

The Hidden World of Dreams
AiS Exposition Final Report
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Project # 094
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E.0 Executive Summary

The team's project was developed from the fascination with the dream world and the interest in the journey we take every time we enter the subconscious realm. Through the investigation and research for this project, the team will look to find a correlation between the symbols in dreams of individuals and the problems in which those individuals encounters on a daily basis. In order to find this association, resources have been gathered to familiarize the team with dream analysis and the information has been implemented into a survey that has been designed to measure which aspect of life the individual is lacking or struggling. The computational program has been formatted to give

the results of the same survey and facilitate the user with results including dream definitions, dream comparisons, and user comparisons. As a result of the research and data obtained, the team intends to find a wide correlation between the specific dream symbols and an individual's insufficient aspect of life. This will be done by comparing the symbols that have appeared in each individual's dreams to data collected by the individual in the survey.

1.0 Introduction

1.1 Purpose

This project is based on the assumption that a correlation exists between the symbols in an individual's dreams and the insufficient aspects in their lives, which will be identified and measured by the survey if any exist. In order to identify these correlations, dream symbols must be acknowledged and defined. Dream relationship research has been considered a powerful asset to the understanding and development of the mind, body, and soul. The group has obtained information from dream research websites¹, psychology/counseling professionals, and the Silver High School anthropology teacher.

The project was identified by the intrigue of the team about the possibility that an individual's dreams may somehow correspond with contentment in aspects of the individual's life². The goal was to create program that would examine the contentment and/or dissatisfaction in teenagers' home, social, and spiritual lives and associate them with symbols that have appeared in teenagers' dreams. Since dream research is skeptical and still in the process of exploration, the study is only a small contribution to field of psychological science.

1.2 Background Research

In order to create an applicable computer program with mathematical computation capability, it was necessary to research the symbols of dreams and collect data from available resources⁴. Information about the individuals who would take the survey was also needed. In order to obtain the required information, a questionnaire was designed and distributed to Students at Silver High School. The survey is also used in the computer program to allow the user to participate in the project and provide the user with the template to the resulting data.

1.3 Computer Program

A computer program written in C++ is used to give numerical results of the project to the user based on the user's individual circumstances in the three subjects listed below:

- Home Life
- Social Life
- Spiritual Life

The program does this by prompting the user to rank the three sub-categories of each subject listed above on a scale of one to five (This will be discussed in more detail under 3.1 Survey). The user will then select objects from the screen in which they remember appearing in recent dreams.

The program will output results in the form of percents comparing their data to the data collected in the questionnaire from the 116 Silver High School students along with definitions of the chosen occurring dreams. The user is also provided with an equation and the results of this equation. The equation implements the user's score from the survey and outputs the amount of dream symbols that the user will most likely remember from a generalized list found on the survey and the program. This information can be helpful in recognizing the downfalls in the user's life.

2.0 Problem Statement

The purpose of this project is to identify a correlation between the subconscious world of dreaming and the lifestyle of the individual who dreams. A computer program written in C++ will then aid in outputting results and information as analysis to fit each individual user. This project is helpful in creating a pathway into each individual's

unique dream world, which can help in better understanding one's subconscious concerns.

Method of Solution

3.1 Survey

A survey was conducted for the purpose of obtaining data about a selective population. The selective population consists of male and female high school students from Silver High School located in Silver City, New Mexico, who are in the age range of 13 to 18 years of age 5. There were a total of 116 people surveyed. In order to gain an accurate distribution of the population at Silver High, surveys were passed out to random classes during their sixth period. These random classes consisted of upperclassmen and underclassmen, males and females, and high level and lower level classes 5.

This variance in population creates a more complete account of the teenager's at Silver High School.

Logistics such as age, gender, and with whom the student lives are all factors that are asked about in the survey. This is done for the later usage in analyzing results, especially in the case where a correlation may be found in one or more of the logistics 3.

The survey is broken down into two main parts. The first part is where information is gained about the student's overall life. This section is further divided into three subjects to get a more specific understanding of the main aspects of each student's life. These subjects are: Home Life, Social Life, and Spiritual Life. The Home Life section consists of three questions, each establishing a distinct factor within the Home Life situation of the student. The first question establishes the student's satisfaction with their home conditions, the second question establishes the student's relationship with his/her parents, and the third question establishes the relationship with the student's

siblings. The Social Life of the student is measured in the same manner where the questions establish the student's satisfaction in his/her school academics, love life relationships, and peer/friend relationships. The Spiritual Life portion establishes the student's religious life, how physically healthy he/she considers his/herself, and how mentally healthy he/she considers his/herself.

