



**SNAKE
GAME IN
C++ using
graphics**

By DJVprogrammers

Code:

//Snake game :)

```
#include<iostream>
```

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

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

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

```
using namespace std;
```

```
int main()
```

```
{
```

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

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

```
    cleardevice();
```

```
    //x and y are for the circle
```

```
    int x=300,y=250;
```

```
    //x1 and y1 are for generating food at random place
```

```
    int x1=200,y1=230,food=0;
```

```
    // key is used to take input from KEYBOARD
```

```
    char key;
```

```
    // a boundary line
```

```
    rectangle(100,100,500,400);
```

```
// if x or y exceeds the boundry limit game is out

while(x>100 && x<500 && y>100 && y<400)

{

    //these are for generating food at randm pleaces..

    // these 4 conditions are if the circle that is in your ccontrol reaches the food then

    // generate new foot at new place within the boundry

    if(x+1==x1 && y+1==y1 || x-1==x1 && y+1==y1 || x+1==x1 && y-1==y1 || x-1==x1 &&
y-1==y1)

    {

        // food counts number of dots accessed

        food++;

        againx:

        x1=rand();

        // these conditions are for generating food within the boundry

        if(x1<100 || x1>500)

            goto againx;

        againy:

        y1=rand();

        if(y1<100 || y1>400)

            goto againy;

        // this draws a dot for food
```

```
        circle(x1,y1,3);

    }

// KEYS INFORMATION

    key=getch();

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

        y--;

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

        x++;

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

        x--;

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

        y++;

    cleardevice();

    outtextxy(100,0,"SNAKE GAME BY JAVERIA");

    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");

    // boundry line and the circle
```

```
rectangle(100,100,500,400);

circle(x1,y1,3);

// you can control the circle of green color to reach to food

setcolor(2);


circle(x,y,4);

setcolor(WHITE);


}

outtextxy(100,420,"You are out");

cout<<"\n\n\n\tYOUR TOTAL SCORES ARE "<<food<<endl<<endl;

//conditions so that the game exit when you press space

char exitt;

again:

exitt=getch();

if(exitt==32)

    closegraph();

else

    goto again;
```

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```
return 0;
```

```
}
```

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