

Oefening 6.6

```
public partial class MainWindow : Window
{
    private DispatcherTimer timer = new DispatcherTimer();
    private int seconden;
    private SolidColorBrush myBrush = new SolidColorBrush(Colors.DarkSalmon);
    private Rectangle minutenRechthoek;
    private Rectangle secondenRechthoek;

    public MainWindow()
    {
        InitializeComponent();

        minutenRechthoek = CreateRect(0, 20, 0, 30);
        secondenRechthoek = CreateRect(0, 70, 0, 30);

        timer.Interval = TimeSpan.FromSeconds(1);
        timer.Tick += timer_Tick;
        timer.Start();
    }

    private void timer_Tick(object sender, EventArgs e)
    {
        seconden += 1;
        int getekendeseconden = seconden % 60;
        int getekendeminuten = seconden % 3600 / 60;
        // door % 3600 blijft je programma nog werken na een uur
        minutenRechthoek.Width = getekendeminuten * 30;
        secondenRechthoek.Width = getekendeseconden * 10;
    }

    private Rectangle CreateRect(double x, double y, double width, double height)
    {
        Rectangle rect = new Rectangle();
        rect.Fill = myBrush;
        rect.Width = width;
        rect.Height = height;
        rect.Margin = new Thickness(x, y, 0, 0);
        timeCanvas.Children.Add(rect);

        return rect;
    }
}
```

```
<Window x:Class="Oef6_6_TijdMetRechthoeken.MainWindow"
        xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        Title="Oef 6.6 Tijd met rechthoeken" Height="215" Width="670">
    <Grid>
        <Canvas HorizontalAlignment="Left" Height="130" Margin="33,25,0,0"
                VerticalAlignment="Top" Width="600"
                Name="timeCanvas" Background="BlanchedAlmond"/>
    </Grid>
</Window>
```