

```
1  #include<stdio.h>
2  #include<windows.h>
3  #include<conio.h>
4  #include<time.h>
5
6  int st = 0;
7
8  void setcolor(int fg,int bg)
9  {
10     HANDLE hConsole = GetStdHandle(STD_OUTPUT_HANDLE);
11     SetConsoleTextAttribute(hConsole, bg*16+fg);
12 }
13
14 void draw_star(int x, int y)
15 {
16     COORD c = { x, y };
17     SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE) , c);
18     setcolor(7,0);
19     printf("*");
20     st++;
21 }
22
23 void draw_score(int z){
24     COORD c = { 90 , 0 };
25     SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE) , c);
26     printf("score : %d", z);
27 }
28
29 void setcursor(bool visible)
30 {
31     HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
32     CONSOLE_CURSOR_INFO lpCursor;
33     lpCursor.bVisible = visible;
34     lpCursor.dwSize = 20;
35     SetConsoleCursorInfo(console,&lpCursor);
```

https://github.com/phakmitl/daily_of_PF/blob/main/day7/main.cpp

<https://youtu.be/8m5h5vQeZrs>