

## Clear console

```
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 );
}
```