Module Module1

 Dim SnowX(200), SnowY(200)

 Sub Main()

 Dim counter As Integer

 Randomize()

 Console.SetWindowSize(110, 70)

 For counter = 1 To 200

 SnowX(counter) = CInt(Int((108 \* Rnd()) + 1))

 SnowY(counter) = CInt(Int((68 \* Rnd()) + 1))

 Next

 For counter = 1 To 200

 If counter <> 1000 Then Console.Clear()

 Snowfall(counter)

 System.Threading.Thread.Sleep(250)

 Next

 Console.ReadLine()

 End Sub

 Sub DrawSnow(x As Integer, y As Integer)

 Console.SetCursorPosition(x + 1, y)

 Console.Write("\*")

 Console.SetCursorPosition(x, y + 1)

 Console.Write("\*\*\*")

 Console.SetCursorPosition(x + 1, y + 2)

 Console.Write("\*")

 End Sub

 Sub Snowfall(Limit As Integer)

 Dim counter As Integer

 For counter = 1 To Limit

 SnowY(counter) = (SnowY(counter) + 1) Mod 68

 SnowX(counter) = (SnowX(counter) + CInt(Int(3 \* Rnd()))) Mod 108

 DrawSnow(SnowX(counter), SnowY(counter))

 Next

 End Sub

End Module