```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 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)
{
    setcolor(2, 4);
 COORD c = { x, y };
    SetConsoleCursorPosition(
        GetStdHandle(STD_OUTPUT_HANDLE), c);
    printf(" <-0-> ");
}

void draw_bullet(int x, int y)
{
    setcolor(1, 0);
 COORD c = { x, y };
    SetConsoleCursorPosition(
        GetStdHandle(STD_OUTPUT_HANDLE), c);
    printf("o");
}

void erase_bullet(int x, int y)
{
    setcolor(0, 0);
 COORD c = { x, y };
    SetConsoleCursorPosition(
        GetStdHandle(STD_OUTPUT_HANDLE), c);
    printf(" ");
}

void erase_ship(int x, int y)
{
    setcolor(0, 0);
 COORD c = { x, y };
    SetConsoleCursorPosition(
        GetStdHandle(STD_OUTPUT_HANDLE), c);
    printf("       ");
```

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}

void bullet_shoot(int x, int y)
{
 if(y > 0)
    {
       erase_bullet(x, y); draw_bullet(x, --y);
    }
 else
    {
        erase_bullet(x, y);
    }
}

int main()
{
 char ch = ' ';
 int x, y;
    x = 23;
    y = 25;
 int bull_x[5];
 int bull_y[5];
 int bullet_state[5];
 int r_state = 0, l_state = 0, stop = 0;
 int i=0;
    setcursor(0);
 do
    {
  if(_kbhit())
        {
            ch = _getch();
   if(ch == 'a')
            {
                r_state = 0; l_state = 1; stop = 0;
            }
   if(ch == 'd')
            {
                r_state = 1; l_state = 0; stop = 0;
            }
   if(ch == 's')
            {
                r_state = 0; l_state = 0; stop = 1;
            }
   if(ch == ' '&& i<5)
            {
                bull_y[i]=24;
                bull_x[i]=x + 3;
                bullet_state[i]=1;
                i++;
            }
   else if(i == 5 && (bullet_state[0]==0 || bullet_state[1]==0 || bullet_state[2]==0 ||
bullet_state[3]==0 || bullet_state[4]==0))
            {
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            i =0;
        }
        fflush(stdin);
    }

if(l_state ==1 && x > 0)
    {
        erase_ship(x, y); draw_ship(--x, y); Sleep(20);
    }
else if(l_state ==1 && x <=0)
    {
        Sleep(20);
    }
if(r_state ==1 && x < 113)
    {
        erase_ship(x, y); draw_ship(++x, y); Sleep(20);
    }
else if(r_state ==1 && x >=113)
    {
        Sleep(20);
    }
if(stop ==1)
    {
        Sleep(20);
    }
if(bullet_state[0]==1)
    {
        bullet_shoot(bull_x[0], --bull_y[0]);
 if(bull_y[0]<=0)
        {
            bullet_state[0]=0;
        }
    }
if(bullet_state[1]==1)
    {
        bullet_shoot(bull_x[1], --bull_y[1]);
 if(bull_y[1]<=0)
        {
            bullet_state[1]=0;
        }
    }
if(bullet_state[2]==1)
    {
        bullet_shoot(bull_x[2], --bull_y[2]);
 if(bull_y[2]<=0)
        {
            bullet_state[2]=0;
        }
    }
if(bullet_state[3]==1)
    {
        bullet_shoot(bull_x[3], --bull_y[3]);
 if(bull_y[3]<=0)
        {
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                bullet_state[3] = 0;
            }
        }
   if (bullet_state[4] == 1)
        {
            bullet_shoot(bull_x[4], --bull_y[4]);
    if (bull_y[4] <= 0)
            {
                bullet_state[4] = 0;
            }
        }
    } while (ch != 'x');
 return 0;
}
```