The second part of the survey contains 38 objects¹ in which the student will check if he/she remembers having appeared in his/her dreams. These objects were specifically chosen to include as many aspects of an individual's life as possible. This was done to more accurately encompass a complete dream world.

Outline of Survey

I. Identification

A. Home Life

1. Home Conditions
2. Relationship with Parents
3. Relationship with Siblings

B. Social Life

1. Satisfaction with Academics
2. Love-Life Relationships
3. Peer/Friend Relationships

C. Spiritual Life

1. Religious Life
2. Physical Health
3. Mental Health

II. Objects

3.2 Mathematical Model

A computer program in C++ was created to output results of the survey based on the information the user provides. The user will be scored in the first section of the program, which is identical to the survey.

Inputs

The inputs indicate the satisfaction of the user for each aspect of their lives ranked from a numerical value from 1 - 5, 1 being poor 5 being perfect. (3 questions/subject, 3 subjects = total of 45 points)

h11- question 1 Home ss1-question 1 Social/School sl1-question 1 Spiritual

h12- question 2 Home ss2-question 2 Social/School sl2-question 2 Spiritual

h13- question 3 Home ss3-question 3 Social/School sl3-question 3 Spiritual

Outputs

The outputs give the user their totals and values from the database.

h1 -total of 3 questions ss-total of 3 questions sl-total of 3 questions

all-the total of the three subjects (45 possible)

A percentage of people that dreamed about the same object as the user has selected is also given. This tells the user how popular this response was.

The all total that is outputted is also applied to the formula $49.673936-10.8791627\ln(x)$, to give an estimate of how many objects the user will have dreamed of from the list of objects found in the survey and the program. This equation derived from the results of the survey where the overall score was compared to the number of dreams (Appendix 4). This is the curve that fit the data to show that as overall score increased, the amount of dreams decreased.

4.0 Results

4.1 Calculations

Many variables (teenagers) were questioned to find the general population of teenagers and their distinct situations in their lives. Using a C++ program to find a correlation between teenagers' dreams and their overall happiness we acquired and used the following:

- Percentages of the current program users dreams, compared to those who were previously surveyed at Silver High School.
- Their score for each individual aspect section
- Their composite score for home, social, and spiritual
- Percentages of the current program users overall happiness compared to the overall happiness of those who were previously surveyed at Silver High School.

4.2 Graphs, Tables, and Charts

A3- Individual Statistics of overall happiness and dreams recognized

This database shows the results of the given survey. Recorded in it are the totals of each aspect section, overall happiness composite scores, and tallied dreams that each individual has identified.

A4- Score vs. Amount of Dreams

This diagram shows how the scores received from the Silver High School students relate to the number of dreams identified from the survey. Since some totals were more common than others, and average was needed to accurately represent the data. This graph supports the group's hypothesis that as people are more content with each aspect of their life, they seem to dream about less negative objects.

A5- Total Scores Broken-down

The graph demonstrates the previous survey results as broken down by the three questions asked through the home, social, and spiritual categories.

Percentages are produced and illustrate where the highest scores were achieved out of a possible 15.

A6- Number of Dreams

This chart presents the comparison of positive to negative dreams included in the survey.

4.3 Statistical Results

For analysis, total scores were put into three categories: below median, at median, and above median. The median range of total scores from the survey was 34 to 38.

