

Tutorial 9 - Programming Practice IV

In this tutorial you will write a screen saver program that writes your name in random locations on the screen.

Write a void function, `putmsg()` that takes 2 integer arguments, `x` and `y`, and a character array argument, `msg`. The function should move to the given `x`, `y` location on the screen using the `gotoxy()` function and print the string at that location using the `puts` function. You will need to include the `conio.h` include file to use the function `gotoxy()`.

Write a main program that repeatedly does the following things:

- clears the screen using the `clrscr()` function
- generates two random numbers using the function `random()`. The first number (`x`) should be between 0 and 79 and the second (`y`) should be between 0 and 24. You will need to include the `stdlib.h` include file to use the `random()` function.
- calls the `putmsg()` function to print your name at the random `x`, `y` position.
- uses the `sleep()` function to pause for 1 second

If you have extra time, modify the `putmsg()` function so that the printed name never “wraps around” the right hand side of the screen.