

```
1  #include<stdio.h>
2  #include<GFILES.h>
3  #include<windows.h>
4
5  int main()
6  {
7      int hiScore = 0;
8      int choice;
9      game:
10     hiScore = PlayGame(hiScore);
11     printf("\n\t\tPress 1 to play again and 0 to quit \n");
12     scanf("%d",&choice);
13
14     if(choice == 1)    /// Whether user wishes to play again or not
15         goto game;
16     else
17         printf("-----Thank You For Playing
!!----- \n");
18
19     return 0;
20 }
```