C+CrossLib

```c
int main(void)
{
    uint8_t i;
    uint8_t j;
    uint8_t init_y;
    uint8_t max_j;

    _XL_INIT_GRAPHICS();
    _XL_INIT_INPUT();

    while(1)
    {
        _XL_CLEAR_SCREEN();
        _XL_SET_TEXT_COLOR(_XL_WHITE);
        _XL_PRINT(4,0, _XL_P _XL_R _XL_E _XL_S _XL_S _XL_SPACE _XL_F _XL_I _XL_R _XL_E);
        _XL_WAIT_FOR_INPUT();
        _XL_CLEAR_SCREEN();
        while(1)
        {
            i = (uint8_t) (_XL_RAND() % XSize);
            max_j = (uint8_t) (_XL_RAND() % (MAX_TILES+1));
            init_y = (uint8_t) (_XL_RAND() % MAX_INIT_Y_POS);
            for(j=0;j<max_j;++j)
            {
                _XL_DRAW(i,j+init_y,tiles[j],tile_colors[j]);
                _XL_SLOW_DOWN(900);
            }
        }
    }
    return EXIT_SUCCESS;
}
```