```cpp
#include <stdio.h>
#include <windows.h>
#include <vector>
#include <iostream>
#include <conio.h>

using namespace std;

void setcursor(bool visible) {
    HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
    CONSOLE_CURSOR_INFO lpCursor;
    lpCursor.bVisible = visible;
    lpCursor.dwSize = 20;
    SetConsoleCursorInfo(console,&lpCursor);
}
void gotoxy(int x, int y){
    COORD coord;
    coord.X = x;
    coord.Y = y;
    SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), coord);
}
void setcolor(int fg, int bg){
    HANDLE hConsole = GetStdHandle(STD_OUTPUT_HANDLE);
    SetConsoleTextAttribute(hConsole, bg*16+fg);
}
//ship
void erase_ship(int x, int y){
    gotoxy(x,y);
    setcolor(0,0);
    printf("      ");
}
void draw_ship(int x, int y) {
    gotoxy(x,y);

    setcolor(4,11);
    printf("<-0->");
}
//bullet
void erase_bullet(int x, int y){
    gotoxy(x,y);
    setcolor(0,0);
    printf(" ");
}
void draw_bullet(int x,int y) {
    gotoxy(x,y);
    setcolor(4,11);
    printf("^");
}

int main() {
    vector<int> bullet_x;
    vector<int> bullet_y;
    bool moveleft = false , moveright = false;
    setcursor(0);
    int x = 30, y = 29;
    char ch = ' ';
    draw_ship(x,y);
    do {
        if (_kbhit()){
            ch = _getch();
            if(ch == 'a'){
                moveleft = true;
                moveright = false;
            }
            if(ch == 'd'){
                moveleft = false;
                moveright = true;
```

```cpp
            }
            if(ch == 's'){
                moveleft = false;
                moveright = false;
            }
            if(ch == ' '){
                bullet_x.push_back(x+2);
                bullet_y.push_back(y-1);
            }
            fflush(stdin);
        }
        if(moveright){
            erase_ship(x,y);
            if (x > 114){
                draw_ship(115,y);
            } else draw_ship(++x,y);
        }
        else if(moveleft){
            erase_ship(x,y);
            if (x < 1){
                draw_ship(0,y);
            } else draw_ship(--x,y);
        }
        auto ix = bullet_x.begin();
        auto iy = bullet_y.begin();
        while(ix != bullet_x.end()){
            erase_bullet(*ix, *iy);
            if(*iy > 0) draw_bullet(*ix, --*iy);
            ++ix;
            ++iy;
        }
        Sleep(100);
    }
    while (ch != 'x');
    return 0;
}
```

D:\Programming_Fundamental\Lab\lab_6\01.cpp - [Executing] - Dev-C++ 5.11

D:\Programming_Fundamental\Lab\lab_6\01.exe

<-0->