

```
/*
 * edgeworm.c
 *
 * Author: Michael Kepple
 * Date: 25 Mar 2013
 * Description: 'worm-like' text slides around the borders of the screen.
 */
#include "edgeworm.h"

int main()
{
    char text[] = "MICHAEL";
    initscr();
    COLS--;
    LINES--;
    int rWall = COLS;
    int dWall = rWall + LINES;
    int lWall = dWall + rWall;
    curs_set(NO_CURSOR);
    int i=0,j=0,currPos=0;
    int totalChars = (COLS)*2+(LINES)*2;
    for (;;)
    {
        clear();
        i %= totalChars;
        for (j=0; j<NAMELENGTH; j++)
        {
            currPos = i+j;
            if (currPos < rWall)
                mvwaddch(stdscr, 0, currPos, text[j]);
            else if (currPos < dWall)
                mvwaddch(stdscr, (currPos-rWall), COLS, text[j]);
            else if (currPos < lWall)
                mvwaddch(stdscr, LINES, (lWall-currPos), text[j]);
            else
                mvwaddch(stdscr, ((LINES+lWall)-currPos), 0, text[j]);
        }
        struct timespec waitTime, interruptTime;
        waitTime.tv_nsec = NANOSLEEP;
        nanosleep(&waitTime, &interruptTime);
        refresh();
    }
    getch();
    endwin();
    return 0;
}
/*
 * File: edgeworm.h
 *
 * Author: Michael Kepple
 * Date: 28 Mar 2013
 *
 */
#ifndef EDGEWORM_H
#define EDGEWORM_H
#include <ncurses.h>
#include <time.h>
#define NO_CURSOR 0
#define NANOSLEEP 30000000L
#define NAMELENGTH 7
#endif
#
# Makefile for edgeworm
```

Edgeworm

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# Author: Michael Kepple

# Date: 28 Mar 2013

#

edgeworm: edgeworm.c edgeworm.h

gcc edgeworm.c edgeworm.h -lcurses -o edgeworm