

## Source code-2

```
#include<stdio.h>
#include<conio.h>
#include<dos.h>
#include<stdlib.h> int
i,j,A; int
y[7]={4,9,14,19,24};
int
x[7]={23,30,38,45,53};
int
xo1=20,yo1=2,xo2=60,
yo2=23;
int x1=31,y1=12,speed=300,score=0,life=2,n=3;

void
border() {
for(i=1;
i<=24; i++)
{
textcolor(1);
window(20,i
,31,i+1);
cprintf("Û");
window(60,i
,61,i+1);
cprintf("Û");
}   for(i=20; i<=60; i++)
{

    textcolor(15);
window(i,1,i+1,2);
cprintf("Û");
window(i,24,i+1,25);
cprintf("Û");
}

} int d; void obj()
{
for(d=0;
d<=4;
d++)
{
```

```

        textcolor(LIGHTCYAN);
window(x[d],y[d],x[d]+5,y[d]+1);
cprintf("BBBBB");

```

```

    }
for(j=21;
j<=59; j++)
{
textcolor(4);
window(j,yo1,j+1,
yo1+1);
cprintf("");
textcolor(4);
window(j,yo2,j+1 ,yo2+1);

```

```

        cprintf("-");
    }    textcolor(2);
window(x1,y1,x1+1,y1+1);
cprintf("");

```

```

}

```

```

void Score()
{

```

```

    textcolor(9);
window(2,3,20,4);
cprintf("ÉÍÍÍÍÍÍÍÍÍÍÍ»");
window(2,4,20,5);
    cprintf("°°");
window(2,5,20,6);
cprintf("ÈÍÍÍÍÍÍÍÍÍÍÍ¼");
textcolor(15);
window(4,4,20,5);
cprintf("SCORE = %d",score);

```

```

} void box() {
textcolor(9);
window(2,7,20
,8);
cprintf("ÉÍÍÍÍÍ
ÍÍÍÍÍ ÍÍ»");

```

```

window(2,8,20,9);
    cprintf("o");
window(2,9,20,10);
cprintf("ÈÍÍÍÍÍÍÍÍÍÍÍ¼"); } void Life()
{

    textcolor(9);
window(2,12,20,13);
cprintf("ÈÍÍÍÍÍÍÍÍÍÍÍ»")
;
window(2,13,20,14);
cprintf("o");


window(2,14,20,15
);
cprintf("ÈÍÍÍÍÍÍÍÍÍÍÍ¼");
textcolor(15);
window(5,13,10,14
);
cprintf("LIFE=");
if(life>0)
{
    for(i=1; i<=life; i++)
        {   textcolor(14);
window(10+i,13,11+i,14);
cprintf("%c",3);
        }   } else
        {
            textcolor(14);
window(10,13,13,14);   cprintf("
0 ");

        }
}void key() {   textcolor(
3);

    window(62,7,77,8);
    cprintf("ÚÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄ¿");
    window(62,8,77,9);
    cprintf("³³");
window(62,9,77,10);
    cprintf("ÀÄÄÄÄÄÄÄÄÄÄÄÄÄÄÙ");
    window(63,8,75,9);      textcolor(LIGHTCYAN);
```

```
cprintf("PAUCE = Space");
```

```
textcolor(3);
window(62,4,77,5);
cprintf("ÚÄÅÄÅÄÅÄÅÄÅÄÅÄÅÄ");
window(62,5,77,6);
cprintf("³          ³");
window(62,6,77,7);
```

```
cprintf("ÀÄÅÄÄÄÄÄÄÄÄÄÄÄÄÄÄÙ");  
window(63,5,76,6);  
textcolor(LIGHTCYAN);  
    cprintf("PLAY = press P");
```

```
    textcolor(3);  
window(62,10,77,11);  
cprintf("ÚÄÅÄÄÄÄÄÄÄÄÄÄÄÄ_");  
    window(62,11,77,12);  
    cprintf("³          ³");  
    window(62,12,77,13);  
    cprintf("ÀÄÄÄÄÄÄÄÄÄÄÄÄÄÄÄÙ");  
window(63,11,76,12);    textcolor(LIGHTCYAN);  
    cprintf("LEFT = press A");
```

