```c
#include<stdio.h>
#include<windows.h>
#include<conio.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 draw_ship(int x, int y)
{
        gotoxy(x, y);
        setcolor(2, 4);
        printf("<-0-> ");
}
void setcursor(bool visible)
{
        HANDLE console =GetStdHandle(STD_OUTPUT_HANDLE);
        CONSOLE_CURSOR_INFO lpCursor;
        lpCursor.bVisible =visible;
        lpCursor.dwSize =20;
        SetConsoleCursorInfo(console, &lpCursor);
}
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);
}
int main()
{
        char ch ='k', move ='k';
        int x =38, y =20, count =0;
```

```cpp
int xb[20]{}, yb[20]{} , slot =0;
bool bullet[20]{};
setcursor(0);
setcolor(2, 4);
draw_ship(x, y);

do {
    if(_kbhit()){
        ch =_getch();
        if(ch =='a'){
            move ='a';
        }
        if(ch =='d'){
            move ='d';
        }
        if(ch =='w'){
            move ='w';
        }
        if(ch =='s'){
            move ='s';
        }
        if(ch =='c'){
            move ='c';
        }
        if(ch ==' ' && count < 5){
            count++;
            slot =(slot +1)%5;
            bullet[slot]=true;
            xb[slot]=x +2;
            yb[slot]=y ;
        }
    }
    if(move =='a'){
        if(x -1 > 0){
            erase_ship(x, y);
            draw_ship(--x, y);
        }
    }
    if(move =='d'){
        if(x +1 < 100){
            erase_ship(x, y);
            draw_ship(++x, y);
        }
    }
    if(move =='w'){
        if(y -1 > 0){
            erase_ship(x, y);
            draw_ship(x, --y);
        }
    }
    if(move =='s'){
        if(y +1 < 30){
```

```c
                    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){
                            yb[i] = yb[i] - 1;
                            draw_bullet(xb[i], yb[i]);
                            draw_ship(x, y);
                    }
                    if(yb[i] < 1){
                            erase_bullet(xb[i], yb[i]);
                            count--;
                            bullet[i] = false;
                    }
                }
            }


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