57 people scored below 34 (Below Median, BM)

41 people scored between 34-38 (Median, M)

18 people scored above 38 (Above Median, AM)

An average amount of each dream was calculated for each category listed above. The appearance of:

Amputation was less common as scores increased: BM .298246, M .075, AM .052632

Hell was less common as scores increased: BM .210526, M .175, AM .157895

Death was less common as scores increased: BM .561404, M .55, AM .526316

Skeleton was less common as scores increased: BM .157895, M .15, AM .210526

Drowning was less common as scores increased: BM .385965, M .275, AM .210526

Temple/Church was less common as scores increased: BM .210526, M .2, AM .157895

Being Beaten was more common as scores increased: BM .280702, M .3, AM .368421

Bedroom was more common as scores increased: BM .561204, M .575, AM .736842

5.0 Conclusions

5.1 Computer Program

The computer program successfully calculated and outputted the desired information including total points from the home, social, and spiritual life and total score for combined happiness. The program calculated the median scores from the SHS survey and informed the program user how near or far their score was to that of the median. It also outputted percents comparing their scores and chosen dreams to the previously surveyed SHS students. The program supported the hypothesis that as an individual's overall happiness increases they are less likely to observe negative objects in their dreams.

5.2 Recommendations

To conduct a better quality project, it is recommended that more research be completed and more sources be identified. The dream research project was based solely on one source of dream symbolism. When gathering sources, many should be found to identify the accuracy in information as a whole. A professional mentor in the project's specific field needs to be available and contacted persistently in regard to questions, suggestions, and support (Internet mentors provide very little help). When exploring the field of psychology, in this case dreams, many problems need to be taken into consideration like perception of an object in the users mind, how the questions are formatted on the dream survey, whether the life aspect questions were answered truthfully or not, and the failure of remembering definite dream symbols due to time and forgetfulness.

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 4. Statistics, The Exploration and Analysis of Data, Jay Devore & Roxy Peck
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<http://psychology.about.com/gi/dynamic/offsite.htm>
- Dream Research Information

APPENDICES

Dream Questionnaire

Please complete the following questions about yourself as honestly as possible. Many parts will question your dream content while others will question your current situations. These results will be used in a scientific experiment.

Thank you for your cooperation.

Sex: M F

Age: _____

With whom do you live?

Mother Only Father Only Both Parents Other Guardians

The scale of one to five for the dream questions is as follows: 1 being bad and 5 being ideal.

Rank your home condition 1 2 3 4 5

Rank your relationship with your parent(s)/guardian(s) 1 2 3 4 5

Rank your relationship with your sibling(s), if any 1 2 3 4 5

Rank your satisfaction in your school academics 1 2 3 4 5

Rank your love life relationship(s) 1 2 3 4 5

Rank your peer/friend relationship(s) 1 2 3 4 5

Rank your religious life 1 2 3 4 5

Rank how physically healthy you consider yourself 1 2 3 4 5

Rank how mentally healthy you consider yourself 1 2 3 4 5

Please check all the following that you remember having appeared in your dreams...

- Abortion
- Amputation
- An Army
- Being Beaten
- A Bedroom
- Birds
- Christmas
- Self-Defense
- Hell

Your Home
 Being Homeless
 A Back Door
 Being Barefoot
 Cleaning
 Stabbing
 Death
 A Mask
 A Minister
 A Fair
 Flirtation
 Lightning
 An Ocean
 A Ring
 A River
 A Rock
 A Temple/Church
 A Teacher
 A Test
 Tools
 An Accident
 An Altar
 Crying
 Shooting
 A Skeleton
 A Star
 Drowning
 A Ghost
 A Harbor

/*Ryan and Ariel (Team #94)

1/10/02

Dream Program

The program will survey the user and access a data base that contains the results of the same survey that was passed out to 400 high school students.

The program will input more data into the database from the given information about each user as well as output results of each given situation of the user. */

```
#include <iostream.h>
```

```
#include <fstream.h>
```

```
#include <string>
```

```
#include <math.h>
```

```
int main()
```

```

{ //begin program
ifstream infile("Dream.txt");
double lastline, line; // line from infile
int ch1;// user choice 1
int ch2;// user choice 2
int ch3;// user choice 3
int hl1;// first answer to home life
int hl2;// second answer to home life
int hl3;// third answer to home life
int hl;// combined score for home life
int ss1;// first answer to school/ social life
int ss2;// second answer to school/ social life
int ss3;// third answer to school/ social life
int ss;// combined score for school/ social life
int sl1;// first answer to spiritual life
int sl2;// second answer to spiritual life
int sl3;// third answer to spiritual life
int sl;// combined score for spiritual life
int all;// total score
int ans;// user's symbol answer
//begin menu
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\t\t\t Select One"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\t(1) Get your results from the Dream Analysis Program"<<endl;
cout<<"\t(2) Exit Program"<<endl;
cout<<"\n"<<endl;
cin>>ch1;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
cout<<"\n"<<endl;
//end menu
if(ch1==1) { //begin if
cout<<"Please answer the following questions as truthfully as you can..."<<endl;
cout<<endl;
cout<<endl;
cout<<endl;
cout<<endl;
cout<<"-HOME LIFE-"<<endl; //begin home life questions
cout<<endl;
cout<<endl;
cout<<"With whom do you live? \n(1)just father, (2) just mother, (3) both parents, (4) other legal guardians"<<endl;
cin>>hl1;
cout<<endl;
cout<<"On a scale of 1 (poor) to 5 (perfect), please rate your \nhome conditions:"<<endl;

