

```

#include <stdio.h>
void main() {
    int choose, num, count = 0, tocado = 0;
    char letra;
    printf("\n*****");
    printf(" HUNDIR LA FLOTA ");
    printf("*****\n");
// Muestra título del juego
    printf("\n***** MENÚ *****\n");
    printf("\n1.- Nivel fácil\n");
    printf("\n2.- Nivel medio\n");
    printf("\n3.- Nivel difícil\n");
    printf("\n0.- Salir\n");
// Muestra el menú y puedes escoger el nivel que quieras (fácil, medio, difícil)
// PD: Los niveles medio y difícil solo muestra el mapa de hundir la flota
    do {
        printf("\nHola, jugador! Escoge un nivel o pulsa el 0 para salir: ");
        scanf("%d", &choose);
    } while (choose >= 4);
// Valida que escojo un número que esté en el menú
    switch (choose) {
        case 0:
            printf("\n\n***** HAS DECIDIDO SALIR DEL JUEGO *****\n");
            break;
// Si escojo el número 0, sale del juego
        case 1:
            printf("Has escogido el nivel fácil\n");
            printf(" A B C D E F G H I J \n");
            printf("1  [] [] [] [] [] [] [] [] \n");
            printf("2  [] [] [] [] [] [] [] [] \n");
            printf("3  [] [] [] [] [] [] [] [] \n");
            printf("4  [] [] [] [] [] [] [] [] \n");
            printf("5  [] [] [] [] [] [] [] [] \n");
            printf("6  [] [] [] [] [] [] [] [] \n");
            printf("7  [] [] [] [] [] [] [] [] \n");
            printf("8  [] [] [] [] [] [] [] [] \n");
            printf("9  [] [] [] [] [] [] [] [] \n");
            printf("10 [] [] [] [] [] [] [] [] \n");
            do {
                do {
                    printf("Escoge un numero para tirar: ");

```

```

scanf("%d", &num);
} while (num < 1 || num > 10);
// Valido que el numero esta entre el 1 y el 10 para poder tirar
printf("Escoge una letra para tirar: ");
scanf("%s", &letra);
if (num == 4 && (letra == 'e' || letra == 'E')) {
    printf("Tocado\n");
    printf(" A B C D E F G H I J \n");
    printf("1  [] [] [] [] [] [] [] [] \n");
    printf("2  [] [] [] [] [] [] [] [] \n");
    printf("3  [] [] [] [] [] [] [] [] \n");
    printf("4  [] [] [] X [] [] [] [] \n");
    printf("5  [] [] [] [] [] [] [] [] \n");
    printf("6  [] [] [] [] [] [] [] [] \n");
    printf("7  [] [] [] [] [] [] [] [] \n");
    printf("8  [] [] [] [] [] [] [] [] \n");
    printf("9  [] [] [] [] [] [] [] [] \n");
    printf("10 [] [] [] [] [] [] [] [] \n");
    tocado++;
// Si la tirada que he hecho es 4e te muestra este panel conforme has tocado una parte del
// barco

} else if (num == 5 && (letra == 'e' || letra == 'E')) {
    printf("Tocado\n");
    printf(" A B C D E F G H I J \n");
    printf("1  [] [] [] [] [] [] [] [] \n");
    printf("2  [] [] [] [] [] [] [] [] \n");
    printf("3  [] [] [] [] [] [] [] [] \n");
    printf("4  [] [] [] [] [] [] [] [] \n");
    printf("5  [] [] [] X [] [] [] [] \n");
    printf("6  [] [] [] [] [] [] [] [] \n");
    printf("7  [] [] [] [] [] [] [] [] \n");
    printf("8  [] [] [] [] [] [] [] [] \n");
    printf("9  [] [] [] [] [] [] [] [] \n");
    printf("10 [] [] [] [] [] [] [] [] \n");
    tocado++;
// Si la tirada que he hecho es 5e te muestra este panel conforme has tocado una parte del
// barco

} else if (num == 6 && (letra == 'e' || letra == 'E')) {
    printf("Tocado\n");
    printf(" A B C D E F G H I J \n");
    printf("1  [] [] [] [] [] [] [] [] \n");

