

```
1  #include <stdio.h>
2  #include <windows.h>
3  #include <conio.h>
4
5  void gotoxy(int x, int y)
6  {
7      COORD c = { x, y };
8      SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE) , c);
9  }
10 void draw_ship(int x, int y)
11 {
12     gotoxy(x,y);
13     printf(" <-0-> ");
14     //printf("(%d,%d)",x,y);
15 }
16
17 void ease_ship(int x, int y)
18 {
19     gotoxy(x,y);
20     printf(" ");
21 }
22
23 int main()
24 {
25     char ch=' ';
26     int x=35,y=20;
27     draw_ship(x,y);
28     do
29     {
30         if (_kbhit())
31         {
32             ch=_getch();
33             if(ch=='a' && x > 0)
34             {
35                 ease_ship(x,y);
36                 draw_ship(--x,y);
37             }
38             if(ch=='d' && x < 80)
39             {
40                 ease_ship(x,y);
41                 draw_ship(++x,y);
42             }
43             if(ch=='w' && y > 0)
44             {
45                 ease_ship(x,y);
46                 draw_ship(x,--y);
47             }
48             if(ch=='s' && y < 20)
49             {
50                 ease_ship(x,y);
51                 draw_ship(x,++y);
52             }
53             fflush(stdin);
54         }
55         Sleep(100);
56     } while (ch!='x');
57     return 0;
58 }
```

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Program

