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

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);
    printf("        ");
}


int main()
{
    char ch = ' ';
    int x = 38, y = 20;
    draw_ship(x, y);
    do {
        if (_kbhit()) {

            ch = _getch();
            if (ch == 'a' && x != 0)
            {
                draw_ship(--x, y);
            }
            if (ch == 'd' && x != 113)
            {
                draw_ship(++x, y);
            }
            if (ch == 'w' && y != 0)
            {
                erase_ship(x, y);
                draw_ship(x, --y);
            }
            if (ch == 's')
            {
                erase_ship(x, y);
                draw_ship(x, ++y);
            }


            fflush(stdin);
        }
        Sleep(50);
    } while (ch != 'x');
    return 0;
}
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            if (ch == 'a' && x != 0)
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                draw_ship(--x, y);
            }
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            {
                draw_ship(++x, y);
            }
            if (ch == 'w' && y != 0)
```

<-0->