***Lab 7: Assignment :***  C language game 2

Source code: program 8

#include<iostream>

#include<conio.h>

#include<stdio.h>

#define height 5

#define width 10

char enemy [height] [width] =

{

{0,0,0,0,0,0,0,0,0,0},

{0,1,1,1,1,0,0,1,0,1},

{0,0,0,0,0,0,0,1,0,1},

{1,0,0,0,0,0,0,1,0,0},

{1,0,1,1,1,0,0,0,0,0}

} ;

void main()

{

char FRIEND [height] [width];

int x,y;

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

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

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

}

printf("enter coordinates in form of 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",FRIEND[y][x]);

printf("\n\n");

}

printf("coordinates :");

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

if(enemy[y][x]=1)

{

FRIEND[y][x]='\xDB';

}

else

{

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

}

}

getch();

}

Output:

