SORU 1

1.Blok

sf::CircleShape d1(50),d2(90),d3(30),d4(60);

d4.setPosition(240, 240);

d3.setPosition(70, 270);

d2.setPosition(210, 10);

d1.setPosition(50, 50);

d1.setFillColor(sf::Color::Green);

d2.setFillColor(sf::Color::Blue);

d3.setFillColor(sf::Color::Red);

d4.setFillColor(sf::Color::Yellow);

sf::RectangleShape dortgen;

dortgen.setSize(sf::Vector2f(200, 200));

dortgen.setPosition(100, 100);

2.Blok

pencere.draw(d1);

pencere.draw(d2);

pencere.draw(dortgen);

pencere.draw(d3);

pencere.draw(d4);

Soru 2

1.Blok

sf::RectangleShape kare;

kare.setSize(sf::Vector2f(50, 50));

kare.setFillColor(sf::Color::Red);

kare.setPosition(0, 0);

sf::Clock saat;

sf::Time gecenSure= saat.restart();

float cerceveSuresi = 1 / 30.0f;

sf::Vector2f artis;

sf::Vector2f konum;

2.Blok

if (gecenSure.asSeconds() >= cerceveSuresi)

{

konum += artis;

kare.setPosition(konum);

gecenSure = sf::Time::Zero;

}

if (sf::Keyboard::isKeyPressed(sf::Keyboard::Left))

artis = sf::Vector2f(-1, 0);

if (sf::Keyboard::isKeyPressed(sf::Keyboard::Right))

artis = sf::Vector2f(1, 0);

if (sf::Keyboard::isKeyPressed(sf::Keyboard::Down))

artis = sf::Vector2f(0, 1);

if (sf::Keyboard::isKeyPressed(sf::Keyboard::Up))

artis = sf::Vector2f(0, -1);

gecenSure += saat.restart();

pencere.clear();

pencere.draw(kare);

Soru 3

**1.Blok**

sf::Clock saat;

sf::Time gecenSure= saat.restart();

sf::Texture kaplama;

kaplama.loadFromFile("resimler/hero.png");

std::vector<sf::Sprite> resimler;

for (int i = 0; i < 8; i++)

{

sf::Sprite siradaki;

siradaki.setTexture(kaplama);

siradaki.setTextureRect(sf::IntRect(25+51\*i, 856, 50, 57));

resimler.push\_back(siradaki);

}

float cerceveSuresi = 1 / 10.0f;

int aktif = 0;

**2.Blok**

if (gecenSure.asSeconds() >= cerceveSuresi)

{

aktif++;

aktif = aktif % 8;

gecenSure = sf::Time::Zero;

}

gecenSure += saat.restart();

pencere.clear();

pencere.draw(resimler[aktif]);

Soru4

**Blok 1**

sf::CircleShape yatay(50),dikey(50);

yatay.setFillColor(sf::Color::Green);

yatay.setPosition(150, 150);

dikey.setFillColor(sf::Color::Red);

dikey.setPosition(150, 150);

sf::Clock saat;

sf::Time gecenSure= saat.restart();

float cerceveSuresi = 1 / 40.0f;

float x = 150;

float y = 150;

float xArtis = 1;

float yArtis = 1;

bool uygulamaBaslasin = false;

**Blok 2**

if (gecenSure.asSeconds() >= cerceveSuresi)

{

if (uygulamaBaslasin == true)

{

x += xArtis;

y += yArtis ;

yatay.setPosition(x, 150);

dikey.setPosition(150, y);

if (x == 300)

xArtis = -1;

if (x == 0 )

xArtis = 1;

if (y == 300)

yArtis = -1;

if (y == 0)

yArtis = 1;

}

gecenSure = gecenSure.Zero;

}

if (sf::Keyboard::isKeyPressed(sf::Keyboard::Space))

uygulamaBaslasin = true;

gecenSure += saat.restart();

pencere.clear();

pencere.draw(yatay);

pencere.draw(dikey);