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1  #include<stdio.h>
2  #include<windows.h>
3  #include<conio.h>
4  void erase_ship(int x,int y)
5  {
6      COORD c = { x, y };
7      SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE) , c);
8      printf("      ");
9  }
10 void draw_ship(int x, int y)
11 {
12     COORD c = { x, y };
13     SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE) , c);
14     printf(" <-0-> ");
15 }
16 int main()
17 {
18     char ch=' ';
19     int x=1,y=1;
20     draw_ship(x,y);
21     do {
22         if (_kbhit())
23         {
24             ch=_getch();
25             if(ch=='a' && x >= 1) {draw_ship(--x,y);}
26             if(ch=='d' && x <= 80) {draw_ship(++x,y);}
27             if(ch=='w' && y >= 1) {erase_ship(x,y);draw_ship(x,--y);}
28             if(ch=='s' && y <= 27) {erase_ship(x,y);draw_ship(x,++y);}
29             fflush(stdin);
30         }
31         Sleep(100);
32     } while (ch!='x');
33     return 0;
34 }

```

