Problem 14

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using static System.Windows.Forms.LinkLabel;

namespace Problem14

{

public class CLine

{

public int X, Y, W, H;

public Color cl;

}

public class CActorEgg

{

public int X, Y;

public Bitmap im;

}

public class CActorMickey

{

public int X, Y;

public List<Bitmap> img;

public int iFrame;

}

public class CActorCoin

{

public int coinX, coinY;

public Bitmap im;

public int lineX, lineY;

public int lineH, lineW;

}

public partial class Form1 : Form

{

public Form1()

{

this.WindowState = FormWindowState.Maximized;

this.Load += Form1\_Load;

this.Paint += Form1\_Paint;

this.KeyDown += Form1\_KeyDown;

this.MouseDown += Form1\_MouseDown;

}

List<CLine> Llines = new List<CLine>();

List<CActorEgg> LEggsLeft = new List<CActorEgg>();

List<CActorEgg> LEggsRight = new List<CActorEgg>();

List<CActorCoin> LCoin = new List<CActorCoin>();

int flag = 0;

int k = 0;

bool check;

Bitmap off;

CActorMickey mickey;

private void Form1\_MouseDown(object sender, MouseEventArgs e)

{

if (e.Button == MouseButtons.Left)

{

for (int i = 0; i < LCoin.Count; i++)

{

if (isClick(LCoin[i], e.X, e.Y) != -1)

{

CActorEgg egg = new CActorEgg();

egg.X = LCoin[i].coinX;

egg.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/egg1.bmp");

if (i == 0 || i == 2)

{

egg.Y = this.ClientSize.Height / 2 - 13;

}

else if (i == 1 || i == 3)

{

egg.Y = this.ClientSize.Height / 2 - 13 + 50;

}

if (i == 0 || i == 1)

{

LEggsLeft.Add(egg);

}

else if (i == 2 || i == 3)

{

LEggsRight.Add(egg);

}

DrawNewCoin(i);

break;

}

}

}

DrawDubb(this.CreateGraphics());

}

private void Form1\_KeyDown(object sender, KeyEventArgs e)

{

switch (e.KeyCode)

{

case Keys.Space:

check = CheckEggs();

if (check == false)

{

flag = MoveEggs(flag);

}

break;

case Keys.Up:

if (mickey.iFrame == 2)

{

mickey.iFrame = 0;

}

else if (mickey.iFrame == 3)

{

mickey.iFrame = 1;

}

break;

case Keys.Down:

if (mickey.iFrame == 0)

{

mickey.iFrame = 2;

}

else if (mickey.iFrame == 1)

{

mickey.iFrame = 3;

}

break;

case Keys.Right:

if (mickey.iFrame == 0)

{

mickey.iFrame = 1;

}

else if (mickey.iFrame == 2)

{

mickey.iFrame = 3;

}

break;

case Keys.Left:

if (mickey.iFrame == 1)

{

mickey.iFrame = 0;

}

else if (mickey.iFrame == 3)

{

mickey.iFrame = 2;

}

break;

}

DrawDubb(this.CreateGraphics());

}

private void Form1\_Paint(object sender, PaintEventArgs e)

{

CreateLines();

DrawDubb(e.Graphics);

}

private void Form1\_Load(object sender, EventArgs e)

{

CreateLines();

CreateEggs();

off = new Bitmap(this.ClientSize.Width, this.ClientSize.Height);

CreateMickey();

}

void CreateEggs()

{

Random rr = new Random();

int xEggs;

int yEggs = this.ClientSize.Height / 2 - 22;

for (int i = 0; i < 2; i++)

{

CActorEgg pnn = new CActorEgg();

pnn.X = rr.Next(0, this.ClientSize.Width / 2 - 150);

pnn.Y = yEggs;

pnn.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/egg1.bmp");

LEggsLeft.Add(pnn);

yEggs += 60;

}

yEggs = this.ClientSize.Height / 2 - 22;

for (int i = 0; i < 2; i++)

{

CActorEgg pnn = new CActorEgg();

pnn.X = rr.Next(this.ClientSize.Width / 2 + 200, this.ClientSize.Width - 40);

pnn.Y = yEggs;

pnn.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/egg1.bmp");

LEggsRight.Add(pnn);

yEggs += 60;

}

}

void CreateLines()

{

int xLine = 0;

int yLine = this.ClientSize.Height / 2;

for (int i = 0; i < 2; i++)

{

CLine pnn = new CLine();

pnn.X = xLine;

pnn.Y = yLine;

pnn.W = this.ClientSize.Width / 2 - 60;

pnn.H = 20;

pnn.cl = Color.DarkRed;