```

```

cin>>h12;
cout<<endl;
cout<<"On a scale of 1 (poor) to 5 (perfect), please rate your \nrelationship with your parent(s)/guardians:"<<endl;
cin>>h12;
cout<<endl;
cout<<"On a scale of 1 (poor) to 5 (perfect), please rate your \nrelationship with your siblings:"<<endl;
cin>>h13;
cout<<endl;
cout<<endl;
hl=(h11+h12+h13); //calculates home life score
cout<<"* Your Home Life score is "<<hl<<" out of a possible 15. *"<<endl;
cout<<endl;
cout<<endl; //end home life
cout<<"-SOCIAL/SCHOOL LIFE-"<<endl; //begin social life questions
cout<<endl;
cout<<"On a scale of 1 (poor) to 5 (perfect), please rate your \nschool performance:"<<endl;
cin>>ss1;
cout<<endl;
cout<<"On a scale of 1 (poor) to 5 (perfect), please rate your \nlove-life relationships:"<<endl;
cin>>ss2;
cout<<endl;
cout<<"On a scale of 1 (poor) to 5 (perfect), please rate your \npeer and friend relationships:"<<endl;
cin>>ss3;
cout<<endl;
cout<<endl;
ss=(ss1+ss2+ss3); //calculates social life score
cout<<"* Your Social/School Life score is "<<ss<<" out of a possible 15. *"<<endl;
cout<<endl;
cout<<endl; //end social life questions
cout<<"-SPIRITUAL LIFE-"<<endl; //begin spiritual life questions
cout<<endl;
cout<<endl;
cout<<"On a scale of 1 (poor) to 5 (perfect), how religious do \nyou consider yourself?"<<endl;
cin>>s11;
cout<<endl;
cout<<"On a scale of 1 (poor) to 5 (perfect), how physically \nhealthy do you consider yourself?"<<endl;
cin>>s12;
cout<<endl;
cout<<"On a scale of 1 (poor) to 5 (perfect), how mentally \nhealthy do you consider yourself?"<<endl;
cin>>s13;
cout<<endl;
cout<<endl;
cout<<endl;
sl=(s11 + s12 + s13); //calculates spiritual life score
cout<<"* Your Spiritual Life score is "<<sl<<" out of a possible 15. *"<<endl;
cout<<endl; //end spiritual life questions
all=(hl+ss+sl); //calculates all scores
cout<<"* Your combined score is "<<all<<" out of a possible 45. *"<<endl;
{ infile.seekg(-130,ios::end);
infile>>line;
cout<<"The average combined score is "<<line<<". "<<endl; }
if(all<=33)
cout<<"Your total is below the median range by "<<34-all<<" points."<<endl;
else if(all>=39)
cout<<"Your total is above the median range by "<<all-34<<" points."<<endl;
else

