



**BENNETT**  
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# GAMIFICATION

## USING DATA STRUCTURES

VOL. III



**BENNETT UNIVERSITY**

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## Preface

The inclusion of "gamification using data structures" is a much-appreciated feature. The integration of gamification with data structures presents a promising avenue for problem-solving, learning, and engagement in the dynamic domains of technology and education. This book is predicated on the notion that comprehending complex concepts, such as data structures, may be both enjoyable and instructive. We want to revolutionize the learning process by integrating gamification principles into the study of data structures. This will enhance the learning experience by making it more captivating, interactive, and, above all, enjoyable. In recent years, gamification has proven to be a very useful technique in several fields, such as business and education. It harnesses the inherent human need for progress, rivalry, and achievement to enhance involvement and drive.

Data structures are crucial in computer science and programming since they provide the basis for efficient algorithmic solutions. The convergence of these two domains is not just a creative undertaking; it is a deliberate effort to revolutionize the way we teach and understand data structures. We want to transform the often challenging and somewhat intimidating subject of data structures into an engaging and captivating experience via gamification.

This book employs a gamified approach to guide you through the fundamental concepts of data structures. Each chapter presents a novel challenge, a puzzle to solve, or an exciting quest to go on. As you go, you will develop a deep comprehension of the elegance of algorithms while also becoming proficient in the intricacies of data structures and problem-solving methodologies. To enhance your knowledge, we have meticulously curated a compilation of case studies, hands-on exercises, and tangible illustrations from real-life situations. This book will serve as a valuable resource for individuals of all backgrounds, including learners, professional developers, and hobbyists, who are eager to enhance their knowledge. Students studying computer science or related disciplines, programmers seeking to enhance their knowledge of data structures and teachers who are looking for innovative teaching techniques are passionate individuals who have a strong interest in combining programming and gaming and can engage in a thorough and passionate examination of data structures as they investigate the same via games.

This book transcends being a mere reference and instead serves as an enticing invitation to go on a captivating journey, where the process of learning becomes both rewarding and enjoyable.

This book transcends being a mere reference and instead serves as an enticing invitation to go on a captivating journey, where the process of learning becomes both rewarding and enjoyable. Prepare your mind, equip yourself with virtual protection, and be prepared to confront the challenges of the "gamification using data structures" realm.

## Index

S. No.	Title	Page No.
1.	Scanning into Detail: The Car QR Code Initiative <i>Authors: Harsh Dhaulakhandi, Gitika Sharma</i>	1
2.	VibeSync <i>Authors: Priyanka Gaba, Pabitra Maharana, Raushan Kumar</i>	19
3.	Revolutionizing Encryption and Decryption using Voice Input <i>Authors: Shashwat Jain, Ankit Raj, Rudraksh Bhardwaj</i>	52
4.	Pixel Odyssey: Crafting a 3D FPS Masterpiece in Unreal Engine <i>Authors: Ridhim Dubey, Anushka Shishodia, Ishika Singhal</i>	71
5.	Solving the Puzzle: A Comprehensive Guide to Mastering Sudoku with Backtracking Technique <i>Authors: Srinath Shrestha, Tushar Gakhil, Utkarsh Tripathi, Gitika Sharma</i>	92
6.	Guardians of the Maze: Challenges in Designing Obstacles <i>Authors: Aditya Gupta, Utkarsh Mishra, Nischal Sharma, Gitika Sharma</i>	115
7.	Text Editor <i>Authors: Priyanka Gaba, Prateek Gupta, Yashvi Rajpal</i>	139
8.	Image Processing <i>Authors: Rajnish Kumar Chaturvedi, Hrishita Verma, Chandni Gupta, Jaswanthi Vemuri</i>	173
9.	Fast Type <i>Authors: Vivek, Ashish Ashmit, Umesh Gupta</i>	214
10.	Contact Management System <i>Authors: Debajyoti Ghosh, Navneet Ranjan, Pratham Tiwari, Yash Raj Rai</i>	234
11.	LINK-IN using Data Structure <i>Authors: Anshika Gupta, Prajakta Patil</i>	246
12.	Metro Yatra System Using Data Structure <i>Authors: Madhushi Verma, Arpit Bhardwaj, Akash Sharma, Ankush Goyal</i>	264
13.	FileCrypt – Data Security Tool <i>Authors: Animesh Shukla, Kuber Raj Yadav, Sankalp Jha</i>	282
14.	Sorting Visualiser <i>Authors: Sheikh Haque, Akshat Dubey, Dhruv Kaushik, Vishesh Shah</i>	296
15.	CleanConnect	319

