

## COMP500 / ENSE501: Week 12 – Exercise:

**EXERCISE NAME:** *Cursor Battleships*

Implement a game of Battleships, where a human player can play against an AI opponent.

The user interaction must utilise `_kbhit` and `_getch` to get input from the user and hence avoid using `scanf`.

An example of the completed program, with a game in progress, is as follows:

```

E:\Demo\Debug\Demo.exe
CURSOR BATTLESIPS

My board:
  0  1  2  3  4  5  6  7  8  9
A B C D E F G H I J
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #

Numpad aiming keys:
  7 8 9
  \ | /
  4 - 6
  / | \
  1 2 3

Enemy Hits/Misses Board:
  0  1  2  3  4  5  6  7  8  9
A B C D E F G H I J
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #
# # # # #

+ H H
M
M

Player aiming at: (2, D)

To fire, move the cursor to your chosen aiming point and press the space bar.
  
```

Ensure the program output is exactly as described, and that the whitespace of your source code is well formatted.