

E:\game.c

```
1 // C program to build the outline
2 // boundary using draw()
3 #include <stdio.h>
4 #include <stdlib.h>
5 int i, j, height = 30;
6 int width = 30, gameover, score;
7
8 // Function to draw a boundary
9 void draw()
10 {
11     // system("cls");
12     for (i = 0; i < height; i++) {
13         for (j = 0; j < width; j++) {
14             if (i == 0 || i == width - 1 || j == 0
15                 || j == height - 1) {
16                 printf("#");
17             }
18             else {
19                 printf(" ");
20             }
21         }
22         printf("\n");
23     }
24 }
25
26 // Driver Code
27 int main()
28 {
29     // Function Call
30     draw();
31
32     return 0;
33 }
34
```