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```c
#include <stdio.h>
#include <windows.h>
#include <conio.h>

void gotoxy(int x, int y){
    COORD coord;
    coord.X = x;
    coord.Y = y;
    SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), coord);
}

void erase_ship(int x, int y){
    gotoxy(x,y);
    printf("       ");
}
void draw_ship(int x, int y) {
    gotoxy(x,y);
    printf("<-0-> ");
}
int main() {
    int x = 30, y = 5;
    char ch = ' ';
    draw_ship(x,y);
    do {
        if (_kbhit()){
            ch = _getch();
            if(ch == 'a'){
                if (x < 1) {
                    draw_ship(0,y);
                }
                else draw_ship(--x,y);
            }
            if(ch == 'd'){
                erase_ship(x,y);
                if (x > 113)    draw_ship(114,y);
                else draw_ship(++x,y);
            }
            if(ch == 'w'){
                erase_ship(x,y);
                if (y < 1) draw_ship(x,0);
                else draw_ship(x,--y);
            }
            if(ch == 's'){
                erase_ship(x,y);
                if (y > 29) draw_ship(x,30);
                else draw_ship(x,++y);
            }
            fflush(stdin);
        }
        Sleep(100);
    }
        while (ch != 'x');
    return 0;
}
```

```
                <-0->  _
```

45 | if (y > 29) draw_ship(x,30);