

CONIO

2.1

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Contents

1	Main Page	1
2	Namespace Index	3
2.1	Namespace List	3
3	Data Structure Index	5
3.1	Data Structures	5
4	File Index	7
4.1	File List	7
5	Namespace Documentation	9
5.1	conio Namespace Reference	9
5.1.1	Detailed Description	9
5.1.2	Function Documentation	10
5.1.2.1	clreol	10
5.1.2.2	clrscr	10
5.1.2.3	delline	10
5.1.2.4	highvideo	10
5.1.2.5	inline	10
5.1.2.6	lowvideo	10
5.1.2.7	normvideo	11
5.1.2.8	setattr	11
5.1.2.9	setbk	11
5.1.2.10	setclr	11
5.1.2.11	setcsrtype	11
5.1.2.12	setxy	11
6	Data Structure Documentation	13
6.1	char_info Struct Reference	13
6.1.1	Detailed Description	13
6.2	text_info Struct Reference	13
6.2.1	Detailed Description	14

6.2.2	Field Documentation	14
6.2.2.1	normattr	14
7	File Documentation	15
7.1	conio2.h File Reference	15
7.1.1	Detailed Description	17
7.1.2	Macro Definition Documentation	17
7.1.2.1	gettext	17
7.1.3	Enumeration Type Documentation	17
7.1.3.1	COLORS	17
7.1.4	Function Documentation	17
7.1.4.1	_conio_gettext	17
7.1.4.2	_setcursortype	18
7.1.4.3	clearkeybuf	18
7.1.4.4	cputsxy	18
7.1.4.5	delay	18
7.1.4.6	delline	19
7.1.4.7	flashbackground	19
7.1.4.8	getpass	19
7.1.4.9	gettextinfo	19
7.1.4.10	gotoxy	19
7.1.4.11	highvideo	20
7.1.4.12	inittextinfo	20
7.1.4.13	inline	20
7.1.4.14	lowvideo	20
7.1.4.15	movetext	20
7.1.4.16	normvideo	21
7.1.4.17	putchxy	21
7.1.4.18	puttext	21
7.1.4.19	switchbackground	21
7.1.4.20	textattr	22
7.1.4.21	textbackground	22
7.1.4.22	textcolor	22
7.1.4.23	wherex	22
7.1.4.24	wherey	22
7.2	constream File Reference	22
7.2.1	Detailed Description	23
	Index	23

Chapter 1

Main Page

Borland-style CONIO implementation for MinGW/Dev-C++. [Homepage](#)

Send any improvements to this library to [me](#), I'll do new release of this devpak.

For the example of use, look at example in the `Examples\conio\conio_test.c` subdirectory of your Dev-C++ directory. It's simple:

1. Include `conio2.h`.
2. Link with `libconio.a` (add `-lconio` parameter to linker).

Functions defined already in MinGW's `conio.h`

`conio2.h` automatically includes `conio.h`. It also provides several `#defines` so you can use all these functions without underscores.

```
char* _cgets (char*);  
int _cprintf (const char*, ...);  
int _cputs (const char*);  
int _cscanf (char*, ...);
```

```
int _getch (void);  
int _getche (void);  
int _kbhit (void);  
int _putch (int);  
int _ungetch (int);
```

```
int getch (void);  
int getche (void);  
int kbhit (void);  
int putch (int);  
int ungetch (int);
```

About the makefile: The makefile is written for gcc and GNU make. The "all" target passes `-m32` option to the gcc. The "all64" target passes `-m64` option to the gcc.

Author

Hongli Lai hongli@telekabel.nl
tkorrovi tkorrovi@altavista.net on 2002/02/26.
Andrew Westcott ajwestco@users.sourceforge.net
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Version**2.1**

Changes in 2.1 (2013-12-05 MM):

- `clreol()` fix (clear also the color attribute)
- new functions `clearkeybuf()`, `delay()`, `switchbackground()` and `flashbackground()`
- `gettext` & `puttext` code simplified
- 64bit targets in the makefile

Changes in 2.0:

- make library aware of console window size
- make library aware of console window position in console buffer
- added support for UNICODE Win32 API
- added constream-like manipulators for C++
- implemented `highvideo()`, `inline()`, `lowvideo()`, `movetext()`, `normvideo()`, `gettextinfo()`, `getpass()`, `cputsxy()`, `putchxy()`, `inittextinfo()`
- fixed `delline()`

