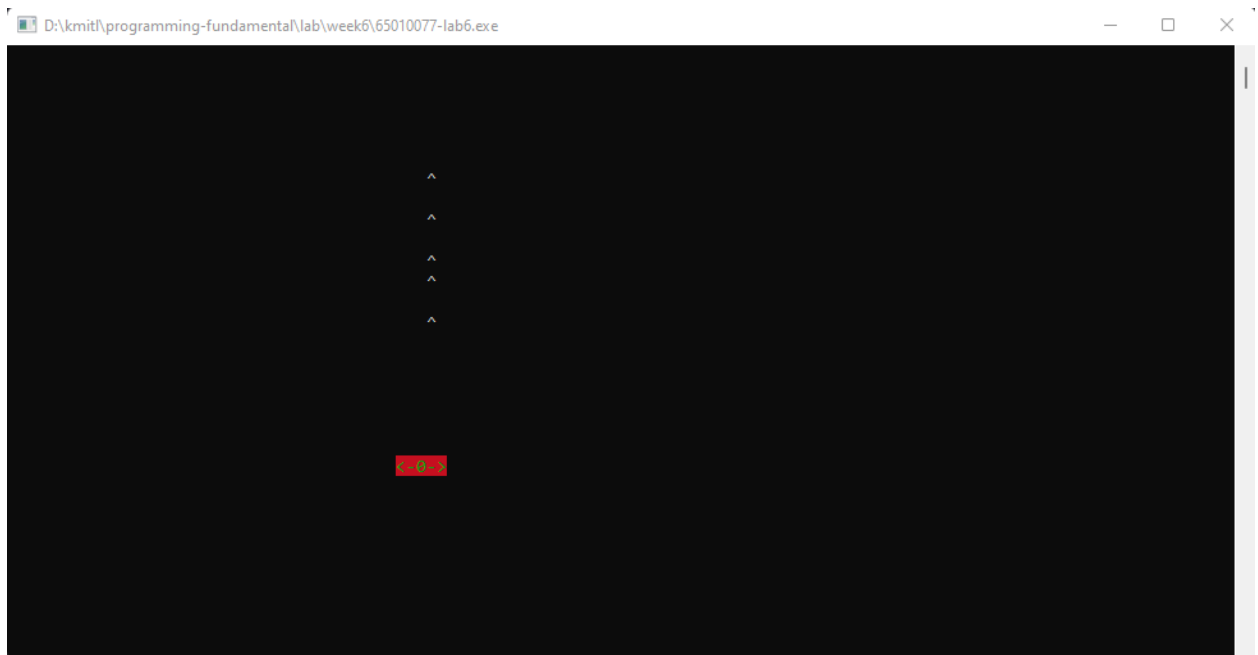


65010077 - นายกิตติพงศ์ หล้าบางช้าง



```
1  #include <stdio.h>
2  #include <windows.h>
3  #include <conio.h>
4
5  int max_bullet = 5;
6  int pos_x[5], pos_y[5];
7  int count = 0;
8
9  void setcolor(int fg, int bg)
10 {
11     HANDLE hConsole = GetStdHandle(STD_OUTPUT_HANDLE);
12     SetConsoleTextAttribute(hConsole, bg * 16 + fg);
13 }
14
15 void gotoxy(int x, int y)
16 {
17     COORD c = {x, y};
18     SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
19 }
20
21 void draw_ship(int x, int y)
22 {
23     gotoxy(x, y);
24     setcolor(2, 4);
25     printf("<-0->");
26 }
27
28 void erase_ship(int x, int y)
29 {
30     gotoxy(x, y);
31     setcolor(0, 0);
32     printf("    ");
33 }
34
35 void setcursor(bool visible)
36 {
37     HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
38     CONSOLE_CURSOR_INFO lpCursor;
39     lpCursor.bVisible = visible;
40     lpCursor.dwSize = 20;
41     SetConsoleCursorInfo(console, &lpCursor);
42 }
43
44 void draw_bullet(int x, int y)
45 {
46     gotoxy(x, y);
47     setcolor(7, 0);
48     printf("^");
49 }
50
51 void erase_bullet(int x, int y)
52 {
53     gotoxy(x, y);
54     setcolor(0, 0);
55     printf(" ");
56 }
```

```
57
58 int main()
59 {
60     int WIDTH = 80, HEIGHT = 20;
61     int direction = 0;
62     setcursor(0);
63     char ch = ' ';
64     int x = 38, y = 20;
65
66     draw_ship(x, y);
67     do
68     {
69         int bullet_state = 0;
70         if (kbhit())
71         {
72             ch = getch();
73             if (ch == 'a')
74                 direction = -1;
75
76             if (ch == 'd')
77                 direction = 1;
78
79             if (ch == 's')
80                 direction = 0;
81
82             if (ch == ' ')
83                 bullet_state = 1;
84
85             fflush(stdin);
86         }
87         if (direction != 0)
88         {
89             if (x + direction > WIDTH - 5)
90                 direction = 0;
91             if (x + direction < 0)
92                 direction = 0;
93
94             erase_ship(x, y);
95             x += direction;
96             draw_ship(x, y);
97         }
98         if (bullet_state && pos_y[count] < 0)
99         {
100             if (y > 0)
101             {
102                 pos_x[count] = x + 2;
103                 pos_y[count] = y - 1;
104                 count++;
105                 count %= max_bullet;
106                 draw_bullet(x + 2, y - 1);
107             }
108         }
109
110         for (int i = 0; i < max_bullet; i++)
111         {
112             if (pos_y[i] < 0)
113                 continue;
114             erase_bullet(pos_x[i], pos_y[i]);
115             pos_y[i]--;
116             if (pos_y[i] >= 0)
117                 draw_bullet(pos_x[i], pos_y[i]);
118         }
119
120         Sleep(100);
121     } while (ch != 'x');
122     return 0;
123 }
```