**《C语言编写简单进度条动态显示加载进度》**

#include <stdio.h>

#include <windows.h>

//进度条长度

#define LEN 25

//函数声明

void HideCursor();

void Gotoxy(int x, int y);

void DrawBox();

int main(void)

{

int len;

HideCursor(); //隐藏光标

DrawBox(); //画方框

//画进度条

for(len = 1; len <= LEN; len++)

{

Gotoxy(2 \* len, 1

);

printf("█");

Gotoxy(21, 4);

printf("已完成%d%%", 4 \* len);

Sleep(100);

}

//打印已完成

Gotoxy(21, 4);

printf("下载已完成");

printf("\n更多程序下载");

Sleep(1000);

system("start http://code.google.com/p/c-programming-language/downloads/list");

return 0;

}

//隐藏光标，头文件<windows.h>

void HideCursor()

{

CONSOLE\_CURSOR\_INFO cursor\_info = {1, 0}; //后边的0代表光标不可见

SetConsoleCursorInfo(GetStdHandle(STD\_OUTPUT\_HANDLE), &cursor\_info);

}

//光标移动，头文件<windows.h>

void Gotoxy(int x, int y)

{

HANDLE hout; //定义句柄变量hout

COORD coord; //定义结构体coord

coord.X = x;

coord.Y = y;

hout = GetStdHandle(STD\_OUTPUT\_HANDLE); //获得标准输出（屏幕）句柄

SetConsoleCursorPosition(hout, coord); //移动光标

}

//画边框，头文件<stdio.h>

void DrawBox()

{

printf("╔═════════════════════════╗");

putchar('\n');

printf("║ ║");

putchar('\n');

printf("╚═════════════════════════╝");

}