Llines.Add(pnn);

yLine += 55;

}

xLine = this.ClientSize.Width / 2 + 55;

yLine = this.ClientSize.Height / 2;

for (int i = 0; i < 2; i++)

{

CLine pnn = new CLine();

pnn.X = xLine;

pnn.Y = yLine;

pnn.W = this.ClientSize.Width / 2;

pnn.H = 20;

pnn.cl = Color.DarkRed;

Llines.Add(pnn);

yLine += 55;

}

}

void CreateMickey()

{

mickey = new CActorMickey();

Random RR = new Random();

mickey.img = new List<Bitmap>();

for (int k = 0; k < 4; k++)

{

Bitmap img = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/mickey" + (k + 1) + ".bmp");

img.MakeTransparent(img.GetPixel(0, 0));

mickey.img.Add(img);

}

mickey.X = this.ClientSize.Width / 2 - 50;

mickey.Y = this.ClientSize.Height / 2 - 10;

mickey.iFrame = RR.Next(0, 3);

}

int MoveEggs(int flag)

{

for (int i = 0; i < LEggsLeft.Count; i++)

{

CActorEgg ptrav = LEggsLeft[i];

ptrav.X += 5;

if (flag == 0)

{

ptrav.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/egg1.bmp");

}

else if(flag==1)

{

ptrav.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/egg3.bmp");

}

else if(flag==2)

{

ptrav.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/egg2L.bmp");

}

}

for (int i = 0; i < LEggsRight.Count; i++)

{

CActorEgg ptrav = LEggsRight[i];

ptrav.X -= 5;

if (flag == 0)

{

ptrav.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/egg1.bmp");

}

else if (flag == 1)

{

ptrav.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/egg3.bmp");

}

else if (flag == 2)

{

ptrav.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/egg2R.bmp");

}

}

if (flag == 0)

{

flag = 1;

}

else if (flag == 1)

{

flag = 2;

}

else if (flag == 2)

{

flag = 0;

}

return flag;

}

bool CheckEggs()

{

int mickeyLeft = mickey.X - 5; // Left boundary of mickey

int mickeyRight = mickey.X + 90; // Right boundary of mickey (90 is mickey's width)

for (int i = 0; i < LEggsLeft.Count; i++)

{

CActorEgg ptrav = LEggsLeft[i];

if (ptrav.X >= mickeyLeft && ptrav.X <= mickeyRight)

{

MessageBox.Show("An egg has reached Mickey!");

if (LCoin == null || LCoin.Count == 0)

{

CreateCoins();

}

else if(LCoin.Count>0)

{

for (int z = 0; z < LCoin.Count; z++)

{

LCoin.RemoveAt(z);

}

LCoin.Clear();

CreateCoins();

}

return true;

}

}

for (int i = 0; i < LEggsRight.Count; i++)

{

CActorEgg ptrav = LEggsRight[i];

if (ptrav.X >= mickeyLeft && ptrav.X <= mickeyRight)

{

MessageBox.Show("An egg has reached Mickey!");

if (LCoin == null || LCoin.Count == 0)

{

CreateCoins();

}

else if (LCoin.Count > 0)

{

for (int z = 0; z < LCoin.Count; z++)

{

LCoin.RemoveAt(z);

}

LCoin.Clear();

CreateCoins();

}

return true;

}

}

return false;

}

void CreateCoins()

{

Random rr = new Random();

int yCoins = this.ClientSize.Height / 2 - 170;

int yLine = this.ClientSize.Height / 2 - 100;

for (int i = 0; i < 2; i++)

{

CActorCoin pnn = new CActorCoin();

pnn.coinX = rr.Next(0, this.ClientSize.Width / 2 - 150);

pnn.coinY = yCoins;

pnn.lineX = pnn.coinX + 45/2;

pnn.lineY = yLine;

pnn.lineH = 80;

pnn.lineW = 2;

if (i == 0)

{

pnn.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/coinUp1.bmp");

pnn.im.MakeTransparent();

}

else

{

pnn.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/coinDown1.bmp");

pnn.im.MakeTransparent();

}

LCoin.Add(pnn);

yCoins += 350;

yLine += 200;

}

yCoins = this.ClientSize.Height / 2 - 170;

yLine = this.ClientSize.Height / 2 - 100;

for (int i = 0; i < 2; i++)

{

CActorCoin pnn = new CActorCoin();

pnn.coinX = rr.Next(this.ClientSize.Width / 2 + 200, this.ClientSize.Width - 80);

pnn.coinY = yCoins;

pnn.lineX = pnn.coinX + 45/2;

pnn.lineY = yLine;

pnn.lineH = 80;

pnn.lineW = 2;

if (i == 0)

