

```
1  #include<stdio.h>
2  #include<windows.h>
3  #include<conio.h>
4  void gotoxy(int x, int y)
5  {
6      COORD c = { x, y };
7      SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
8  }
9  void setcursor(bool visible)
10 {
11     HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
12     CONSOLE_CURSOR_INFO lpCursor;
13     lpCursor.bVisible = visible;
14     lpCursor.dwSize = 20;
15     SetConsoleCursorInfo(console, &lpCursor);
16 }
17 //set color
18 void setcolor(int fg, int bg)
19 {
20     HANDLE hConsole = GetStdHandle(STD_OUTPUT_HANDLE);
21     SetConsoleTextAttribute(hConsole, bg * 16 + fg);
22 }
23 //draw ship
24 void draw_ship(int x, int y)
25 {
26     gotoxy(x, y);
27     setcolor(2, 4);
28     printf(" <-0-> ");
29 }
30 //erase ship
31 void erase_ship(int x, int y)
32 {
33     //COORD c = { x, y };
34     //SetConsoleCursorPosition(GetStdHandle(STD_OUTPUT_HANDLE), c);
35     gotoxy(x, y);
36     setcolor(0, 0);
37     printf("      ");
38 }
39 //bullet
40 void draw_bullet(int x, int y)
41 {
42     gotoxy(x, y);
43     setcolor(2, 0);
44     printf("^");
45 }
46 //erase_bullet
47 void erase_bullet(int x, int y)
48 {
49     gotoxy(x, y);
50     setcolor(0, 0);
51     printf(" ");
52 }
53
```

```

53
54 int main()
55 {
56     setcursor(0);
57
58     char ch = ' ';
59     int x = 38, y = 20;
60
61     char direction = '0';
62
63     int statebullet[5] = { 0,0,0,0,0 };
64     int bx[5];
65     int by[5];
66     int n = 0;
67     draw_ship(x, y);
68     do {
69
70         if (_kbhit()) {
71             ch = _getch();
72             if (ch == 'a')
73             {
74                 direction = 'L'; //left
75             }
76             if (ch == 'd')
77             {
78                 direction = 'R'; //right
79             }
80             if (ch == 's')
81             {
82                 direction = 'S'; //Stop
83             }
84             if (ch == ' ' && statebullet[n] == 0)
85             {
86                 statebullet[n] = 1; //statebullet On
87                 bx[n] = x + 3;
88                 by[n] = y - 1;
89                 n++;
90                 //reset bullet
91                 if (n > 4 )
92                 {
93                     n = 0;
94                 }
95             }
96             fflush(stdin);
97         }
98
99         //check
100         if (direction == 'L' && x != 0)
101         {
102             erase_ship(x, y);
103             draw_ship(--x, y);
104         }
105         if (direction == 'R' && x != 80)
106         {
107             erase_ship(x, y);
108             draw_ship(++x, y);
109         }
110         if (direction == 'S' || x == 0 || x == 80)
111         {
112             draw_ship(x, y);
113         }
114         //Run statebullet
115         for (int j = 0; j < 5; j++)
116         {
117             if (statebullet[j] == 1)
118             {
119                 erase_bullet(bx[j], by[j]); //erase current bullet
120                 if (by[j] == 2)
121                 {
122                     statebullet[j] = 0; //ออกจอแล้วถึงเคสียร์
123                 }
124                 else
125                     draw_bullet(bx[j], --by[j]); //วาดใหม่ด้านบน
126             }
127         }
128         Sleep(100);
129     } while (ch != 'x');
130     return 0;
131 }

```

