```c
#include <stdio.h>
#include <windows.h>
#include <conio.h>
#include <time.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 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_ship(int x, int y)
{
	COORD c = { x, y };
	SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
	setcolor(0, 0);
	printf("       ");
}

void erase_bullet(int x, int y)
{
	COORD a = { x, y };
	SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), a);
	setcolor(0, 0);
	printf(" ");
}
```

```
void erase_star(int x, int y)
{
	COORD b = { x, y };
	SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), b);
	setcolor(0, 0);
	printf(" ");
}

char cursor(int x, int y)
{
	HANDLE hStd = GetStdHandle(STD_OUTPUT_HANDLE);
	char buf[2]; COORD c = { x,y }; DWORD num_read;
	if (!ReadConsoleOutputCharacter(hStd, (LPTSTR)buf, 1, c, (LPDWORD)&num
_read))
		return '\0';
	else
		return buf[0];
}

int main()
{
	srand(time(NULL));
	char ch = '.';
	int x = 38, y = 20;
	int xbullet[100], ybullet[100];
	int num = 1, point = 0;

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

	int direction = 0;
	int shoot[100], bullet = 0, ammo = 50;


	do {
		if (_kbhit()) {
			ch = _getch();
			if (ch == 'a') { direction = 1; }
			else if (ch == 'd') { direction = 2; }
			else if (ch == 's') { direction = 0; }

			if (ch == ' ') {
				Beep(700, 400);
				if (bullet < ammo) {
					bullet += 1;
					ybullet[bullet] = 19;
```

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                                        xbullet[bullet] = x + 3;
                                        shoot[bullet] = 1;
                                }
                        }
                        fflush(stdin);
                }

                //move
                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);
                }

                //star
                if (num <= 20)
                {
                        int stayrand = rand() % 4 + 2;
                        int staxyrand = rand() % 61 + 10;
                        setcolor(2, 0);
                        gotoxy(staxyrand, stayrand);
                        printf("*");
                        Sleep(50);
                        num++;
                }

                //shoot
                for (int i = 1; i <= bullet; i++)
                {
                        if (shoot[i] == 1) {
                                erase_bullet(xbullet[i], ybullet[i]);
                                if (ybullet[i] > 0) {

        if (cursor(xbullet[i], ybullet[i] - 1) == '*')
                                        {
                                                Beep(1000, 400);
                                                num = num - 1;

        erase_bullet(xbullet[i], ybullet[i]);

        erase_bullet(xbullet[i], ybullet[i] - 1);
                                                shoot[i] = 0;
                                                point += 1;
```

```
                                        }
                                        else
                                        {
                                                gotoxy(xbullet[i], --
ybullet[i]);
                                                setcolor(2, 4);
                                                printf("|");
                                        }

                                }
                                else {
                                        shoot[i] = 0;
                                }
                        }
                }
                setcolor(9, 0);
                gotoxy(0, 0);
                printf("%d", point);

                Sleep(100);
        } while (ch != 'x');

        return 0;
}
```