



**BHOL
BLAYA
GAME IN
C++ using
graphics**

By DJVprogrammers

Code:

```
//BHOL blaya... ;)
```

```
#include<iostream>
```

```
#include<graphics.h>
```

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

```
#include<stdlib.h>
```

```
#include<ctime>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    clock_t st;
```

```
    int gdriver=DETECT,gmode;
```

```
    initgraph(&gdriver,&gmode,"c:\\tc\\bgi");
```

```
    cleardevice();
```

```
    int x=125,y=125,key;
```

```
    //print this text on screen
```

```
    outtextxy(100,0,"PRESS ANY KEY TO SOLVE THIS BHOLBHALAYA");
```

```
        outtextxy(100,20,"Z to move right");
```

```
        outtextxy(100,40,"L to move left");
```

```
        outtextxy(100,60,"." to move down");
```

```
    outtextxy(100,80,"A to move up");

    outtextxy(10,100,"Start");

// make path..

    line(100,100,500,100);

    line(500,100,500,400);

    line(500,400,100,400);

    line(100,400,100,150);

    line(100,150,450,150);

    line(450,150,450,350);

    line(450,350,150,350);

    line(150,350,150,200);

    line(150,200,400,200);

    line(400,200,400,300);

    line(400,300,200,300);

    line(200,300,200,250);

    line(200,250,350,250);

// starting time

    st=clock();

//conditions to out

    while(!((x>=100 && x<=500 && y==100)|| (x==500 && y>=100 && y<=400) ||(x==100 &&
y>=150 && y<=400) ||(x>=100 && x<=500 && y==400) ||(x>=100 && x<=450 &&
```

```
y==150)||((x==450 && y>=150 &&y<=350)||((x>=150 && x<=450 && y==350)||((x==150 &&
y<=350 && y>=200)||((x>=150 && x<=400 && y==200)||((x==400 && y>=200 &&
y<=300)||((x>=200 &&x<=400 && y==300)||((x==200 && y>=250 && y<=300)||((x>=200 &&
x<=350 && y==250) ||(x>200 && x<250 && y>250&& y<300)))
```

```
{

    key=getch();

    setcolor(BLACK);

    circle(x,y,6);

    if(key=='A' || key=='a')//move up

        y--;

    else if(key=='Z' || key=='z')//move right

        x++;

    else if(key=='.')//for downwar

        y++;

    else if(key=='L' || key=='l')//for left

        x--;

    setcolor(WHITE);

    circle(x,y,6);

    //delay(10);

}
```

```
// condition for winning

if(x>200 && x<250 && y>250&& y<300)

    outtextxy(100,450,"YOU WON");

else

    outtextxy(100,450,"YOU LOSE");

char ex;

exee:

    ex= getch();

    if(ex==13)

        cleardevice();

    else goto exee;

//total time taken

cout<<"\n\n\n\tYOU TOOK "<<(clock()-st)/1000<<" Seconds to Play \n\n\n"<<endl;

return 0;

}
```

Program.codes.cpp@gmail.com.

<https://programcodescpp.wixsite.com/programcodes>

Website:

<https://programcodescpp.wixsite.com/programcodes>

Email:

Program.codes.cpp@gmail.com

Facebook Page:

<https://web.facebook.com/DJVprogrammers>

YouTube Channel

https://www.youtube.com/channel/UCfizosx-0fkFJ6R-oF6l9-A?view_as=subscriber

<https://web.facebook.com/DJVprogrammers>