

## **ClearConsole() in C++**

- **Code tham khảo:**

```
#include <windows.h>

void ClearScreen()
{
    HANDLE          hStdOut;
    CONSOLE_SCREEN_BUFFER_INFO csbi;
    DWORD           count;
    DWORD           cellCount;
    COORD           homeCoords = { 0, 0 };
    hStdOut = GetStdHandle( STD_OUTPUT_HANDLE );
    if (hStdOut == INVALID_HANDLE_VALUE) return;
    if (!GetConsoleScreenBufferInfo( hStdOut, &csbi )) return;
    cellCount = csbi.dwSize.X *csbi.dwSize.Y;
    if (!FillConsoleOutputCharacter(
        hStdOut,
        (TCHAR) ' ',
        cellCount,
        homeCoords,
        &count
    )) return;
    if (!FillConsoleOutputAttribute(
        hStdOut,
        csbi.wAttributes,
        cellCount,
        homeCoords,
        &count
    )) return;
    SetConsoleCursorPosition( hStdOut, homeCoords );
}
```

- **Code của nhóm:**

```
void XuLy::clearScreen()
{
    HANDLE hConsole = GetStdHandle(STD_OUTPUT_HANDLE);
    COORD coordScreen = {0, 0};
    DWORD cCharsWritten;
    CONSOLE_SCREEN_BUFFER_INFO csbi;
    DWORD dwConSize;

    if (!GetConsoleScreenBufferInfo(hConsole, &csbi))
```

```

{
    throw runtime_error("Loi: GetConsoleScreenBufferInfo");
    return;
}
dwConSize = csbi.dwSize.X * csbi.dwSize.Y;

if (!FillConsoleOutputCharacter(hConsole, (TCHAR)' ', dwConSize,
coordScreen, &cCharsWritten))
{
    throw runtime_error("Loi: FillConsoleOutputCharacter");
    return;
}
if (!FillConsoleOutputAttribute(hConsole, csbi.wAttributes, dwConSize,
coordScreen, &cCharsWritten))
{
    throw runtime_error("Loi: FillConsoleOutputAttribute");
    return;
}
SetConsoleCursorPosition(hConsole, coordScreen);
}

```

- **Phần mới trong Code của nhóm:** báo ngay lỗi tới terminal để dễ dàng thực hiện fixbug hơn.