```
// 2 * 3 + 6 * 2 - 8 / 4
// (2 * 3) + (6 * 2) - (8 / 4)
void Keyboard(bool *playing, int puzzle[5][5], int *x, int *y)
{
        if (GetAsyncKeyState(VK_RIGHT) & 0x8000 && *x < 4)          // 오른쪽 방향키
        {
                Swap(&puzzle[*y][*x], &puzzle[*y][*x + 1]);
                (*x)++;
        }
        else if (GetAsyncKeyState(VK_LEFT) & 0x8000 && *x > 0)     // 왼쪽 방향키
        {
                Swap(&puzzle[*y][*x], &puzzle[*y][*x - 1]);
                (*x)--;
        }
        else if (GetAsyncKeyState(VK_UP) & 0x8000 && *y > 0)       // 위쪽 방향키
        {
                Swap(&puzzle[*y][*x], &puzzle[*y - 1][*x]);
                (*y)--;
        }
        else if (GetAsyncKeyState(VK_DOWN) & 0x8000 && *y < 4)   // 아래쪽 방향키
        {
                Swap(&puzzle[*y][*x], &puzzle[*y + 1][*x]);
                (*y)++;
        }
        else if (GetAsyncKeyState(VK_ESCAPE) & 0x8000)    // ESC
                *playing = false;
}

void Draw(HANDLE hOP, int x, int y, char *str, WORD color)
{
        DWORD dwCharsWritten;
        COORD cdFill = { x, y };

        FillConsoleOutputAttribute(hOP, color, strlen(str), cdFill, &dwCharsWritten);
        WriteConsoleOutputCharacter(hOP, str, strlen(str), cdFill, &dwCharsWritten);
}

void InitPuzzle(int puzzle[5][5])
{
        for (int i = 0; i < 5; i++)
        {
                for (int j = 0; j < 5; j++)
                        puzzle[i][j] = i * 5 + j + 1;
        }
```

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