

Lab 5

Assignment Program

```
#include<stdio.h>
#include<windows.h>
#include<conio.h>
void gotoxy(int x, int y)
{
    COORD c = { x, y };
    SetConsoleCursorPosition(
        GetStdHandle(STD_OUTPUT_HANDLE), c);
}

void draw_ship(int x, int y)
{
    gotoxy(x, y);
    printf(" <-0-> ");
}

void erase_ship(int x, int y)
{
    gotoxy(x, y);
    printf("      ");
}

int main()
{
    char ch = ' ';
    int x = 38, y = 20;
    draw_ship(x, y);
    do {
        if (_kbhit()) {
            ch = _getch();
            if (ch == 'a' && x > 0)
            {
                draw_ship(--x, y);
            }
            if (ch == 'd' && x <= 80)
            {
                draw_ship(++x, y);
            }
            if (ch == 'w' && y > 0)
            {
                erase_ship(x, y);
                draw_ship(x, --y);
            }
        }
    }
```

```
        if (ch == 's' && y <= 80)
        {
            erase_ship(x, y);
            draw_ship(x, ++y);
        }
        fflush(stdin);
    }
    Sleep(100);
} while (ch != 'x');
return 0;
}
```