***Lab 7: Assignment :***  C language game

Source code: program 7

#include <iostream>

#include <conio.h>

using namespace std;

#define height 5

#define width 10

void main()

{

char matrix [height][width];

int x;

int y;

for ( y = 0; y < height; y++)

{

for (x = 0; x < width; x++)

{

matrix[y][x] = '.';

}

}

printf("Enter coordinates in form x,y (4,2).\n");

printf("Use negative numbers to quit.\n");

while (x >= 0)

{

for (y = 0; y < height; y++)

{

for ( x = 0; x < width; x++)

{

printf("%c",matrix[y][x]);

}

printf("\n\n");

}

printf("Coordinates: ");

scanf("%d %d", &x,&y);

matrix[y][x]='\xB1';

}

getch();

}

Output:

