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

void gotoxy(int x, int y)
{
    COORD c = {x, y};
    SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
}

void draw_ship(int x, int y)
{
    gotoxy(x,y);
    printf(" <-0-> ");
}

void erase_ship(int x,int y)
{
    gotoxy(x,y);
    printf("      ");
}
int main()
{
    char ch = ' ';
    int x = 38, y = 20;
    draw_ship(x, y);
    do
    {
        if (_kbhit())
        {
            ch = _getch();
            if (ch == 'a' && x > 0)
            {
                draw_ship(--x, y);
            }
            if (ch == 'd' && x < 80)
            {
                draw_ship(++x, y);
            }
            if (ch == 'w' && y > 0)
            {
                erase_ship(x,y);
                draw_ship(x, --y);
            }
            if (ch == 's' && y < 30)
            {
                erase_ship(x,y);
                draw_ship(x, ++y);
            }
```

```c
            fflush(stdin);
        }
        Sleep(100);
    } while (ch != 'x');
    return 0;
}
```