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#include<math.h>
#include<stdio.h>
#include<stdlib.h>
#include<string.h>
int main()
{int i,j,x,y,hx=0,tx=0,hy=2,ty=0,flag=0;char c;
    char a[10][10];
    printf("****THESE INTRUCTION WILL REMAIN FOR 10 SEC ONLY PLEASE READ
CAREFULLY***\n");
    printf("SNAKE GAME\n");
    printf("instructions:\n");
    printf("1.to move up press u\n");
    printf("2.to move down press d\n");
    printf("3.to move right press r\n");
    printf("4.to move left press l\n");
    sleep(5);
    for(i=0;i<10;i++)
    for(j=0;j<10;j++)
    a[i][j]='-';
    a[0][0]='#';
    a[0][1]='#';
    a[0][2]='@';
    while(1)
    {
        while(1)
        {
            x=rand()%10;
            y=rand()%10;
            if(a[x][y]=='#')
                continue;
            else
                break;
        }

        a[x][y]='*';
        system("cls");
        for(i=0;i<10;i++)
        {
            for(j=0;j<10;j++)
            printf("%c",a[i][j]);
            printf("\n");
        }

        while(1)
        {
            scanf("%c",&c);

            if(c=='u')
            {
                if(hx==0)
                {
                    flag=1;
                    printf("###GAME OVER##");
                    break;
                }
                else if(a[hx-1][hy]=='#')
                {
                    flag=1;
                    printf("###GAME OVER###");
                    break;
                }
            }
        }
    }
}

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        else if(a[hx-1][hy]=='*')
        {a[hx][hy]='#';
          a[hx-1][hy]='@';
          hx=hx-1;
          system("cls");
          for(i=0;i<10;i++)
          {
            for(j=0;j<10;j++)
              printf("%c",a[i][j]);
            printf("\n");
          }break;
        }
        else
        {a[hx][hy]='#';
          a[hx-1][hy]='@';
          hx=hx-1;
          a[tx][ty]='-';
          if(a[tx+1][ty]=='#')
            tx=tx+1;
          else if(a[tx-1][ty]=='#')
            tx=tx-1;
          else if(a[tx][ty+1]=='#')
            ty=ty+1;
          else
            ty=ty-1;

        }
        system("cls");
        for(i=0;i<10;i++)
        {
          for(j=0;j<10;j++)
            printf("%c",a[i][j]);
          printf("\n");
        }
      }
    else if(c=='d')
    {
      if(hx==9)
      {
        flag=1;
        printf("###GAME OVER##");
        break;
      }
      else if(a[hx+1][hy]=='#')
      {
        flag=1;
        printf("###GAME OVER###");
        break;
      }
      else if(a[hx+1][hy]=='*')
      {a[hx][hy]='#';
        a[hx+1][hy]='@';
        hx=hx+1;
        for(i=0;i<10;i++)
        {system("cls");
          for(j=0;j<10;j++)
            printf("%c",a[i][j]);
          printf("\n");
        }
      }
    }
  }
}

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break;
    }
    else
    {a[hx][hy]='#';
      a[hx+1][hy]='@';
      hx=hx+1;
      a[tx][ty]='-';
      if(a[tx+1][ty]=='#')
        tx=tx+1;
      else if(a[tx-1][ty]=='#')
        tx=tx-1;
      else if(a[tx][ty+1]=='#')
        ty=ty+1;
      else
        ty=ty-1;

    }
    system("cls");
    for(i=0;i<10;i++)
    {
      for(j=0;j<10;j++)
        printf("%c",a[i][j]);
      printf("\n");
    }
  }
  if(c=='r')
  {
    if(hy==9)
    {
      flag=1;
      printf("###GAME OVER##");
      break;
    }
    else if(a[hx][hy+1]=='#')
    {
      flag=1;
      printf("###GAME OVER###");
      break;
    }
    else if(a[hx][hy+1]=='*')
    {a[hx][hy]='#';
      a[hx][hy+1]='@';
      hy=hy+1;
      system("cls");
      for(i=0;i<10;i++)
      {
        for(j=0;j<10;j++)
          printf("%c",a[i][j]);
        printf("\n");
      }break;
    }
    else
    {a[hx][hy]='#';
      a[hx][hy+1]='@';
      hy=hy+1;
      a[tx][ty]='-';
      if(a[tx+1][ty]=='#')
        tx=tx+1;
      else if(a[tx-1][ty]=='#')

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        tx=tx-1;
        else if(a[tx][ty+1]=='#')
            ty=ty+1;
        else
            ty=ty-1;
    }
    system("cls");
    for(i=0;i<10;i++)
    {
        for(j=0;j<10;j++)
            printf("%c",a[i][j]);
        printf("\n");
    }
}
else if(c=='l')
{
    if(hy==0)
    {
        flag=1;
        printf("###GAME OVER##");
        break;
    }
    else if(a[hx][hy-1]=='#')
    {
        flag=1;
        printf("###GAME OVER###");
        break;
    }
    else if(a[hx][hy-1]=='*')
    {
        a[hx][hy]='#';
        a[hx][hy-1]='@';
        hy=hy-1;
        system("cls");
        for(i=0;i<10;i++)
        {
            for(j=0;j<10;j++)
                printf("%c",a[i][j]);
            printf("\n");
        }
        break;
    }
    else
    {
        a[hx][hy]='#';
        a[hx][hy-1]='@';
        hy=hy-1;
        a[tx][ty]='-';
        if(a[tx+1][ty]=='#')
            tx=tx+1;
        else if(a[tx-1][ty]=='#')
            tx=tx-1;
        else if(a[tx][ty+1]=='#')
            ty=ty+1;
        else
            ty=ty-1;
    }
    system("cls");
    for(i=0;i<10;i++)

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        {
            for(j=0;j<10;j++)
                printf("%c",a[i][j]);
            printf("\n");
        }
        }
        if(flag==1)
            break;
    }
    return 0;
}
```