```c
#include <stdio.h>
#include <windows.h>
#include <conio.h>

void gotoxy(int x, int y)
{
        COORD c = { x, y };
        SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
}
void draw_ship(int x, int y)
{
        COORD c = { x, y };
        SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
        printf(" <-0-> ");
}
void erase_ship(int x, int y)
{
        COORD c = { x, y };
        SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
        setcolor(0, 0);
        printf("        ");
}
void setcursor(bool visible)
{
        HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
        CONSOLE_CURSOR_INFO lpCursor;
        lpCursor.bVisible = visible;
        lpCursor.dwSize = 20;
        SetConsoleCursorInfo(console, &lpCursor);
}
void setcolor(int fg, int bg)
{
        HANDLE hConsole = GetStdHandle(STD_OUTPUT_HANDLE);
        SetConsoleTextAttribute(hConsole, bg * 16 + fg);
}
void erase_bullet(int x, int y)
{
        COORD a = { x, y };
        SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), a);
        setcolor(0, 0);
        printf("        ");
}

void shoot_bullet(int ammo) {

}

int main()
{
```

```c
        char ch = '.';
        int x = 38, y = 20;
        int xbullet[5], ybullet[5];

        setcolor(2, 4);
        setcursor(0);
        draw_ship(x, y);

        int direction = 0;
        int shoot[5], bullet = 0, ammo = 5;

        do {

            if (_kbhit()) {
                ch = _getch();
                if (ch == 'a') { direction = 1; }
                else if (ch == 'd') { direction = 2; }
                else if (ch == 's') { direction = 0; }
                if (ch == ' ') {
                    if (bullet < ammo) {
                        bullet += 1;
                        ybullet[bullet] = 19;
                        xbullet[bullet] = x + 3;
                        shoot[bullet] = 1;
                    }
                }
                fflush(stdin);
            }

            if (direction == 1 && x != 0) {
                erase_ship(x, y);
                setcolor(2, 4);
                draw_ship(--x, y);
            }
            else if (direction == 2 && x != 73) {
                erase_ship(x, y);
                setcolor(2, 4);
                draw_ship(++x, y);
            }

            for (int i = 1; i <= bullet; i++)
            {
                if (shoot[i] == 1) {
                    erase_bullet(xbullet[i], ybullet[i]);
                    if (ybullet[i] > 0) {
                        gotoxy(xbullet[i], --ybullet[i]);
                        setcolor(2, 4);
                        printf("|");
                    }
                    else {
```

```
                    shoot[i] = 0;
                }
            }
        }
        Sleep(100);
    } while (ch != 'x');

    return 0;
}
```