```cpp
#include<bits/stdc++.h>
#include<windows.h>
#include<conio.h>
using namespace std;
bool gameOver;
const int width = 50;
const int height = 20;
int x, y, fruitX, fruitY, score;
int tailX[100], tailY[100];
int nTail;
enum eDirecton { STOP = 0, LEFT, RIGHT, UP, DOWN};
eDirecton dir;

void Setup()
{
    gameOver=false;
    dir=STOP;
    x=width/2;
    y=height/2;
    fruitX=rand()%width;
    fruitY=rand()%height;
    score = 0;
}

void Draw()
{
    system("cls"); //system("clear");
    for(int i=0;i<width+2;i++)
        cout << "*";
    cout << endl;
    for (int i=0;i<height;i++)
    {
        for (int j=0;j<width;j++)
        {
            if(j==0)
                cout<<"*";
            if (i==y&&j==x)
                cout<<"O";
            else if(i==fruitY&&j==fruitX)
                cout<<"B";
            else
            {
                bool print=false;
                for (int k=0;k<nTail;k++)
                {
                    if (tailX[k]==j&&tailY[k]==i)
                    {
                        cout <<"o";
                        print=true;
                    }
                }
                if (!print)
                cout<<" ";
            }
            if (j==width-1)
            cout<<"*";
        }
        cout << endl;
    }
    for (int i = 0; i < width+2; i++)
        cout << "*";
    cout << endl;
    cout << "Score:" << score << endl;
    cout << endl;
    cout << "use w,a,s,d to control the snake";
}

void Input()
{
    if(kbhit())
    {
        switch (getch())
        {
            case 'a':
                dir = LEFT;
                break;
            case 'd':
                dir = RIGHT;
                break;
            case 'w':
                dir = UP;
                break;
            case 's':
                dir = DOWN;
```

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                break;
            case 'x':
                gameOver = true;
                break;

        }
    }
}

void Logic()
{
    int prevX = tailX[0];
    int prevY = tailY[0];
    int prev2X, prev2Y;
    tailX[0] = x;
    tailY[0] = y;
    for (int i=1;i<nTail;i++)
    {
          prev2X=tailX[i];
          prev2Y=tailY[i];
          tailX[i]=prevX;
          tailY[i]=prevY;
          prevX=prev2X;
          prevY=prev2Y;
    }
    switch (dir)
    {
          case LEFT:
            x--;
            break;
          case RIGHT:
            x++;
            break;
          case UP:
            y--;
            break;
          case DOWN:
            y++;
            break;
          default:
            break;
    }

    if(x>=width)
          x=0;
    else if(x<0)
          x=width-1;

    if(y>=height )
          y=0;
    else if(y<0)
          y=height -1;

    for(int i=0;i<nTail;i++)
          if(tailX[i]==x&&tailY[i]==y)
            gameOver=true;
          if(x==fruitX&&y==fruitY)
          {
            score+=10;
            fruitX=rand()%width;
            fruitY=rand()%height ;
            nTail++;
          }
}

int main()
{
    Setup();
    while (!gameOver)
    {
          Draw();
          Input();
          Logic();
          Sleep(60);
    }
    return 0;
}
```