

```
1  #define _CRT_SECURE_NO_WARNINGS 1
2  #include<stdio.h>
3  #include<windows.h>
4  #include<conio.h>
5  int status[5];
6  int xb[5], yb[5];
7
8  void setcolor(int fg, int bg)
9  {
10     HANDLE hConsole = GetStdHandle(STD_OUTPUT_HANDLE);
11     SetConsoleTextAttribute(hConsole, bg * 16 + fg);
12 }
13
14 void gotoxy(int x, int y)
15 {
16     COORD c = { x, y };
17     SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
18 }
19
20 void erase_ship(int x, int y)
21 {
22     gotoxy(x, y);
23     setcolor(0, 0);
24     printf(" ");
25 }
26
27 void draw_ship(int x, int y)
28 {
29     gotoxy(x, y);
30     setcolor(2, 4);
31     printf(" <-0-> ");
32 }
33
34 void draw_bullet(int x, int y)
35 {
36     gotoxy(x, y);
37     setcolor(3, 3);
38     printf("^");
39 }
40
41 void erase_bullet(int x, int y)
42 {
43     gotoxy(x, y);
44     setcolor(0, 0);
45     printf(" ");
46 }
47
48 void setcursor(bool visible)
49 {
```

```
50     HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
51     CONSOLE_CURSOR_INFO lpCursor;
52     lpCursor.bVisible = visible;
53     lpCursor.dwSize = 20;
54     SetConsoleCursorInfo(console, &lpCursor);
55 }
56
57 int main()
58 {
59     char ch = ' ';
60     char direction = ' ';
61     int x = 38, y = 20;
62     setcursor(0);
63     draw_ship(x, y);
64     do
65     {
66         if (_kbhit())
67         {
68             ch = _getch();
69             if (ch == 'a')
70             {
71                 direction = 'a';
72             }
73             if (ch == 'd')
74             {
75                 direction = 'd';
76             }
77             if (ch == 's')
78             {
79                 direction = 's';
80             }
81             if (ch == ' ')
82             {
83                 for (int i = 0; i < 5; i++)
84                 {
85                     if (status[i] == 0)
86                     {
87                         status[i] = 1;
88                         yb[i] = y - 1;
89                         xb[i] = x + 3;
90                         break;
91                     }
92                 }
93             }
94             fflush(stdin);
95         }
96         if (direction == 'a' && x > 0)
97         {
98             erase_ship(x, y);
```

```
99         draw_ship(--x, y);
100     }
101     if (direction == 'd' && x < 73)
102     {
103         erase_ship(x, y);
104         draw_ship(++x, y);
105     }
106     for (int i = 0; i < 5; i++)
107     {
108         if (status[i] == 1)
109         {
110             erase_bullet(xb[i], yb[i]);
111             if (yb[i] == 0)
112             {
113                 status[i] = 0;
114             }
115             else
116             {
117                 draw_bullet(xb[i], --yb[i]);
118             }
119         }
120     }
121     Sleep(100);
122 } while (ch != 'x');
123 return 0;
124 }
```