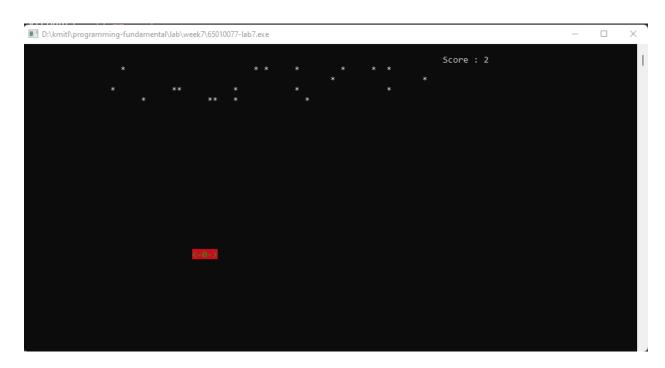
## 65010077 - นายกิตติพศ หลำบางช้าง



```
• • •
    #include <conio.h>
     int score = 0;
    int max_bullet = 5;
int pos_x[5], pos_y[5];
int count = 0;
13 {
20     COORD c = {x, y};
21     SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
   gotoxy(x, y);
setcolor(2, 4);
printf("<-0->");
}
    gotoxy(x, y);
setcolor(0, 0);
printf(" ");
   gotoxy(x, y);
setcolor(2, 0);
printf("^");
    gotoxy(x, y);
setcolor(0, 0);
printf(" ");
}
   gotoxy(x, y);
setcolor(7, 0);
printf("*");
}
70 gotoxy(x, y);
71 printf(" ");
72 }
      gotoxy(x, y);
setcolor(7, 0);
printf("Score : %d", score);
```

```
{
    HANDLE hstd = GetStdHandle(STD_OUTPUT_HANDLE);
       char buf[2];
COORD c = {x, y};
DWORD num_read;
if (!ReadConsoleOutputCharacter(hStd, (LPTSTR)buf, 1, c, (LPDWORD)&num_read))
     {
srand(time(NULL));
int score_x = 82, score_y = 1;
int WIDTH = 80, HEIGHT = 20;
int direction = 0;
      draw_score(score_x, score_y);
draw_ship(x, y);
do
{
  int bullet_state = 0;
  if (kbhit())
{
    ch = getch();
    if (ch == 'a')
    direction = -1;
    d')
                if (ch == 's')
direction = 0;
               if (ch == ' ')
bullet_state = 1;
           {
   if (x + direction > WIDTH - 5)
               direction = 0;

if (x + direction < 0)

direction = 0;
                earse_ship(x, y);
x += direction;
draw_ship(x, y);
                if (y > 0)
{
    pos_x(count] = x + 2;
    pos_y(count] = y - 1;
    count++;
    count %-max_bullet;
    draw_bullet(x + 2, y - 1);
    Beep(700, 25);
                      {
    draw_star(10 + rand() % 69, 2 + rand() % 4);
                          score += 1;
draw_score(score_x, score_y);
Beep(700, 25);
         for (int i = 0; i < max_bullet; i++)
{
    if (pos_y[i] < 0)
        continue;
    erase_bullet(pos_x[i], pos_y[i]);
    pos_y[i]-:;
    if (pos_y[i] >= 0)
        draw_bullet(pos_x[i], pos_y[i]);
    if (cursor(pos_x[i], pos_y[i] - 1) == '*')
{
        draw_star(10 + rand() % 69, 2 + rand() % 4);
        score += 1;
        draw_score(score_x, score_y);
        Beep(700, 25);
}
```