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

conio	This namespace contain all C++ specific things	9
-----------------------	--	---

Chapter 3

Data Structure Index

3.1 Data Structures

Here are the data structures with brief descriptions:

char_info	Structure used by gettext/puttext	13
text_info	Structure holding information about screen	13

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

conio2.h	A conio implementation for Mingw/Dev-C++	15
constream	A constream implementation for Mingw/Dev-C++	22

Chapter 5

Namespace Documentation

5.1 conio Namespace Reference

This namespace contain all C++ specific things.

Functions

- `_Setxy` [setxy](#) (int x, int y)
setxy manipulator
- `_Setclr` [setclr](#) (int color)
setclr manipulator
- `_Setbk` [setbk](#) (int color)
setbk manipulator
- `_Setattr` [setattr](#) (int _attr)
setattr manipulator
- `_Setcsrtype` [setcsrtype](#) (int type)
setcsrtype manipulator
- `std::ostream &` [clrscr](#) (std::ostream &o)
clrscr manipulator
- `std::ostream &` [cleol](#) (std::ostream &o)
cleol manipulator
- `std::ostream &` [highvideo](#) (std::ostream &o)
highvideo manipulator
- `std::ostream &` [lowvideo](#) (std::ostream &o)
lowvideo manipulator
- `std::ostream &` [normvideo](#) (std::ostream &o)
normvideo manipulator
- `std::ostream &` [delline](#) (std::ostream &o)
delline manipulator
- `std::ostream &` [insline](#) (std::ostream &o)
insline manipulator

5.1.1 Detailed Description

This namespace contain all C++ specific things.

5.1.2 Function Documentation

5.1.2.1 `std::ostream& conio::creol (std::ostream & o)` `[inline]`

creol manipulator

See Also

[creol\(void\)](#)

5.1.2.2 `std::ostream& conio::clrscr (std::ostream & o)` `[inline]`

clrscr manipulator

See Also

[clrscr\(void\)](#)

5.1.2.3 `std::ostream& conio::delline (std::ostream & o)` `[inline]`

delline manipulator

See Also

[delline\(void\)](#)

5.1.2.4 `std::ostream& conio::highvideo (std::ostream & o)` `[inline]`

highvideo manipulator

See Also

[highvideo\(void\)](#)

5.1.2.5 `std::ostream& conio::insline (std::ostream & o)` `[inline]`

insline manipulator

See Also

[insline\(void\)](#)

5.1.2.6 `std::ostream& conio::lowvideo (std::ostream & o)` `[inline]`

lowvideo manipulator

See Also

[lowvideo\(void\)](#)

5.1.2.7 `std::ostream& conio::normvideo (std::ostream & o)` `[inline]`

normvideo manipulator

See Also

[normvideo\(void\)](#)

5.1.2.8 `_Setattr conio::setattr (int _attr)` `[inline]`

setattr manipulator

See Also

[textattr](#)

5.1.2.9 `_Setbk conio::setbk (int color)` `[inline]`

setbk manipulator

See Also

[textbackground](#)

5.1.2.10 `_Setclr conio::setclr (int color)` `[inline]`

setclr manipulator

See Also

[textcolor](#)

5.1.2.11 `_Setcsrtype conio::setcsrtype (int type)` `[inline]`

setcsrtype manipulator

See Also

[_setcursortype](#)

5.1.2.12 `_Setxy conio::setxy (int x, int y)` `[inline]`

setxy manipulator

See Also

[gotoxy](#)

Chapter 6

Data Structure Documentation

6.1 char_info Struct Reference

Structure used by gettext/puttext.

```
#include <conio2.h>
```

Data Fields

- char [letter](#)
character value
- unsigned short [attr](#)
attribute value

6.1.1 Detailed Description

Structure used by gettext/puttext.

See Also

[_conio_gettext](#)
[puttext](#)

The documentation for this struct was generated from the following file:

- [conio2.h](#)

6.2 text_info Struct Reference

Structure holding information about screen.

```
#include <conio2.h>
```

Data Fields

- unsigned char [curx](#)
cursor coordinate x
- unsigned char [cury](#)

- cursor coordinate y*
- unsigned short [attribute](#)
current text attribute
- unsigned short [normattr](#)
original value of text attribute after start of the application.
- unsigned char [screenwidth](#)
screen width
- unsigned char [screenheight](#)
screen height

6.2.1 Detailed Description

Structure holding information about screen.

