

```
// WW1_1.cpp : Defines the entry point for the console application.
```

```
//Escape sequence
```

```
#include "stdafx.h"
```

```
#include <stdio.h>
```

```
#include "windows.h" //for Sleep(...)
```

```
int _tmain(int argc, _TCHAR* argv[])
```

```
{
```

```
    /*tabulacja*/
```

```
    printf("tabulacja\n");
```

```
    printf("abcd\t");
```

```
    printf("efgk\t");
```

```
    Sleep(2000); //zatrzymujemy wykonanie programu o 2 sek
```

```
    printf("\n\n");
```

```
    /*back space*/
```

```
    printf("back space\n");
```

```
    printf("abcd");
```

```
    printf("\babcd");
```

```
    printf("\b\babcd");
```

```
    Sleep(2000);
```

```
    printf("\n\n");
```

```
    /*return carriage*/
```

```
    printf("return carriage\n");
```

```
    printf("progress: 10%%");
```

```
    Sleep(1000);
```

```
    printf("\r");
```

```
    printf("progress: 20%%");
```

```
    Sleep(1000);
```

```
    printf("\r");
```

```
    system("pause");
```

```
    return 0;
```

```
}
```