#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;

}

A screenshot of a computer

Description automatically generated with medium confidence