	<i>Authors: Umesh Gupta, Mukund Pratap Singh, Ankit Raj, Aditya Pratap Singh, Sambhav Jindal</i>	
16.	EfficientEd: Streamlining School Management with C++ <i>Authors: Harshit Sharma, Kanishk Dhaka, Raghwan Jadaun, Rajiv Kumar</i>	343
17.	Swift Route <i>Authors: G. Varshith Reddy, V. Tanveer Sushant, Kanishk Khadra, Gaurav Kumar</i>	359
18.	Visualization of Graham's Convex Hull <i>Authors: Shlok Bhardwaj, Saksham Dhiman, Harsaroop Singh Sarao, Sudeepta Chauhan</i>	374
19.	Data Structure Based Systems for Games Hub <i>Authors: Harshit Kumar Budhraj, Ritvik Singh, Varun Pathak, Rajesh Kumar Shrivastava</i>	389
20.	Dynamic Dashboard <i>Authors: Harshita Dhawan, Ayush Kumar Singh, Saurabh Kumar Srivastava</i>	404
21.	Ride Vista <i>Authors: Hasib Fathima V P, Brijendra Pratap Singh</i>	420
22.	Sudoku Solver Using C++ <i>Authors: Rhythm, Rudra Pratap Mishra, Debajyoti Ghosh</i>	441
23.	Metro Mapper <i>Authors: Pihu Sinha, Sehaj K Khurana, Sonali Srivastava</i>	460
24.	Compression Decompression System <i>Authors: Himesh Maurya, Sirshak Dolai, Priyanka</i>	475
25.	Personal Finance Manager <i>Authors: Uday Bansal, Vaibhav Sharma, Vikas K Jain</i>	496
26.	BIT-Z <i>Authors: Supragra Sharma, Nandini Agarwal, Khushi Goyal, Priyanka</i>	515
27.	Cash Flow Minimizer <i>Authors: Arpit Bhardwaj, Madhushi Verma, Shivam Shukla, Priyanka</i>	537
28.	Document Scanner <i>Authors: Vansh Budhiraja, Aniket Deepanshu Kasana, Rajnish Kumar</i>	553
29.	Cyber Punk <i>Authors: Ankit Raj, Shashwat Jain, Rudraksh, Sangeeta Kumari</i>	567

30.	Text Editor with Spell Checker <i>Authors: Akash Narayan, Shresth Yadav, Rakshit Thakur, Debajyoti Ghosh</i>	583
31.	Route Finda <i>Authors: Mukund Pratap Singh, Umesh Gupta, Shivanshi Garg, Noor Rahat, Priyanka</i>	596
32.	<i>BYTEQUEST</i> <i>Authors: Shubham Kumar, Mradul Bhateley</i>	612
33.	ScheduLink <i>Authors: Devesh Attri, Shivang Srivastava, Aakanksha Pithala, Saurabh Srivastava</i>	625
34.	Caught You! <i>Authors: Vishesh Goel, Mani Mehndiratta, B. Chaitanya</i>	651
35.	Swift Nova <i>Authors: Shashank Shekar Singh, Bir Fateh Singh, Daksh Jain, Rajesh Kumar Shrivastava</i>	674
36.	Cash-Flow-Connect (CFC) <i>Authors: Shubh Sonakiya, Sangeeta Kumari</i>	698
37.	<i>Ping Pong Ball</i> <i>Authors: Shivanshu Garg, Rajesh Kumar Shrivastava</i>	723
38.	Puzzle Game "2048" <i>Authors: Siddhant Nijhawan, Rajesh Kumar Shrivastava</i>	738
39.	Crypto Currency Virtual Simulator <i>Authors: Shlok Kohli, Divyansh Rana, Pranshu Mongia, Gaurav Kumar</i>	753
40.	SKYSENSE <i>Authors: Laavanya Dhasmana, Anjali Verma, Deependu D. Menon, Priyanka</i>	773

# ABOUT THE BOOK

In the book titled "*Gamification Using Data Structures Vol. III*", we continue to advanced exploration of the intersection between gamification and cutting-edge data structures. This volume includes various sophisticated strategies. The volume provides deep knowledge of showcasing of Data Structure. It enables its readers to understand how advance structures like graphs, advanced trees, and complex algorithms uplift gaming dynamics to new heights. The book Include various case studies and innovative examples to optimizing player engagement like Puzzle Game "2048". For crafting immersive experiences to game player book illustrate other example like "ping pong ball" game. The book guides game developers and designers to refining system scalability. Volume 3 serves as a valuable resource which offers an expert-level understanding of harnessing data structures for unparalleled gamification.

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## AUTHOR



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Arpit Bhardwaj received the B.E. degree in computer science from the Shri Dadaji Institute of Technology and Science, Khandwa, India, in 2009, the M.E. degree in computer science from the Shri Govindram Seksaria Institute of Technology and Science, Indore, India, in 2011, and the Ph.D. degree in computer science and engineering from the Indian Institute of Technology Indore, in 2015. Currently he has been working as a Professor with the School of Computer Science Engineering and Technology, Bennett University. He has authored more than 50 publications, including papers in prestigious journals/conferences, such as Expert Systems with Applications, Pattern Recognition Letters, Journal of Biomedical Informatics, Computational Intelligence and Neuroscience, International Joint Conference on Neural Networks (IJCNN), Soft Computing for Problem Solving, and Applied Intelligence. His research interests include genetic programming, EEG signals, gaming, and machine learning.

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