See Also

[gettextinfo](#)
[inittextinfo](#)

6.2.2 Field Documentation

6.2.2.1 unsigned short text_info::normattr

original value of text attribute after start of the application.

If you don't called the `inittextinfo` on the beginning of the application, this always will be black background and light gray foreground

The documentation for this struct was generated from the following file:

- [conio2.h](#)

Chapter 7

File Documentation

7.1 conio2.h File Reference

A conio implementation for Mingw/Dev-C++.

```
#include <conio.h>
```

Data Structures

- struct [text_info](#)
Structure holding information about screen.
- struct [char_info](#)
Structure used by gettext/puttext.

Macros

- #define [gettext _conio_gettext](#)
Define alias for _conio_gettext.
- #define [cgets _cgets](#)
This defines enables you to use all MinGW conio.h functions without underscore.

Cursor types

Predefined cursor types.

- #define [_NOCURS](#) 0
no cursor
- #define [_SOLIDCUR](#) 100
cursor filling whole cell
- #define [_NORMALCUR](#) 20
cursor filling 20 percent of cell height

Enumerations

- enum [COLORS](#) {
 [BLACK](#), [BLUE](#), [GREEN](#), [CYAN](#),
 [RED](#), [MAGENTA](#), [BROWN](#), [LIGHTGRAY](#),
 [DARKGRAY](#), [LIGHTBLUE](#), [LIGHTGREEN](#), [LIGHTCYAN](#),
 [LIGHTRED](#), [LIGHTMAGENTA](#), [YELLOW](#), [WHITE](#) }
Colors which you can use in your application.

Functions

- void [gettextinfo](#) (struct [text_info](#) *info)
Returns information of the screen.
- void [inittextinfo](#) (void)
Call this if you need real value of normattr attribute in the [text_info](#) structure.
- void [clreol](#) (void)
Clears rest of the line from cursor position to the end of line without moving the cursor.
- void [clrscr](#) (void)
Clears whole screen.
- void [delline](#) (void)
Delete the current line (line on which is cursor) and then moves all lines below one line up.
- void [insline](#) (void)
Insert blank line at the cursor position.
- void [_conio_gettext](#) (int left, int top, int right, int bottom, struct [char_info](#) *buf)
Gets text from the screen.
- void [puttext](#) (int left, int top, int right, int bottom, struct [char_info](#) *buf)
Puts text back to the screen.
- void [movetext](#) (int left, int top, int right, int bottom, int destleft, int desttop)
Copies text.
- void [gotoxy](#) (int x, int y)
Moves cursor to the specified position.
- void [cputsxy](#) (int x, int y, char *str)
Puts string at the specified position.
- void [putchxy](#) (int x, int y, char ch)
Puts char at the specified position.
- void [_setcursortype](#) (int type)
Sets the cursor type.
- void [textattr](#) (int _attr)
Sets attribute of text.
- void [normvideo](#) (void)
Sets text attribute back to value it had after program start.
- void [textbackground](#) (int color)
Sets text background color.
- void [textcolor](#) (int color)
Sets text foreground color.
- int [wherex](#) (void)
Reads the cursor X position.
- int [wherey](#) (void)
Reads the cursor Y position.
- char * [getpass](#) (const char *prompt, char *str)
Reads password.
- void [highvideo](#) (void)
Makes foreground colors light.
- void [lowvideo](#) (void)
Makes foreground colors dark.
- void [delay](#) (int ms)
Pauses program execution for a given time.
- void [switchbackground](#) (int color)
Replaces background color in the whole window.
- void [flashbackground](#) (int color, int ms)
Changes background color for a given time and then it restores it back.
- void [clearkeybuf](#) (void)
Clears the keyboard buffer.

7.1.1 Detailed Description

A conio implementation for Mingw/Dev-C++. Written by: Hongli Lai hongli@telekabel.nl tkorrovi tkorrovi@altavista.net on 2002/02/26. Andrew Westcott ajwestco@users.sourceforge.net Michal Molhanec michal@molhanec.net

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7.1.2 Macro Definition Documentation

7.1.2.1 #define gettext _conio_gettext

Define alias for _conio_gettext.

