

```
1  #include <stdio.h>
2  #include <Windows.h>
3  #include <conio.h>
4
5
6  void gotoxy(int x, int y) {
7      COORD c = { x ,y };
8      SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
9  }
10
11 void draw_ship(int x, int y) {
12     gotoxy(x, y);
13     printf(" <-0-> ");
14 }
15
16 void erase_ship(int x,int y) {
17     gotoxy(x, y);
18     printf("      ");
19 }
20
21 int main() {
22     char ch = ' ';
23     int x = 35, y = 10;
24     draw_ship(x,y);
25     do {
26         if (_kbhit()) {
27             ch = _getch();
28             if (ch == 'a' && x > 0) {
29                 draw_ship(--x,y);
30             }
31             if (ch == 'd' && x <= 73) {
32                 draw_ship(++x, y);
33             }
34             if(ch == 'w' && y > 0) {
35                 erase_ship(x, y);
36                 draw_ship(x, --y);
37             }
38             if (ch == 's' && y <= 20) {
39                 erase_ship(x, y);
40                 draw_ship(x, ++y);
41             }
42             fflush(stdin);
43         }
44         Sleep(10);
45     } while (ch != 'x');
46     return 0;
47 }
```

