How to use gotoxy() in codeblocks?

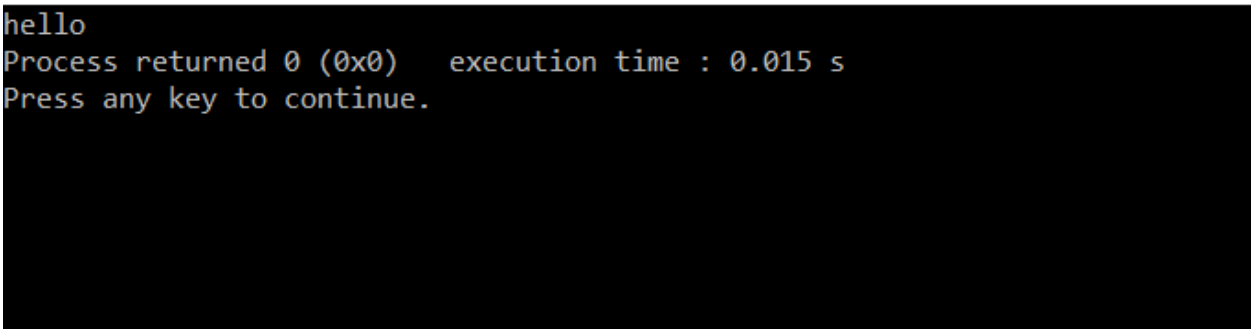
- Difficulty Level : Basic
- Last Updated : 18 May, 2021

The **gotoxy() function** places the cursor at the desired location on the screen. This means it is possible to change the cursor location on the screen using the **gotoxy() function**. It is basically used to print text wherever the cursor is moved. Below is the C program to print the "hello" message on the screen without using the gotoxy() function:

- C

```
// C program for the above approach

#include <stdio.h>



// Driver Code

void main()

{

    printf("hello");

}
```

Output:



Explanation: The message "hello" is print on the top left side of the screen by default. So to print text at a particular coordinate use the gotoxy() function.

gotoxy() In Code::Blocks:

Code blocks don't have a gotoxy() predefined function. Therefore, "**SetConsoleCursorPosition()"** can be used to carry out the same procedure. To use this function add a header file called **#include<windows.h>**. The arguments for **SetConsoleCursorPosition()** are:

- **Handle:** To get the value of handle, call a predefined function **"GetStdHandle(STD_OUTPUT_HANDLE)".**
- **Coord:** The predefined function used to get X and Y coordinates.

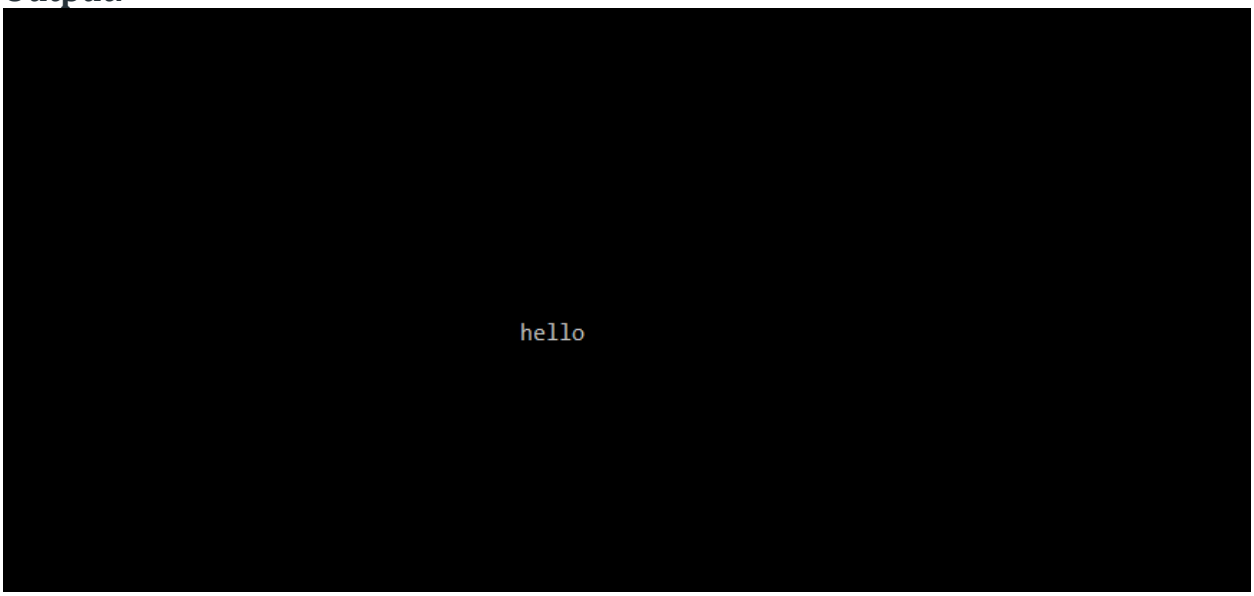
Note: A screen has 25 lines and 80 columns.
Below is the implementation of the above-discussed function to print the "hello" message in the center of the screen:

- C

```
// C program for the above approach



#include <stdio.h>

#include <windows.h>



// Driver Code

void main()

{

    // Input

    COORD c;

    c.X = 40;
```

```
    c.Y = 16;



    SetConsoleCursorPosition(

        GetStdHandle(STD_OUTPUT_HANDLE), c);



    printf("hello");

    getch();

}
```

Output:



Note: Any value for **X** and **Y** can be used to print the desired text at any location on the screen. Here, **X** is used for the vertical axis and **Y** is used for the horizontal axis.