If you want to use gettext function from some other library (e.g. GNU gettext) you have to define _CONIO_NO_GETTEXT_ so you won't get name conflict.

7.1.3 Enumeration Type Documentation

7.1.3.1 enum COLORS

Colors which you can use in your application.

Enumerator:

BLACK black color
BLUE blue color
GREEN green color
CYAN cyan color
RED red color
MAGENTA magenta color
BROWN brown color
LIGHTGRAY light gray color
DARKGRAY dark gray color
LIGHTBLUE light blue color
LIGHTGREEN light green color
LIGHTCYAN light cyan color
LIGHTRED light red color
LIGHTMAGENTA light magenta color
YELLOW yellow color
WHITE white color

7.1.4 Function Documentation

7.1.4.1 void _conio_gettext (int left, int top, int right, int bottom, struct char_info * buf)

Gets text from the screen.

If you haven't defined _CONIO_NO_GETTEXT_ prior to including `conio2.h` you can use this function also under the `gettext` name.

See Also

[char_info](#)
[puttext](#)

Parameters

<i>left</i>	Left coordinate of the rectangle, inclusive, starting from 1.
<i>top</i>	Top coordinate of the rectangle, inclusive, starting from 1.
<i>right</i>	Right coordinate of the rectangle, inclusive, starting from 1.
<i>bottom</i>	Bottom coordinate of the rectangle, inclusive, starting from 1.
<i>buf</i>	You have to pass buffer of size <code>(right - left + 1) * (bottom - top + 1) * sizeof(char_info)</code> .

7.1.4.2 void `.setcursortype (int type)`

Sets the cursor type.

See Also

[cursortypes](#)

Parameters

<i>type</i>	cursor type, under Win32 it is height of the cursor in percents
-------------	---

7.1.4.3 void `clearkeybuf (void)`

Clears the keyboard buffer.

To see it in effect run `conio_test` and try to press a key during the 'Flashing...' phase.

7.1.4.4 void `cputsxy (int x, int y, char * str)`

Puts string at the specified position.

Parameters

<i>x</i>	horizontal position
<i>y</i>	vertical position
<i>str</i>	string

7.1.4.5 void `delay (int ms)`

Pauses program execution for a given time.

See Also

[switchbackground](#)

Parameters

<i>ms</i>	milliseconds
-----------	--------------

7.1.4.6 void delline (void)

Delete the current line (line on which is cursor) and then moves all lines below one line up.

Lines below the line are moved one line up.

7.1.4.7 void flashbackground (int *color*, int *ms*)

Changes background color for a given time and then it restores it back.

You can use it for visual bell. Does not modify [textbackground\(\)](#).

See Also

[switchbackground](#)
[delay](#)

Parameters

<i>color</i>	background color
<i>ms</i>	miliseconds

7.1.4.8 char* getpass (const char * *prompt*, char * *str*)

Reads password.

This function behaves like cgets.

See Also

[cgets](#)

Parameters

<i>prompt</i>	prompt which will be displayed to user
<i>str</i>	string for the password. <code>str[0]</code> have to contain length of the <code>str - 3</code>

Returns

`&str[2]`, the password will be stored in `str` beginning at `str[2]`, in `str[1]` will be length of the string without `\0`, at `str[2 + str[1]]` will be `\0`.

7.1.4.9 void gettextinfo (struct text_info * *info*)

Returns information of the screen.

See Also

[text_info](#)

7.1.4.10 void gotoxy (int *x*, int *y*)

Moves cursor to the specified position.

Parameters

<i>x</i>	horizontal position
<i>y</i>	vertical position

7.1.4.11 void highvideo (void)

Makes foreground colors light.

If the current foreground color is less than `DARKGRAY` adds 8 to the its value making dark colors light.

See Also

[COLORS](#)
[lowvideo](#)

7.1.4.12 void inittextinfo (void)

Call this if you need real value of normattr attribute in the [text_info](#) structure.

See Also

[text_info](#)

7.1.4.13 void insline (void)

Insert blank line at the cursor position.

