## ON RUNNING THE SOFTWARE:

The admin can login by typing the following password: "arcade". He can do the following:

1) **NEW ACCOUNT:** To create new player account
2) **DEPOSIT AMOUNT:** To deposit money in any player's account
3) **BALANCE ENQUIRY:** To know balance of any player
4) **ALL ACCOUNT HOLDER LIST:** To display all the players information
5) **CLOSE AN ACCOUNT:** To delete any player's account
6) **MODIFY AN ACCOUNT DETAILS:** To modify details of any player account
7) **EXIT TO LOGIN MENU BY LOGGING OUT**

All the player accounts details are stored in a binary file called "account.dat".

The PLAYER can login by typing his account number and password as obtained by the administrator. Players should not come to know of the admin password at any cost!!

# He can then do the following:

1) **PLAY MINESWEEPER:** To start the game of minesweeper
2) **PLAY 7UP 7DOWN:** To start the game of 7up 7down
3) **SUDOKU AUTOSOLVE:** To auto solve a Sudoku puzzle
4) **VIEW ACCOUNT:** To view his account details
5) **MODIFY ACCOUNT PASSWORD:** To change his account password
6) **LOGOUT:** To securely logout from his account

**ON STARTING THE GAME OF MINESWEEPER:**
The player is asked to select difficulty level. The following are the various difficulty levels:

1) Beginner: It consists of a 5*5 grid having 4 mines. On winning this level player's account is credited with 2*bet points.

2) Medium: It consists of a 7*7 grid having 9 mines. On winning this level player's account is credited with 3*bet points.

3) Advanced: It consists of a 9*9 grid having 15 mines. On winning this level player's account is credited with 4*bet points.

Then the player is asked to place a bet amount. The

minimum bet points is 100. As soon as the player places the bet, the points are deducted from his account and the game of minesweeper begins with opening of a new window!!

## THE MINESWEEPER GAME IS PLAYED IN THE FOLLOWING WAY:

1)   The player is initially presented with a grid of undistinguished squares. Some randomly selected squares, unknown to the player, are designated to contain mines. The size of the grid and the number of mines are set in advance by the player, by selecting the difficulty level.

2)   The game is played by REVEALING SQUARES OF THE GRID, BY CLICKING THEM WITH A MOUSE. If a square containing a mine is revealed, the player loses the game. Otherwise, a digit is revealed in the square, indicating the number of adjacent squares (typically, out of the possible eight) that contain mines.

3)   If this number is zero then the square appears blank, and the surrounding squares are automatically also revealed. By using logic, the player can in many instances use this information to deduce that certain other squares are mine-free, in which case they may

be safely revealed.

4) If player feels that a mine is contained in a certain square they can be marked by right-clicking the square and indicated by a flag graphic. If he feels he has flagged a square by mistake he can remove the flag by again right clicking on the square.

5) The player successfully completes the game when he uncovers the whole grid correctly or he flags all the mines correctly!

6) If the player uncovers a mine he loses the game and the points. If he wins the game, the points are added to his account.

## ON STARTING THE GAME OF 7UP 7 DOWN:

The player is initially asked to place a bet amount. He has to place a minimum bet of 100 points. As soon as the bet is placed by the player the bet points are deducted from his account and the game of 7up 7down begins with appearance of a new window.

## The 7up 7down game is played as follows:

Two dices are rolled simultaneously and the player is asked to predict that whether the sum of numbers appearing on the dice would be:

1) 7
2) Greater than 7 (7 up)
3) Less than 7 (7 down)

The player can select his desired choice by clicking at appropriate place in the window. If the player wins his account is credited with

1) Double the bet points if he can correctly guess 7up or 7 down
2) Triple the bet points if he can correctly guess 7

If the player fails to guess correctly he/she loses the game and the bet points placed.

## ON STARTING THE SUDOKU AUTOSOLVE PROGRAM:

1000 points are deducted from player account for solving one Sudoku puzzle. The player is asked to input the puzzle. The numbers must be separated by space and should be written in a continuous pattern from 1$^{st}$ row starting from left to right. The blank spaces should be represented by zero. After entering the puzzle player should press enter button. A solution to the puzzle will be presented by the program. If the program is unsuccessful in finding a solution to the problem due to any reason, 1000 points will be credited back to player's account.