{

pnn.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/coinUp2.bmp");

pnn.im.MakeTransparent();

}

else

{

pnn.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem14/coinDown2.bmp");

pnn.im.MakeTransparent();

}

LCoin.Add(pnn);

yCoins += 350;

yLine += 200;

}

for (int i = 0; i < LEggsLeft.Count; i++) { LEggsLeft.RemoveAt(i); }

for (int i = 0; i < LEggsRight.Count; i++) { LEggsRight.RemoveAt(i); }

LEggsLeft.Clear();

LEggsRight.Clear();

}

void DrawNewCoin(int i)

{

Random rr = new Random();

if (i == 0 || i == 1)

{

LCoin[i].coinX = rr.Next(0, this.ClientSize.Width / 2 - 150);

LCoin[i].lineX = LCoin[i].coinX + 45/2;

}

else if (i == 2 || i == 3)

{

LCoin[i].coinX = rr.Next(this.ClientSize.Width / 2 + 200, this.ClientSize.Width - 80);

LCoin[i].lineX = LCoin[i].coinX + 45/2;

}

}

int isClick(CActorCoin ptrav, int xMouse, int yMouse)

{

if (xMouse > ptrav.coinX && xMouse < (ptrav.coinX + 90) && yMouse > ptrav.coinY && yMouse < (ptrav.coinY + 150))

{

return 1;

}

return -1;

}

void DrawScene(Graphics g)

{

g.Clear(Color.Goldenrod);

for (int i = 0; i < Llines.Count; i++)

{

CLine ptrav = Llines[i];

SolidBrush brsh = new SolidBrush(ptrav.cl);

g.FillRectangle(brsh, ptrav.X, ptrav.Y, ptrav.W, ptrav.H);

}

for (int i = 0; i < LEggsLeft.Count; i++)

{

CActorEgg ptrav = LEggsLeft[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y);

}

for (int i = 0; i < LEggsRight.Count; i++)

{

CActorEgg ptrav = LEggsRight[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y);

}

if (mickey.img != null && mickey.img.Count > 0)

{

int index = mickey.iFrame % mickey.img.Count; //choose bitmap based on current frame index

g.DrawImage(mickey.img[index], mickey.X, mickey.Y, 90, 90);

}

for (int i = 0; i < LCoin.Count; i++)

{

CActorCoin ptrav = LCoin[i];

g.DrawImage(ptrav.im, ptrav.coinX, ptrav.coinY, 45, 70);

g.DrawRectangle(new Pen(Color.Green), LCoin[i].lineX, LCoin[i].lineY, LCoin[i].lineW, LCoin[i].lineH);

g.FillRectangle(new SolidBrush(Color.Green), LCoin[i].lineX, LCoin[i].lineY, LCoin[i].lineW, LCoin[i].lineH);

}

}

void DrawDubb(Graphics g)

{

Graphics g2 = Graphics.FromImage(off);

DrawScene(g2);

g.DrawImage(off, 0, 0);

}

}

}

Problem 15

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace Problem15

{

public partial class Form1 : Form

{

public class CActorChicken

{

public int X, Y;

public Bitmap im;

}

public class CActorBasket

{

public int X, Y;

public Bitmap im;

}

public class CActorEgg

{

public int X, Y;

public Bitmap im;

}

public Form1()

{

this.WindowState = FormWindowState.Maximized;

this.Load += Form1\_Load;

this.Paint += Form1\_Paint;

this.KeyDown += Form1\_KeyDown;

this.MouseDown += Form1\_MouseDown;

this.MouseMove += Form1\_MouseMove;

this.MouseUp += Form1\_MouseUp;

}

bool isDrag = false;

int xOld, yOld;

int move = -1;

Bitmap off;

List<CActorBasket> LBaskets = new List<CActorBasket>();

CActorChicken chicken;

List<CActorEgg> LEggs1 = new List<CActorEgg>();

List<CActorEgg> LEggs2 = new List<CActorEgg>();

List<CActorEgg> LEggs3 = new List<CActorEgg>();

List<CActorEgg> LEggsNoBasket = new List<CActorEgg>();

CActorEgg egg;

private void Form1\_MouseUp(object sender, MouseEventArgs e)

{

isDrag = false;

DrawDubb(this.CreateGraphics());

}

private void Form1\_MouseMove(object sender, MouseEventArgs e)

{

if (isDrag == true)

{

if (move != -1)

{

int dx = e.X - xOld;

int dy = e.Y - yOld;

LBaskets[move].X += dx;

LBaskets[move].Y += dy;

if (move == 0)

{

if (LEggs1.Count > 0)

