

游戏及学习控制管理器 PDF转换可能丢失图片或格式，建议阅读原文

https://www.100test.com/kao_ti2020/254/2021_2022_E6_B8_B8_E6_88_8F_E5_8F_8A_E5_c97_254690.htm /*控制主程序control.exe*/ #include #include #include #define MAX 100 typedef struct { char name[30]. char path[100]. char exename[30]. char taskname[30]. } list. list gamelist[MAX]. char password[20]. int recordnum. int points. char p[70]. int initcontrol() { FILE *input,*output. char temp[80]. int i. input=fopen("Control.ini","r"). output=fopen("Control.tmp","w"). while(!feof(input)) { fgets(temp,80,input). if(temp[0]!='.') fputs(temp,output). } fclose(input). fclose(output). input=fopen("Control.tmp","r"). fscanf(input,"%d",amp.points,password). fclose(input). } int startgame(int time) { int n. int i. printf("\n请选择游戏 : 1-%d\n",recordnum). for(i=0.i choice: scanf("%d",amp.n). if(n==1) { printf("现有点数:%d\n你游戏的每分钟将耗点数1\n",points). printf("请设定游戏时间 [单位 : 分钟]\n"). re: scanf("%d",&time). if(time>points) { printf("点数不够，请重新输入\n"). goto re. } points=points-time. output=fopen("Control","w"). fprintf(output,"%d\n%s",points,password). startgame(time). } 100Test 下载频道开通，各类考试题目直接下载。详细请访问 www.100test.com