```

```

        printf("2  [] [] [] [] [] [] [] [] \n");
        printf("3  [] [] [] [] [] [] [] [] \n");
        printf("4  [] [] [] [] [] [] [] [] \n");
        printf("5  [] [] [] [] [] [] [] [] \n");
        printf("6  [] [] [] X [] [] [] [] \n");
        printf("7  [] [] [] [] [] [] [] [] \n");
        printf("8  [] [] [] [] [] [] [] [] \n");
        printf("9  [] [] [] [] [] [] [] [] \n");
        printf("10 [] [] [] [] [] [] [] [] \n");
        tocado++;

// Si la tirada que he hecho es 6e te muestra este panel conforme has tocado una parte del
// barco
    } else {
        printf("Agua, vuelve a intentarlo\n");
        printf(" A B C D E F G H I J \n");
        printf("1  [] [] [] [] [] [] [] [] \n");
        printf("2  [] [] [] [] [] [] [] [] \n");
        printf("3  [] [] [] [] [] [] [] [] \n");
        printf("4  [] [] [] [] [] [] [] [] \n");
        printf("5  [] [] [] [] [] [] [] [] \n");
        printf("6  [] [] [] [] [] [] [] [] \n");
        printf("7  [] [] [] [] [] [] [] [] \n");
        printf("8  [] [] [] [] [] [] [] [] \n");
        printf("9  [] [] [] [] [] [] [] [] \n");
        printf("10 [] [] [] [] [] [] [] [] \n");
    }
    count++;

// Si no he tocado ninguna parte del barco te muestro esto porque has fallado
    if (tocado == 3) {
        printf("\n\nTocado y hundido\n");
        printf(" A B C D E F G H I J \n");
        printf("1  [] [] [] [] [] [] [] [] \n");
        printf("2  [] [] [] [] [] [] [] [] \n");
        printf("3  [] [] [] [] [] [] [] [] \n");
        printf("4  [] [] [] X [] [] [] [] \n");
        printf("5  [] [] [] X [] [] [] [] \n");
        printf("6  [] [] [] X [] [] [] [] \n");
        printf("7  [] [] [] [] [] [] [] [] \n");
        printf("8  [] [] [] [] [] [] [] [] \n");
        printf("9  [] [] [] [] [] [] [] [] \n");
        printf("10 [] [] [] [] [] [] [] [] \n");
    }

```

```

        printf("\n\n***** HAS GANADO, FELICIDADES!!!!
*****\n\n\n");
        break;
// Si he tocado las 3 partes te muestra el mapa y te dice que has ganado
        } else if(tocado == 0){
            printf("\nTe quedan por tocar 3 casillas más del barco y te quedan %d
intentos\n\n", 20 - count);
        } else if(tocado == 1){
            printf("\nTe quedan por tocar 2 casillas más del barco y te quedan %d
intentos\n\n", 20 - count);
        } else if(tocado == 2){
            printf("\nTe quedan por tocar 1 casilla más del barco y te quedan %d
intentos\n\n", 20 - count);
        }
// Esto es para informar al usuario de cuantas casillas del barco le faltan por tocar y cuantos
// intentos le quedan
        } while (count < 20);
        if (count >= 20) {
            printf(
                "\n\n***** HAS PERDIDO, VUELVE A INTENTARLO
*****\n");
// Esto es porque he puesto que tiene máximo 20 intentos, y si lo supera te muestra un
// mensaje diciendo que has perdido
        }
        break;
case 2:
    printf("Has escogido el nivel medio\n");
    printf(" A B C D E F G H I J \n");
    printf("1  [] [] [] [] [] [] [] [] \n");
    printf("2  [] [] [] [] [] [] [] [] \n");
    printf("3  [] [] [] [] [] [] [] [] \n");
    printf("4  [] [] [] [] [] [] [] [] \n");
    printf("5  [] [] [] [] [] [] [] [] \n");
    printf("6  [] [] [] [] [] [] [] [] \n");
    printf("7  [] [] [] [] [] [] [] [] \n");
    printf("8  [] [] [] [] [] [] [] [] \n");
    printf("9  [] [] [] [] [] [] [] [] \n");
    printf("10 [] [] [] [] [] [] [] [] \n");
    break;
case 3:
    printf("Has escogido el nivel difícil\n");

```

```
printf(" A B C D E F G H I J \n");
printf("1  [] [] [] [] [] [] [] [] \n");
printf("2  [] [] [] [] [] [] [] [] \n");
printf("3  [] [] [] [] [] [] [] [] \n");
printf("4  [] [] [] [] [] [] [] [] \n");
printf("5  [] [] [] [] [] [] [] [] \n");
printf("6  [] [] [] [] [] [] [] [] \n");
printf("7  [] [] [] [] [] [] [] [] \n");
printf("8  [] [] [] [] [] [] [] [] \n");
printf("9  [] [] [] [] [] [] [] [] \n");
printf("10 [] [] [] [] [] [] [] [] \n");
break;
}
}
```