#include<stdio.h>#include<windows.h> //COOR、SetConsoleCursorPosition()#include<conio.h> //getch()#include<stdlib.h>#include<time.h>char map[9][12]={ //迷宫地图"\*A\*\*\*\*\*\*\*\*\*","\*\*\*AAA\*AAA\*","AAA\*\*A\*\*\*\*A","\*A\*\*AAA\*AA\*","\*\*\*\*\*\*\*\*\*\*\*","AAAAA\*AA\*AA","\*\*A\*\*\*\*AA\*A","\*\*\*A\*AA\*\*\*A","\*A\*\*\*\*\*\*A\*P",};int curX=0,curY=0; //小人所在位置，curX—当前列，curY—当前行void printPerson(){ COORD pos; //结构体变量 pos.X = curX ; pos.Y = curY ; SetConsoleCursorPosition(GetStdHandle(STD\_OUTPUT\_HANDLE),pos); printf("k");}void printMap(){ int i,j; for(i=0;i<9;i++) { for(j=0;j<12;j++) { printf("%c",map[i][j]); } printf("\n"); }}void Move(char dir){ switch(dir) { case 'w': curY--; if(curY<0) curY=0; if(map[curY][curX]=='A') curY++; break; case 's': curY++; if(curY>=9) curY=9-1; if(map[curY][curX]=='A') curY--; break; case 'a': curX--; if(curX<0) curX=0; if(map[curY][curX]=='A') curX++; break; case 'd': curX++; if(curX>=12) curX=12-1; if(map[curY][curX]=='A') curX--; break; }}void main(){ char dir; while(1) { system("cls"); printMap(); printPerson(); dir=getch(); //getch() 与 getchar()函数的区别 Move(dir); if(map[curY][curX]=='P') { printf("恭喜，成功通过！"); break; } }}