```

```

cout<<"Your total score is within the average range."<<endl;
cout<<"\n"<<endl;
cout<<"Your total score that you have recieved can be put into the \ncalculation  $49.673965 - 10.87916277(\text{natural log of } x)$ , with x being your score."<<endl;
cout<<"This equation will calculate the aproximate number of dreams \nthat you will most likely remember from the list that you will see shortly."<<endl;
cout<<"This equation derived from analysis of the results of our survey."<<endl;
cout<<"According to the equation, you will most likely remember "<<(49.673965 - 10.87916277*log(all))<<" dreams \nfrom the list."<<endl;
cout<<endl;
cout<<"Press any key to continue."<<endl;
cin>>ch3;
cout<<endl;
do{ //begin do
cout<<"Enter the number of the object you recall appearing in your dreams."<<endl;
cout<<"\n"<<endl;
cout<<endl;
cout<<"(1) Abortion\t \t (20) Flirtation "<<endl;
cout<<"(2) Amputation\t \t (21) Lightning "<<endl;
cout<<"(3) An Army\t \t (22) An Ocean "<<endl;
cout<<"(4) Being Beaten\t (23) A Ring "<<endl;
cout<<"(5) A Bedroom\t \t (24) A River"<<endl;
cout<<"(6) Birds\t \t (25) A Rock"<<endl;
cout<<"(7) Christmas\t \t (26) A Temple/Church"<<endl;
cout<<"(8) Self-Defense\t (27) A Teacher"<<endl;
cout<<"(9) Hell\t \t (28) A Test"<<endl;
cout<<"(10) Your Home\t \t (29) Tools"<<endl;
cout<<"(11) Being Homeless\t (30) An Accident"<<endl;
cout<<"(12) A Back Door\t (31) An Altar"<<endl;
cout<<"(13) Being Barefooted\t (32) Crying"<<endl;
cout<<"(14) Cleaning\t \t (33) Shooting"<<endl;
cout<<"(15) Stabbing\t \t (34) A Skeleton"<<endl;
cout<<"(16) Death\t \t (35) A Star"<<endl;
cout<<"(17) A Mask\t \t (36) Drowning"<<endl;
cout<<"(18) A Minister\t \t (37) A Ghost"<<endl;
cout<<"(19) A Fair\t \t (38) A Harbor"<<endl;
cin>>ans;
//begin choices statements
if(ans==1) { // choices are as following depending upon the number
infile.seekg(-114,ios::end);
infile>>line;
cout<<"This symbol can generally mean experiencing a failure in nurturing \nor happiness in the family."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat remember dreaming of this object."<<endl;
}

else if(ans==2){
infile.seekg(-113,ios::end);
infile>>line;
cout<<"This symbol can generally mean the loss of a friend or relative or a \nhealthy life."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat remember dreaming of this object."<<endl;
}

else if(ans==3){
infile.seekg(-110,ios::end);
infile>>line;

```

```

cout<<"This symbol can generally mean a war within the family."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==4){
infile.seekg(-106,ios::end);
infile>>line;
cout<<"This symbol can generally mean unhappiness in home relations."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==5) {
infile.seekg(-104,ios::end);
infile>>line;
cout<<"This symbol can generally mean changes in own affairs or concealment \nof family secrets."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==6){
infile.seekg(-100,ios::end);
infile>>line;
cout<<"This symbol can generally mean family happiness and overall prosperity."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==7){
infile.seekg(-98,ios::end);
infile>>line;
cout<<"This symbol can generally mean happy family affairs, celebration, \nor a wish to be united with
someone."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==8){
infile.seekg(-95,ios::end);
infile>>line;
cout<<"This symbol can generally mean the occurrence of violence, the need for \nprotection or the seeking for inner
streth."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==9){
infile.seekg(-92,ios::end);
infile>>line;
cout<<"This symbol can generally mean a complete change of your circumstances, \nspiritual agony, a lack of
control, or torment."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==10){
infile.seekg(-89,ios::end);
infile>>line;
cout<<"This symbol can generally mean happiness within the family, a basic \nneed being fulfilled, or indicate your
spiritual self."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}

```

```

}
else if(ans==11) {
infile.seekg(-86,ios::end);
infile>>line;
cout<<"This symbol can generally mean spiritual deprivation or an absence \nof security and stability."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==12){
infile.seekg(-83,ios::end);
infile>>line;
cout<<"This symbol can generally mean changes that are occurring in your life \n or family arguements."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==13){
infile.seekg(-80,ios::end);
infile>>line;
cout<<"This symbol can generally mean a postponement of success or an \nexperience of dishonor in your social
life."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==14){
infile.seekg(-77,ios::end);
infile>>line;
cout<<"This symbol can generally mean a restoration of order in your life, \npurification, or everlasting
friendship."<<endl;
cout<<"Out of 116 randomly surveyed people, you were among the "<<line<<" or "<<(line/116)*100<<"% \nthat
remember dreaming of this object."<<endl;
}
else if(ans==15){
infile.seekg(-74,ios::e

```