

```
//65010495 ชีววัฒน์ เอียวสกุลรัตน์ Lab5
```

```
#include<stdio.h>
```

```
#include <windows.h>
```

```
#include<conio.h>
```

```
void draw_ship(int x, int y)
```

```
{
```

```
    COORD c = { x, y };
```

```
    SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
```

```
    printf("<-0->");
```

```
}
```

```
void erase_ship(int x, int y)
```

```
{
```

```
    COORD c = { x, y };
```

```
    SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
```

```
    printf("      ");
```

```
}
```

```
int check_x(int x, char ch)
```

```
{
```

```
    if (x == 0 && ch == 'a')
```

```
    {
```

```
        return x;
```

```
    }
```

```
    if (x == 80 && ch == 'd')
```

```
    {
```

```
        return x;
```

```
    }
```

```
    if (ch == 'a')
```

```
    {
```

```
        return x - 1;
```

```
    }
```

```
    if (ch == 'd')
```

```
    {
```

```
        return x + 1;
```

```
    }
```

```
}
```

```
int check_y(int y, char ch)
```

```
{
```

```
    if (y == 0 && ch == 'w')
```

```
    {
```

```
        return y;
```

```
    }
```

```

    if (y == 50 && ch == 's')
    {
        return y;
    }
    if (ch == 'w')
    {
        return y - 1;
    }
    if (ch == 's')
    {
        return y + 1;
    }
}

int main()
{
    char ch = ' ';
    int x = 38, y = 20;
    draw_ship(x,y);
    do {
        if (_kbhit())
        {
            erase_ship(x, y);
            ch = _getch();
            if (ch == 'a')
            {
                x = check_x(x, ch);
                draw_ship(x, y);
            }
            if (ch == 'd')
            {
                x = check_x(x, ch);
                draw_ship(x, y);
            }
            if (ch == 'w')
            {
                y = check_y(y, ch);
                draw_ship(x, y);
            }
            if (ch == 's')
            {
                y = check_y(y, ch);
                draw_ship(x, y);
            }
        }
    }
}

```

```
        Sleep(500);  
    }  
    while (ch != 'x');  
    return 0;  
}
```

