

```
1: #include<stdio.h>
2: #include<windows.h>
3: #include<conio.h>
4: #define ROW 9
5: #define COL 11
6: char map[ROW][COL+1]={
7:     {"*#*****"},
8:     {"***###*###"},
9:     {"###*#*****"},
10:    {"*#*#*#*#*#"},
11:    {"*****"},
12:    {"#####*###"},
13:    {"**#*****#E"},
14:    {"***#*#*#*#"},
15:    {"*#*****"},
16: };
17:
18: void print_map()
19: {
20:     for(int i=0;i<ROW;i++)
21:     {
22:         puts(map[i]);
23:     }
24: }
25:
26: void show_cursor(int x,int y)
27: {
28:     COORD pos;
29:     pos.X=x;
30:     pos.Y=y;
31:     printf("curX=%d,curY=%d\n",x,y);
32:     SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE),pos);
33: }
```

```
34:
35: int curX,curY;
36: int main()
37: {
38:     while(1)
39:     {
40:         system("cls");
41:         print_map();
42:         show_cursor(curX,curY);
43:         char t=getch();
44:         if(t=='w')
45:         {
46:             if((curY-1)>=0&&(map[curY-1][curX]=='*' || map[curY-1][curX]=='E')) curY--;
47:         }
48:         else if(t=='s')
49:         {
50:             if((curY+1)<ROW&&(map[curY+1][curX]=='*' || map[curY+1][curX]=='E')) curY++;
51:         }
52:         else if(t=='a')
53:         {
54:             if((curX-1)>=0&&(map[curY][curX-1]=='*' || map[curY][curX-1]=='E')) curX--;
55:         }
56:         else if(t=='d')
57:         {
58:             if((curX+1)<COL&&(map[curY][curX+1]=='*' || map[curY][curX+1]=='E')) curX++;
59:         }
60:         if(map[curY][curX]=='E')
61:         {
62:         }
```

```
67:         printf("yeah!congratulations.\t");
68:         break;
69:     }
70: }
71: return 0;
72: }
73:
74:
75:
76:
77:
78:
79:
```