{

for (int k = 0; k < LEggs1.Count; k++)

{

LEggs1[k].X += dx;

LEggs1[k].Y += dy;

}

}

}

else if(move == 1)

{

if (LEggs2.Count > 0)

{

for (int k = 0; k < LEggs2.Count; k++)

{

LEggs2[k].X += dx;

LEggs2[k].Y += dy;

}

}

}

else if(move == 2)

{

if (LEggs3.Count > 0)

{

for (int k = 0; k < LEggs3.Count; k++)

{

LEggs3[k].X += dx;

LEggs3[k].Y += dy;

}

}

}

xOld = e.X;

yOld = e.Y;

}

}

DrawDubb(this.CreateGraphics());

}

private void Form1\_MouseDown(object sender, MouseEventArgs e)

{

if (e.Button == MouseButtons.Left)

{

for (int i = 0; i < LBaskets.Count; i++)

{

if(isClick(LBaskets[i],e.X,e.Y) != -1)

{

move = i;

xOld = e.X;

yOld = e.Y;

isDrag = true;

break;

}

else

{

move = -1;

}

}

}

DrawDubb(this.CreateGraphics());

}

private void Form1\_KeyDown(object sender, KeyEventArgs e)

{

switch(e.KeyCode)

{

case Keys.Right:

chicken.X += 5;

break;

case Keys.Left:

chicken.X -= 5;

break;

case Keys.Enter:

egg = new CActorEgg();

egg.X = chicken.X + 20;

egg.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem15/egg.bmp");

egg.im.MakeTransparent();

int b = CheckEgg(egg);

if (b != -1)

{

if (b == 0)

{

egg.Y = LBaskets[b].Y - 5;

LEggs1.Add(egg);

}

else if (b == 1)

{

egg.Y = LBaskets[b].Y - 5;

LEggs2.Add(egg);

}

else if (b == 2)

{

egg.Y = LBaskets[b].Y - 5;

LEggs3.Add(egg);

}

}

else

{

egg.Y = this.ClientSize.Height - 50;

LEggsNoBasket.Add(egg);

}

break;

}

DrawDubb(this.CreateGraphics());

}

int isClick(CActorBasket ptrav, int xMouse, int yMouse)

{

if (xMouse > ptrav.X && xMouse < (ptrav.X + 80) && yMouse > ptrav.Y && yMouse < (ptrav.Y + 50))

{

return 1;

}

return -1;

}

int CheckEgg(CActorEgg ptrav)

{

for (int j = 0; j < LBaskets.Count; j++)

{

CActorBasket basket = LBaskets[j];

if (ptrav.X >= basket.X - 5 && ptrav.X <= basket.X + 80)

{

return j;

}

}

return -1;

}

private void Form1\_Paint(object sender, PaintEventArgs e)

{

DrawDubb(e.Graphics);

}

private void Form1\_Load(object sender, EventArgs e)

{

DrawBaskets();

off = new Bitmap(this.ClientSize.Width, this.ClientSize.Height);

DrawChicken();

}

void DrawBaskets()

{

int xBasket= this.ClientSize.Width / 2 - 100;

for (int i = 0; i < 3; i++)

{

CActorBasket pnn = new CActorBasket();

pnn.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem15/basket.bmp");

pnn.X = xBasket;

pnn.Y = 600;

xBasket += 300;

LBaskets.Add(pnn);

}

}

void DrawChicken()

{

chicken = new CActorChicken();

chicken.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem15/chicken.bmp");

chicken.X = 800;

chicken.Y = 150;

}

void DrawScene(Graphics g)

{

g.Clear(Color.Black);

for (int i = 0; i < LBaskets.Count; i++)

{

CActorBasket ptrav = LBaskets[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y, 80, 50);

}

g.DrawImage(chicken.im, chicken.X, chicken.Y, 50, 70);

for (int i = 0; i < LEggsNoBasket.Count; i++)

{

CActorEgg ptrav = LEggsNoBasket[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y, 10, 15);

}

for (int i = 0; i < LEggs1.Count; i++)

{

CActorEgg ptrav = LEggs1[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y, 10, 15);

}

for (int i = 0; i < LEggs2.Count; i++)

{

CActorEgg ptrav = LEggs2[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y, 10, 15);

}

for (int i = 0; i < LEggs3.Count; i++)

{

CActorEgg ptrav = LEggs3[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y, 10, 15);

}

}

void DrawDubb(Graphics g)

{

Graphics g2 = Graphics.FromImage(off);

DrawScene(g2);

g.DrawImage(off, 0, 0);