[illegible]

```
    textcolor(3);  
window(62,16,79,19);  
cprintf("ÜÄÅÄÄÄÄÄÄÄÄÄÄÄÄÄÄ");  
    window(62,17,79,20);  
    cprintf("³          ³");
```

```
cprintf("ÀÄÅÄÄÄÄÄÄÄÄÄ  

ÄÄÄÜ");  

window(65,17,77,20);  

textcolor(LIGHTCYAN);  

cprintf("QUIT = ESC");
```

```
} void key_sound1() { sound(2000); delay(100); no_sound();  
}  
}  
}  
{  
    box();  
    window(5,8,15,9);  
    text_color(4);  
    cprintf("GAME OVER");  
    key_sound1();  
    key_sound1();  
    key_sound1();
```

```
y1=12,life=2,score=0,n=3,speed=3
00; getch();
}
```

```
void main() {
system("cls");
    _setcursortype(_NOCURSOR);
    border();
obj();
key();
Life();
Score();
score++;
textbackgrou
nd(0);
```

```
box();
textcolor(2);
window(5,8,15
```

```

,9);
cprintf("PLAY
ING...");
Score();
if(score%50==
0)
{
    speed-=30; if(speed<=60)
    {
        speed=60;    }
    }
if(kbhit()) {
    A=getch();
if(A==27)
{

    exit(0);
}
if(A=='A' || A=='a' || A==75)
{
    x1--;
}
else if(A=='s' || A=='S' || A==77)

{
x
1
+
+
;
}
else
if(A=
='')
{
    key_sound1();
while(!kbhit())
{
    box();
textcolor(2);
    window(5,8,15,9);

```

```

cprintf("PAUSED");
delay(100);
}
if(kbhit())
{
keyson
nd1();
main();
}
}
main(); }
if(!kbhit())
{
if(x1>=x[1] && x1<=x[1]+5 &&y1>=y[1]-2 && y1<=y[1]-1)
{ y1=y[1]-1;
y1--;
if(y1==2)
{
if(life<1) {
gameover();
main(); }
else {
life--; y1=12;
keysound1();
delay(500);
main();

}
}

}

else if(x1>=x[2] && x1<=x[2]+5 &&y1>=y[2]-2&& y1<=y[2]-1)
{
y1=y[2]-1; y1--; if(y1==2)
{
if(life==0)
{ gameover(); main();

```

```

}
else
{
life--;
keysound1();
delay(500);
y1=12;
main();

}
}
}

else if(x1>=x[3] && x1<=x[3]+5 &&y1>=y[3]-2 && y1<=y[3]-1)
{
y1=y[3]-
1;
y1--;
if(y1==2)
{

if(life==0)
{
Gameover();

main();
} else {
life--; y1=12;

keysound
1();
delay(500
);
main();

```



```
}  
}
```

```
}
```

```
else if(x1>=x[4] && x1<=x[4]+5 &&y1>=y[4]-2 && y1<=y[4]-1)  
{
```

```
y1=y[4]-  
1;  
y1--;  
if(y1==2)  
{
```

```
if(life==  
0) {
```

```
gameove  
r();  
main();
```

```
}  
e  
l  
s  
e  
{
```

```
life--;
```

```
y1=12;
```

```
keysound
```

```

1);
delay(500
);
main();

    }

    }
}

else if(x1>=x[0] && x1<=x[0]+5 &&y1>=y[0]-2 && y1<=y[0]-1)
{

y1=y[0]-
1;
y1--;
if(y1==2)
    {

if(lif
e==0
)
{

game
over(
);
main
();
}
else
    {

life--;

```

```
y1=12;
```

```
keysound1();
```

```
delay(500);
```

```
main();
```

```
}
```

```
}
```

```
}
```

```
else
```

```
{ y1++;
```

```
if(y1>=24)
```

```
{
```

```
if(life
```

```
==0)
```

```
{
```

```
game
```

```
over()
```

```
;
```

```
main(
```

```
);
```

```
}
```

```
else
```

```
{
```

```
life--;
```

```
y1=12;
```

```
keysound
1);
delay(500
);
main();

}
}

} for(j=0; j<5; j++)
{ y[j]--;
if(y[j]<=1)
{
y[j]=
23;

}

}

delay(speed);
main();
}

}
```