```c
#include<stdio.h>
#include<windows.h>
#include<conio.h>
#include<time.h>

void setcolor(int fg, int bg)
{
    HANDLE hConsole = GetStdHandle(STD_OUTPUT_HANDLE);
    SetConsoleTextAttribute(hConsole, bg * 16 + fg);
}
void gotoxy(int x, int y)
{
    COORD c = { x, y };
    SetConsoleCursorPosition(
        GetStdHandle(STD_OUTPUT_HANDLE), c);
}
void setcursor(bool visible)
{
    HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
    CONSOLE_CURSOR_INFO lpCursor;
    lpCursor.bVisible = visible;
    lpCursor.dwSize = 20;
    SetConsoleCursorInfo(console, &lpCursor);
}
void draw_ship(int x, int y)
{
    gotoxy(x, y);
    setcolor(2, 4);
    printf(" <-0-> ");
}
void erase_ship(int x, int y)
{
    gotoxy(x, y);
    setcolor(0, 0);
    printf("       ");
    setcolor(2, 4);
}
void draw_bullet(int x, int y)
{
    gotoxy(x, y);
    printf("| |");
}
void erase_bullet(int x, int y)
{
    gotoxy(x, y);
```

```
    setcolor(0, 0);
    printf("   ");
    setcolor(3, 5);
}
void draw_star(int x, int y)
{
    gotoxy(x, y);
    setcolor(2, 0);
    printf("*");
}
void show_score(int x, int y, int s)
{
    gotoxy(x, y);
    setcolor(4, 7);
    printf("%d", s);
}
char cursor(int x, int y) {
    HANDLE hStd = GetStdHandle(STD_OUTPUT_HANDLE);
    char buf[2]; COORD c = { x,y }; DWORD num_read;
    if (
        !ReadConsoleOutputCharacter(hStd, (LPTSTR)buf, 1, c, (LPDWORD)&num_read))

        return '\0';
    else
        return buf[0];


}
int main()
{
    char ch = 'k', move = 'k';
    int x = 38, y = 20, count = 0, score = 0;
    int xb[20]{}, yb[20]{} , slot = 0;
    bool bullet[20]{};

    srand(time(NULL));
    for (int i = 0; i < 20; i++) { draw_star(rand() % 60 + 10, rand() % 4 + 2); }
    draw_star(42, 6);
    draw_star(41, 6);
    draw_star(40, 6);

    setcursor(0);
    setcolor(2, 4);
    draw_ship(x, y);

    do {
```

```
91          if (_kbhit()) {
92              ch = _getch();
93              if (ch == 'a') {
94                  move = 'a';
95              }
96              if (ch == 'd') {
97                  move = 'd';
98              }
99              if (ch == 'w') {
100                 move = 'w';
101             }
102             if (ch == 's') {
103                 move = 's';
104             }
105             if (ch == 'c') {
106                 move = 'c';
107             }
108             if (ch == ' ' && count < 5) {
109                 Beep(700, 50);
110                 count++;
111                 slot = (slot + 1) % 5;
112                 bullet[slot] = true;
113                 xb[slot] = x + 2;
114                 yb[slot] = y ;
115             }
116         }
117         if (move == 'a') {
118             if (x - 1 > 0) {
119                 erase_ship(x, y);
120                 draw_ship(--x, y);
121             }
122         }
123         if (move == 'd') {
124             if (x + 1 < 70) {
125                 erase_ship(x, y);
126                 draw_ship(++x, y);
127             }
128         }
129         if (move == 'w') {
130             if (y - 1 > 0) {
131                 erase_ship(x, y);
132                 draw_ship(x, --y);
133             }
134         }
135         if (move == 's') {
```

```
            if (y + 1 < 30) {
                erase_ship(x, y);
                draw_ship(x, ++y);
            }
        }
        for (int i = 0; i < 5; i++){
            if (bullet[i] == true) {
                erase_bullet(xb[i], yb[i]);
                if (yb[i] > 0 && yb[i] < 40) {
                    draw_bullet(xb[i], --yb[i]);
                    draw_ship(x, y);
                    if (cursor(xb[i], yb[i] - 1) == '*' || cursor(xb[i] + 1, yb[i] - 1) == '*' || cursor(xb[i] + 2, yb[i] - 1) == '*') {
                        if (cursor(xb[i], yb[i] - 1) == '*') {
                            draw_star(rand() % 60 + 10, rand() % 4 + 2);
                            score++;
                        }
                        if (cursor(xb[i] + 1, yb[i] - 1) == '*') {
                            draw_star(rand() % 60 + 10, rand() % 4 + 2);
                            score++;
                        }
                        if (cursor(xb[i] + 2, yb[i] - 1) == '*') {
                            draw_star(rand() % 60 + 10, rand() % 4 + 2);
                            score++;
                        }
                        erase_bullet(xb[i], yb[i]);
                        erase_bullet(xb[i], yb[i] - 1);
                        Beep(200, 50);
                        count--;
                        bullet[i] = false;
                    }
                }
                if (yb[i] < 1) {
                    erase_bullet(xb[i], yb[i]);
                    count--;
                    bullet[i] = false;
                }
            }
        }

        show_score(69, 1, score);
        fflush(stdin);
        Sleep(100);
    } while (ch != 'x');
    setcolor(7, 0);
    return 0;
}
```