Window Control

```
////////////////////////////////////////////////
//
//setCursorPosition
//
// Routine to hold the display still and rewrite each cycle
// Sets the cursor location for drawing
//
// NOTE: x,y here translates to column,row in an array
//
////////////////////////////////////////////////
void SumoBotDerby::setCursorPosition(int x, int y){
    static const HANDLE hOut = GetStdHandle(STD_OUTPUT_HANDLE);
    std::cout.flush();
    COORD coord = { (SHORT)x, (SHORT)y };
    SetConsoleCursorPosition(hOut, coord);
}
```

```
////////////////////////////////////////////////
//
// printDerby
//
// prints the current state of the derby (board) to
// the screen along with current number of Bots
// Note: could be modified to only rewrite changes
//
////////////////////////////////////////////////
void SumoBotDerby::printDerby(void){
  for(int r=0; r < ARENA_L; r++){
    for(int c=0; c < ARENA_W; c++){
      // NOTE: position switch due to setCursorPosition orientation x,y --> c,r
      setCursorPosition(c, r);
      if(arena[r][c] == nullptr)
        cout << " ";
      else if(arena[r][c]->getType() == '_')
        cout << "-";
       . . .
  cout << "Time Step: " << time_step << "   Johnson Bots: " << getJbotCount()
       << "   Widder Bots: " << getWbotCount() << endl;
}
```