Tutorial 8 - Programming Practice III

This tutorial is yet another exercise in writing C programs. In this tutorial you will write a program to emulate the "Etch-a-Sketch" drawing toy.

In this tutorial you will write a program to emulate the "Etch-a-Sketch" toy. Your program should begin by clearing the screen using the clrscr() function (defined in the header file conio.h), then enter an infinite loop in which it reads characters from the keyboard using the getch() function and prints an 'X' character on the screen to allow you to draw pictures on the screen.

The input characters u, d, l, or r should move the cursor up, down, left or right by one position (using the gotoxy() function) and then print one character (X) using the putchar() function.

You will have to keep track of the current cursor position using two integer variables (e.g. x and y). You should initialize these variables so that the drawing starts approximately at the center of the screen.

Note that the x screen coordinates range from 0 to 79 (left to right) and the y coordinates go from 0 to 24 (top to bottom).

As usual, try to decompose the problem into simpler parts until you think each one of them can be expressed as a C statement.