}

}

}

Problem 16

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace Problem16

{

public partial class Form1 : Form

{

public class CActorBall

{

public int X, Y;

public Bitmap im;

}

public class CActorHero

{

public int X, Y;

public List<Bitmap> im;

public int iFrame;

}

public Form1()

{

this.WindowState = FormWindowState.Maximized;

this.Load += Form1\_Load;

this.Paint += Form1\_Paint;

this.KeyDown += Form1\_KeyDown;

}

Bitmap off;

List<CActorBall> LBallsUp = new List<CActorBall>();

List<CActorBall> LBallsDown = new List<CActorBall>();

List<CActorBall> LBallsHero = new List<CActorBall>();

CActorHero hero;

private void Form1\_Load(object sender, EventArgs e)

{

off = new Bitmap(this.ClientSize.Width, this.ClientSize.Height);

CreateBalls();

CreateHero();

}

private void Form1\_Paint(object sender, PaintEventArgs e)

{

DrawDubb(e.Graphics);

}

private void Form1\_KeyDown(object sender, KeyEventArgs e)

{

switch(e.KeyCode)

{

case Keys.Up:

hero.Y -= 5;

if(hero.iFrame < 10)

{

hero.iFrame++;

}

else

{

hero.iFrame = 0;

}

if (LBallsHero.Count > 0)

{

LBallsHero[0].Y = hero.Y + 20;

}

break;

case Keys.Down:

hero.Y += 5;

if (hero.iFrame > 1)

{

hero.iFrame--;

}

else

{

hero.iFrame = 9;

}

if (LBallsHero.Count > 0)

{

LBallsHero[0].Y = hero.Y + 20;

}

break;

case Keys.Enter:

if (hero.Y <= 75)

{

CActorBall pnn2 = new CActorBall();

pnn2.X = hero.X - 20;

pnn2.Y = hero.Y + 20;

pnn2.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem16/ball.bmp");

pnn2.im.MakeTransparent();

LBallsUp.Add(pnn2);

LBallsHero.RemoveAt(0);

}

break;

case Keys.Space:

if (hero.Y >= 605)

{

CActorBall pnn = new CActorBall();

pnn.X = hero.X - 20;

pnn.Y = hero.Y + 20;

pnn.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem16/ball.bmp");

pnn.im.MakeTransparent();

LBallsHero.Add(pnn);

LBallsDown.RemoveAt(LBallsDown.Count - 1);

}

break;

}

DrawDubb(this.CreateGraphics());

}

void CreateHero()

{

hero = new CActorHero();

hero.X = 810;

hero.Y = 150;

hero.iFrame = 0;

hero.im = new List<Bitmap>();

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

{

Bitmap im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem16/hero" + (k + 1) + ".bmp");

im.MakeTransparent();

hero.im.Add(im);

}

}

void CreateBalls()

{

Random rr = new Random();

int ballNum = rr.Next(5, 10);

int xBall = 640;

int yBall = this.ClientSize.Height - 75;

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

{

CActorBall pnn = new CActorBall();

pnn.X = xBall;

pnn.Y = yBall;

pnn.im = new Bitmap("C:/Users/ASUS/OneDrive/Desktop/semester 4/CS232 Multimedia Programming/Assignment 6/Problem16/ball.bmp");

pnn.im.MakeTransparent();

if (xBall < 740)

{

xBall += 20;

}

else

{

xBall = 640;

yBall += 20;

}

LBallsDown.Add(pnn);

}

}

void DrawScene(Graphics g)

{

g.Clear(Color.Yellow);

SolidBrush brush = new SolidBrush(Color.Orange);

g.FillRectangle(brush, 630, 0, 300, 80);

brush = new SolidBrush(Color.Green);

g.FillRectangle(brush, 630, this.ClientSize.Height - 90, 300, 90);

if (hero.im != null && hero.im.Count > 0)

{

int index = hero.iFrame % hero.im.Count; //choose bitmap based on current frame index

g.DrawImage(hero.im[index], hero.X, hero.Y, 102, 100);

}

for (int i = 0; i < LBallsDown.Count; i++)

{

CActorBall ptrav = LBallsDown[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y, 20, 20);

}

for (int i = 0; i < LBallsUp.Count; i++)

{

CActorBall ptrav= LBallsUp[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y, 20, 20);

}

for (int i = 0; i < LBallsHero.Count; i++)

{

CActorBall ptrav = LBallsHero[i];

g.DrawImage(ptrav.im, ptrav.X, ptrav.Y, 20, 20);

}

}

void DrawDubb(Graphics g)

{

Graphics g2 = Graphics.FromImage(off);

DrawScene(g2);

g.DrawImage(off, 0, 0);

}

}

}