Battleship

```
#include <stdio.h>
#define ROWS 10
#define COLS 10
void main(){
   int num , i=1,sport[ROWS][COLS],j,x,y;
   printf("************************************\n");
   printf("************************************\n");
   printf("*******THE BATTTLESHIP GAME*********\n");
   printf("************************************\n");
   printf("************************************\n");
   printf("Elige el Nivel\n");
   printf("1.Facil\n");
   printf("2.Dificil\n");
   printf("3.Muy Dificil\n");
   printf("0.Salir.\n");
   scanf("%d",&num);
  if( num > 3 ){
      while (i < 3){
         printf("1.Facl\n");
         printf("2.Dificil\n");
         printf("3.Muy Dificil\n");
         printf("0.Salir.\n");
         scanf("%d",&num);
         i += 1;
      }
   }

   switch(num){
      case 1 :
         for(i=1;i <= ROWS;i++){
                        for(j=1;j<=COLS;j++){

                                sport[i][j]=0;

                         }
         }
         // La tabla
         printf("\tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\n");
         for(i=1;i<=ROWS;i++){
            printf("%d",i);
                        for(j=1;j<=COLS;j++){
                           printf("\t[ ]");
                        }
                        printf("\n");
         }
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// Posicion barco
for(i=1;i<=ROWS;i++){
                for(j=1;j<=COLS;j++){
                    if (sport[i][j]== 0 ){
                        sport[3][3]=1;
                        sport[4][3]=1;
                        sport[5][3]=1;
                        sport[3][5]=1;
                        sport[3][6]=1;
                        sport[2][9]=1;
                        sport[3][9]=1;
                        sport[4][9]=1;
                        sport[6][5]=1;
                        sport[6][6]=1;
                        sport[6][7]=1;
                        sport[6][8]=1;
                        sport[9][3]=1;
                        sport[9][4]=1;
                        sport[9][5]=1;
                        sport[9][6]=1;
                        sport[9][7]=1;


                    }
                }
}

// Preguntar al usuario un numero del 1 al 10 para hundir un barco
do {
    printf("Entra una fila del 1 al 10 :");
    scanf("%d",&i);
}while(i < 1 || i > 10);
do {
    printf("Entra una fila del 1 al 10 :");
    scanf("%d",&j);
}while(j < 1 || j > 10);

// Si el usuario falla enseñar el tablero donde ha fallado
if (sport[i][j]==0){
    printf("No has hundido ningun barco\n");

    printf("\tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\n");
    for(i=1;i<=ROWS;i++){
        printf("%d",i);
                    for(j=1;j<=COLS;j++){
                        printf("\t[ ]");
                    }
                    printf("\n");
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    }
    //Si el usuario ha hunddo un barco en señar el tablero
    }else if (sport[i][j]==1) {
        printf("Has hundido un barco y has ganado! \n)");
        sport[i][j]=2;

        printf("\tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\n");
        for(x=1;x<=ROWS;x++){
            printf("%d",x);
                    for(y=1;y<=COLS;y++){

                        if (sport[x][y]== 2){
                            printf("\t[*]");
                        }else {
                            printf("\t[ ]");
                        }

                    }
                    printf("\n");
        }
    }


    break ;
case 2 :

    for(i=1;i <= ROWS;i++){
                    for(j=1;j<=COLS;j++){

                        sport[i][j]=0;

                     }
    }
    printf("\tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\n");
    for(i=1;i<=ROWS;i++){
        printf("%d",i);
                    for(j=1;j<=COLS;j++){
                        printf("\t[ ]");
                    }
                    printf("\n");
    }

    for(i=1;i<=ROWS;i++){
                    for(j=1;j<=COLS;j++){
                        if (sport[i][j]== 0 ){
                            sport[3][3]=1;
                            sport[4][3]=1;
                            sport[5][3]=1;
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                    sport[3][5]=1;
                    sport[3][6]=1;
                    sport[2][9]=1;
                    sport[3][9]=1;
                    sport[4][9]=1;
                    sport[6][5]=1;
                    sport[6][6]=1;
                    sport[6][7]=1;
                    sport[6][8]=1;
                    sport[9][3]=1;
                    sport[9][4]=1;
                    sport[9][5]=1;
                    sport[9][6]=1;
                    sport[9][7]=1;


                }
            }
}

do {
   printf("Entra una fila del 1 al 10 :");
   scanf("%d",&i);
}while(i < 1 || i > 10);
do {
   printf("Entra una columna del 1 al 10 :");
   scanf("%d",&j);
}while(j < 1 || j > 10);

if (sport[i][j]==0){
   printf("No has hundido ningun barco\n");

   printf("\tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\n");
   for(i=1;i<=ROWS;i++){
      printf("%d",i);
                for(j=1;j<=COLS;j++){
                   printf("\t[ ]");
                }
                printf("\n");
   }
}else if (sport[i][j]==1) {
   printf("Has hundido un barco y has ganado! \n)");
   sport[i][j]=2;

   printf("\tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\n");
   for(x=1;x<=ROWS;x++){
      printf("%d",x);
                for(y=1;y<=COLS;y++){
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                        if (sport[x][y]== 2){
                            printf("\t[*]");
                        }else {
                            printf("\t[ ]");
                        }

                    }
                    printf("\n");
        }
    }

    break;
case 3 :
    for(i=1;i <= ROWS;i++){
                    for(j=1;j<=COLS;j++){

                        sport[i][j]=0;

                    }
    }
    printf("\tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\n");
    for(i=1;i<=ROWS;i++){
        printf("%d",i);
                    for(j=1;j<=COLS;j++){
                        printf("\t[ ]");
                    }
                    printf("\n");
    }

    for(i=1;i<=ROWS;i++){
                    for(j=1;j<=COLS;j++){
                        if (sport[i][j]== 0 ){
                            sport[3][3]=1;
                            sport[4][3]=1;
                            sport[5][3]=1;
                            sport[3][5]=1;
                            sport[3][6]=1;
                            sport[2][9]=1;
                            sport[3][9]=1;
                            sport[4][9]=1;
                            sport[6][5]=1;
                            sport[6][6]=1;
                            sport[6][7]=1;
                            sport[6][8]=1;
                            sport[9][3]=1;
                            sport[9][4]=1;
                            sport[9][5]=1;
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                    sport[9][6]=1;
                    sport[9][7]=1;


                }
            }
}

do {
   printf("Entra una fila del 1 al 10 :");
   scanf("%d",&i);
}while(i < 1 || i > 10);
do {
   printf("Entra una columna del 1 al 10 :");
   scanf("%d",&j);
}while(j < 1 || j > 10);

if (sport[i][j]==0){
   printf("No has hundido ningu barco\n");

   printf("\tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\n");
   for(i=1;i<=ROWS;i++){
      printf("%d",i);
                for(j=1;j<=COLS;j++){
                   printf("\t[ ]");
                }
                printf("\n");
   }
}else if (sport[i][j]==1) {
   printf("Has hundido un barco y has ganado! \n)");
   sport[i][j]=2;

   printf("\tA\tB\tC\tD\tE\tF\tG\tH\tI\tJ\n");
   for(x=1;x<=ROWS;x++){
      printf("%d",x);
                for(y=1;y<=COLS;y++){

                   if (sport[x][y]== 2){
                      printf("\t[*]");
                   }else {
                      printf("\t[ ]");
                   }

                }
                printf("\n");
   }
}
```

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            break;
        case 0 :
            printf("Has salido del juego");

    }

}
```