each phase having different well defined role and having a definite output.

These phases, also called phases of software evolution and these are performed in a specified order as in process model being followed.

Followings are the phases of system development life cycle:

- Feasibility study
- Requirement Analysis
- Design

- Implementation
- Coding
- Testing
- Maintain



In General, SDLC (Software Development Life Cycle) is the process of developing software through business needs, analysis, design, implementation and maintenance.

Feasibility Phase:

The Feasibility study is an important phase in any software development process.

1. It makes analysis of different aspects like cost for developing and executing the system.
2. The feasibility study is an analysis of a proposed projects with emphasis are:
 - To study about skills required for maintenance in later stage of the project.
 - To study that the project completes within estimated budget.
 - To study the scope of future expansion of project.

Requirement Analysis Phase:

The analysis phase defines the requirements of the system, independent of how these requirements will be accomplished.

1. This phase defines the problem that the customer is trying to solve.
2. Requirement analysis encomphasis those tasks that go into determining the needs to meet for a view or altered product, taking account of the feasible conflicting requirements of the various stakeholders, such as beneficiaries or users.

The Design Phase:

In the design phase the architecture is established and this phase starts with the requirement document delivered by the requirement phase.

- The architecture defines the components, their interfaces and behaviours.
- The deliverable design document is the architecture and to describe a plan to implement the requirement.

Implementation Phase:

The next thing is to be done after testing is to successfully implement the tested system on client's site. It should be done correctly, efficiently and quickly on given set of computers.

- Implementation is a phase in the project life cycle in which a product is put into use.
- It is when a chosen project solution is developed into a completed deliverable.
- The implementation activities are environmental.
- They deal with realities of particular machines, systems, languages, compilers, tools, developers and clients necessary to translate a design into working code.

The Coding Phase:

Coding is the process of transforming the program design into a code.

- Code is computer language format that is understood by computer.
- The coding process creates the actual program coding phase of project connect the program design into computer instruction.

The Testing Phase:

Software testing is the process that tests the software product effective testing of software provides higher quality software product.

Testing acts as a quality control measure.

It is very important to test a product OK before delivering it to customers.

It is much easier to explain to a customer why there is a missing feature than to explain to a customer why the product lacks quality.

Maintenance Phase:

Software maintenance is last stage of the software life cycle. As we know that change is universal truth so we cannot spare the importance of this phase.

This phase is triggered by new requirements arising from flaws in the software.

Software maintenance is basically the same as any other type of maintenance. It is a set of services or procedures performed to keep something in good working condition.

III. COMMON TRENDS

The project is entitled "magic – the game of numbers", category "The language used in this project is C language". Hence before discussing anything about the project Magic – the game of numbers, a brief discussion of related basic concept is necessary.

- The main concept of this project is it encourages the people who played this game to think the mathematical logic behind it which increases the ability to think logically.
- It is just a simple single player time pass game between system and user.

IV. DESCRIPTION

The main purpose of this project is it encourages the people who played this game to think the mathematical logic behind it, which increases the ability to think logically.

It is just a simple single player time pass game between system and user.

It is logic minded game. a person do not require extraneous knowledge to play this game.

It helps to increase their logical thiking.

V. DESIGN AND IMPLEMENTATION

This magic program (the game of numbers) is basically logic behind, the thought of pupil mind i.e. It is a simple game which will tell the user that which number is in his/her mind. As the name says magic this program does not have any magic but this program involves some basic mathematical logics which help to know the number in the mind of pupil playing the game.

This program is, At first it welcome the user to play. Program show the instructions to play the game as User have to think a number between 1-64 in his/her mind. After choosing a number in his/her mind user have to give the answer to the system questions. The questions which is coded with logic of Permutations and combinations.

Giving the answers to the system questions then the number is display on the screen

We have implemented code by making the text colour effects with the help of "text color()" function of c#. and playing the game number of times with exiting the program.

VI. RESULTS

- Sprite 2D
- Keyboard input handling
- Logical thinking mind



- Graphical colour
- User exiting permission
- Selecting number between 1-64

VII. FUTURE SCOPE

- Further HTML and Java script can be used to make the website more attractive.
- Further more linking of pages can be done.
- Further graphics can be added in this program to make this program more attractive.
- As in this program only 1 to 63 numbers are taken further more numbers can be taken by modifying the logic.
- Further in this program alphabets also taken to find it.
- By using this logic we can be modified to find names and mores numbers at a time as phone number.

VIII. REFERENCES

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- [2] Let us C – Yashavant Kanetkar
- [3] Programming with C - Schaum's outlines