Original content of the line and content of lines below moves one line down. The last line is deleted.

7.1.4.14 void lowvideo (void)

Makes foreground colors dark.

If the current foreground color is higher than `LIGHTGRAY` subtracts 8 from its value making light colors dark.

See Also

[COLORS](#)
[highvideo](#)

7.1.4.15 void movetext (int left, int top, int right, int bottom, int destleft, int desttop)

Copies text.

Parameters

<i>left</i>	Left coordinate of the rectangle, inclusive, starting from 1.
<i>top</i>	Top coordinate of the rectangle, inclusive, starting from 1.
<i>right</i>	Right coordinate of the rectangle, inclusive, starting from 1.
<i>bottom</i>	Bottom coordinate of the rectangle, inclusive, starting from 1.
<i>destleft</i>	Left coordinate of the destination rectangle.
<i>desttop</i>	Top coordinate of the destination rectangle.

7.1.4.16 void normvideo (void)

Sets text attribute back to value it had after program start.

It uses [text_info](#)'s normattr value.

See Also

[text_info](#)

7.1.4.17 void putchxy (int x, int y, char ch)

Puts char at the specified position.

Parameters

<i>x</i>	horizontal position
<i>y</i>	vertical position
<i>ch</i>	char

7.1.4.18 void puttext (int left, int top, int right, int bottom, struct char_info * buf)

Puts text back to the screen.

See Also

[char_info](#)
[_conio_gettext](#)

Parameters

<i>left</i>	Left coordinate of the rectangle, inclusive, starting from 1.
<i>top</i>	Top coordinate of the rectangle, inclusive, starting from 1.
<i>right</i>	Right coordinate of the rectangle, inclusive, starting from 1.
<i>bottom</i>	Bottom coordinate of the rectangle, inclusive, starting from 1.
<i>buf</i>	You have to pass buffer of size <code>(right - left + 1) * (bottom - top + 1) * sizeof(char_info)</code> .

7.1.4.19 void switchbackground (int color)

Replaces background color in the whole window.

The text however is left intact. Does not modify [textbackground\(\)](#).

See Also

[flashbackground](#)

Parameters

<i>color</i>	background color
--------------	------------------

7.1.4.20 void textattr (int *_attr*)

Sets attribute of text.

Parameters

<i>_attr</i>	new text attribute
--------------	--------------------

7.1.4.21 void textbackground (int *color*)

Sets text background color.

See Also

[COLORS](#)

Parameters

<i>color</i>	new background color
--------------	----------------------

7.1.4.22 void textcolor (int *color*)

Sets text foreground color.

See Also

[COLORS](#)

Parameters

<i>color</i>	new foreground color
--------------	----------------------

7.1.4.23 int wherex (void)

Reads the cursor X position.

Returns

cursor X position

7.1.4.24 int wherey (void)

Reads the cursor Y position.

Returns

cursor Y position

7.2 constream File Reference

A constream implementation for Mingw/Dev-C++.

```
#include <iostream>
#include "conio2.h"
```

Namespaces

- namespace [conio](#)

This namespace contain all C++ specific things.

Functions

- `_Setxy` [conio::setxy](#) (int x, int y)
setxy manipulator
- `_Setclr` [conio::setclr](#) (int color)
setclr manipulator
- `_Setbk` [conio::setbk](#) (int color)
setbk manipulator
- `_Setattr` [conio::setattr](#) (int _attr)
setattr manipulator
- `_Setcsrtype` [conio::setcsrtype](#) (int type)
setcsrtype manipulator
- `std::ostream &` [conio::clrscr](#) (`std::ostream &o`)
clrscr manipulator
- `std::ostream &` [conio::cleol](#) (`std::ostream &o`)
cleol manipulator
- `std::ostream &` [conio::highvideo](#) (`std::ostream &o`)
highvideo manipulator
- `std::ostream &` [conio::lowvideo](#) (`std::ostream &o`)
lowvideo manipulator
- `std::ostream &` [conio::normvideo](#) (`std::ostream &o`)
normvideo manipulator
- `std::ostream &` [conio::delline](#) (`std::ostream &o`)
delline manipulator
- `std::ostream &` [conio::insline](#) (`std::ostream &o`)
insline manipulator

7.2.1 Detailed Description

A constream implementation for Mingw/Dev-C++.

