```
function
        constant
                INTEGER ROWS :=10;
                INTEGER COLS :=10;
        endconstant
        var
                INTEGER option := 0;
                INTEGER table[ROWS][COLS];
                INTEGER table2[ROWS][COLS];
                INTEGER positionX := 0;
                INTEGER positionY := 0;
        endvar
        for i:=0 to COLS do
                for j:=0 to ROWS do
                        table[i][j] := 0;
                        j := j + 1;
                endfor
                i := i+1;
        endfor
        do
                WRITE  "1.easy\n 2.medium\n 3.hard\n 4.extreme\n 0.Exit\n”;
                WRITE "what difficulty would you like to select:\n";
                READ option;
                if option == 1 then
                        WRITE "the difficulty  is easy:\n";
                 if else option ==  2 then
                        WRITE  "the difficulty  is medium:\n";
                if else option == 3
                        WRITE  "the difficulty  is hard:\n";
                if else option == 4
                        WRITE  "the difficulty  is extreme:\n";
                else
                        WRITE "try again,select other number: \n";
        while option< OR option >4;
        for i := 0 to 4 do
                WRITE “build your float”;
                WRITE “ ”;
                for n := 0 to COLS do
                        WRITE “n + 65” ;
                        n := n+1;
                endfor
                i := i+1;
        endfor
        WRITE “\n”;
        for y := 0  to ROW   do
                WRITE “y + 1”;
                for x := 0 to COLS do
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                    if table[y][x] != 1
                            WRITE “254”;
                    else
                            WRITE “88”;
                    endif
                    x := x+1;
            endfor
            y := y+1;
            WRITE ” \n”;
endfor
do
            WRITE”insert value of row:”;
            READ “positionX”;
while positionX < 0 OR positionX>10;
do
            WRITE”insert value of col:”;
            READ “positionY”;
while positionY < 96 OR positionY>106;
 table[positionX - 1][positionY - 97] = 1

for i := 0 to COLS do
            for j := 0 to ROW do
                    table2[i][j] = 0;
                    j := j+1;
            endfor
            i := i+1;
endfor
for i := 0 to 4 do
            WRITE”target to attack ”;
            WRITE”  ”;
            i := i+1;
endfor
for n := 0 to COLS do
            WRITE”n+65”;
            n := n+1;
endfor
WRITE”\n”;
for y := 0 to ROW do
            WRITE”y+1”;
            for x := 0 to COLS
                    if table2[y][x] == 1 then
                            WRITE” 88”;
                    else if table2[y][x] == 2
                            WRITE”43";
                    else
                            WRITE”45”;
                            j := j+1;
                    endif
```

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                endfor
                WRITE"\n";

                y:= y+1;
        endfor
        do
                WRITE “insert value of row:”;
                READ “positionX”;
        while positionY < 96 OR positionY > 106;
        if table[positionX - 1][positionY - 97] == 1 then
                table2[positionX - 1][positionY - 97] = 1;
                WRITE”table[positionX - 1][positionY - 97]”;
        else if   table2[positionX - 1][positionY - 97] = 2 then
                WRITE”positionX, positionY, positionX - 1, positionY - 97”;
        endif
endfunction
```