

计算机二级考试C\_C推箱子游戏计算机二级考试 PDF转换可能丢失图片或格式，建议阅读原文

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https://www.100test.com/kao_ti2020/558/2021_2022__E8_AE_A1_
E7_AE_97_E6_9C_BA_E4_c97_558184.htm #include"stdio.h"
#include"bios.h" #define LEFT 75 #define RIGHT 77 #define
UPPER 72 #define DOWN 80 #define ESC 27 struct Boxss /*定义
箱子结构体,其中包含坐标属性*/ { int x,y. }. union keyboard /*定
义读取键盘码的共用体类型*/ { unsigned int iKeyInfo. char
chKeyBit[2]. }. int fnGetKey(void) /*定义读取键盘码的函数*/ {
union keyboard uniKey1. /*定义读取键盘码的共用体变量*/
while(bioskey(1)==0). /*检测用户是否按键*/
uniKey1.iKeyInfo=bioskey(0). /*读取按键信息*/
return(uniKey1.chKeyBit[0]==0?uniKey1.chKeyBit[1]:uniKey1.ch
KeyBit[0]). /*返回ASCII码或扩充码*/ } void main() { int
iKey,x=11,y=6,tx=11,ty=6. /*x,y为人物移动后坐标,tx,ty为人物移
动前坐标*/ struct Boxss Box[4]. /*定义箱子数量*/ int
chMap[10][10]={ /*用二维数组定义地图*/ {0,0,0,0,0,0,0,0,0,0},
/*0表示墙1表示路2表示目标*/ {0,1,0,0,0,0,1,1,1,0},
{0,1,0,2,0,0,1,0,1,0}, {0,1,0,1,0,0,1,0,1,0}, {0,1,1,1,0,0,1,0,1,0},
{0,1,0,0,0,0,1,0,1,0}, {0,1,1,1,1,1,1,0,1,0}, {0,1,0,1,0,0,0,0,2,0},
{0,2,0,1,1,1,1,2,0,0}, {0,0,0,0,0,0,0,0,0,0}, }. int i,j. Box[0].x=13. /*定
义箱子的坐标属性*/ Box[1].x=11. Box[2].x=14. Box[3].x=18.
Box[0].y=8. Box[1].y=7. Box[2].y=13. Box[3].y=7. while(1) /*反复
进行求移动的坐标运算*/ { for(i=0.ilt.10.j ) { if(chMap[i][j]==0)
printf("#"). if(chMap[i][j]==1) printf(" "). if(chMap[i][j]==2)
printf("X"). } } 100Test 下载频道开通，各类考试题目直接下载
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