Warning

There is not implemented constream class, only manipulators for iostream, so use them on cin/cout.

Author

Michal Molhanec michal@molhanec.net

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Index

`_conio_gettext`
 `conio2.h`, 17
`_setcursortype`
 `conio2.h`, 18

BLACK
 `conio2.h`, 17

BLUE
 `conio2.h`, 17

BROWN
 `conio2.h`, 17

CYAN
 `conio2.h`, 17

COLORS
 `conio2.h`, 17

`char_info`, 13

`clearkeybuf`
 `conio2.h`, 18

`clreol`
 `conio`, 10

`clrscr`
 `conio`, 10

`conio`, 9
 `clreol`, 10
 `clrscr`, 10
 `delline`, 10
 `highvideo`, 10
 `insline`, 10
 `lowvideo`, 10
 `normvideo`, 10
 `setattr`, 11
 `setbk`, 11
 `setclr`, 11
 `setcsrtype`, 11
 `setxy`, 11

`conio2.h`
 BLACK, 17
 BLUE, 17
 BROWN, 17
 CYAN, 17
 DARKGRAY, 17
 GREEN, 17
 LIGHTBLUE, 17
 LIGHTCYAN, 17
 LIGHTGRAY, 17
 LIGHTGREEN, 17
 LIGHTMAGENTA, 17
 LIGHTRED, 17
 MAGENTA, 17

RED, 17
WHITE, 17
YELLOW, 17
`conio2.h`, 15
 `_conio_gettext`, 17
 `_setcursortype`, 18
 COLORS, 17
 `clearkeybuf`, 18
 `cputsxy`, 18
 `delay`, 18
 `delline`, 18
 `flashbackground`, 19
 `getpass`, 19
 `gettext`, 17
 `gettextinfo`, 19
 `gotoxy`, 19
 `highvideo`, 20
 `inittextinfo`, 20
 `insline`, 20
 `lowvideo`, 20
 `movetext`, 20
 `normvideo`, 20
 `putchxy`, 21
 `puttext`, 21
 `switchbackground`, 21
 `textattr`, 21
 `textbackground`, 22
 `textcolor`, 22
 `wherex`, 22
 `wherey`, 22

`constream`, 22

`cputsxy`
 `conio2.h`, 18

DARKGRAY
 `conio2.h`, 17

`delay`
 `conio2.h`, 18

`delline`
 `conio`, 10
 `conio2.h`, 18

`flashbackground`
 `conio2.h`, 19

GREEN
 `conio2.h`, 17

`getpass`
 `conio2.h`, 19

`gettext`

conio2.h, [17](#)
gettextinfo
 conio2.h, [19](#)
gotoxy
 conio2.h, [19](#)

highvideo
 conio, [10](#)
 conio2.h, [20](#)

inittextinfo
 conio2.h, [20](#)
insline
 conio, [10](#)
 conio2.h, [20](#)

LIGHTBLUE
 conio2.h, [17](#)
LIGHTCYAN
 conio2.h, [17](#)
LIGHTGRAY
 conio2.h, [17](#)
LIGHTGREEN
 conio2.h, [17](#)
LIGHTMAGENTA
 conio2.h, [17](#)
LIGHTRED
 conio2.h, [17](#)
lowvideo
 conio, [10](#)
 conio2.h, [20](#)

MAGENTA
 conio2.h, [17](#)
movetext
 conio2.h, [20](#)

normattr
 text_info, [14](#)
normvideo
 conio, [10](#)
 conio2.h, [20](#)

putchxy
 conio2.h, [21](#)
puttext
 conio2.h, [21](#)

RED
 conio2.h, [17](#)

setattr
 conio, [11](#)
setbk
 conio, [11](#)
setclr
 conio, [11](#)
setcsrtype
 conio, [11](#)
setxy
 conio, [11](#)
switchbackground
 conio2.h, [21](#)

text_info, [13](#)
 normattr, [14](#)
textattr
 conio2.h, [21](#)
textbackground
 conio2.h, [22](#)
textcolor
 conio2.h, [22](#)

WHITE
 conio2.h, [17](#)
wherex
 conio2.h, [22](#)
wherey
 conio2.h, [22](#)

YELLOW
 conio2.h, [17](#)