时钟\_获取系统时间\_画线条\_写文字\_三角函数

写文字：

setlinestyle(PS\_SOLID, 2);//宽度

setcolor(RED); //设置前景颜色//红

TCHAR s[] = \_T("我的时钟"); //在画布上输入文字

outtextxy(width/2-20, high-50 ,s);

获取时间

SYSTEMTIME ti; //定义变量存储当前系统时间 //全局

GetLocalTime(&ti); //获取当前时间

ti.wHour //时针;

ti.wMinute //分针;

ti.wSecond //秒针;

画线条

setlinestyle(PS\_SOLID, 5);//宽度

setcolor(RED); //设置前景颜色//红

//setlinecolor(BLACK); //设置线条颜色 // 黑

line(F\_qi\_x, F\_qi\_y, F\_zhong\_x, F\_zhong\_y);//起点和终点

三角函数使用

#include"math.h" //可以使用三角函数等 sin con

S\_zhong\_x = S\_qi\_x + S\_chang \* sin(SHI\_jiaodu);

S\_zhong\_y = S\_qi\_y - S\_chang \* cos(SHI\_jiaodu);

完整代码：

#include<graphics.h>

#include<conio.h>

#include<Windows.h> //睡眠---Sleep(50);

#include"math.h" //可以使用三角函数等 sin con

#define PI 3.14159

#define M\_chang 130

#define F\_chang 100

#define S\_chang 60

int width = 400, high = 350; //画布大小

float M\_qi\_x = width / 2, M\_qi\_y = high / 2, M\_zhong\_x, M\_zhong\_y ;//起点与终点坐标 秒

float F\_qi\_x = width / 2, F\_qi\_y = high / 2, F\_zhong\_x, F\_zhong\_y;//起点与终点坐标 分

float S\_qi\_x = width / 2, S\_qi\_y = high / 2, S\_zhong\_x, S\_zhong\_y;//起点与终点坐标 时

float MIAO\_jiaodu = 0, SHI\_jiaodu = 0, FENG\_jiaodu = 0 ; //转动角度

SYSTEMTIME ti; //定义变量存储当前系统时间

//GetLocalTime(&ti); //获取当前时间

//ti.wHour 时针;

//ti.wMinute 分针;

//ti.wSecond 秒针;

//初始化

void ChuShiHua() {

initgraph(width, high); //初始化640\*480的画布

setbkcolor(WHITE); //设置背景颜色

cleardevice(); // 用背景色清空屏幕

BeginBatchDraw(); //开始批量绘图

//画边框

setcolor(BLUE); //圆的线条为蓝色

setlinestyle(PS\_SOLID, 2);//宽度

fillcircle(width/2, high/2,150 ); //圆心坐标x,y;半径 r

}

//更新画面

void HuaMianGengXin() {

setlinestyle(PS\_SOLID, 2);//宽度

//setlinecolor(BLACK); //设置线条颜色 // 黑

setcolor(RED); //设置前景颜色//红

line(M\_qi\_x, M\_qi\_y, M\_zhong\_x, M\_zhong\_y);

setlinestyle(PS\_SOLID, 3);//宽度

setcolor(RED); //设置前景颜色//红

line(F\_qi\_x, F\_qi\_y, F\_zhong\_x, F\_zhong\_y);

setlinestyle(PS\_SOLID, 5);//宽度

setcolor(RED); //设置前景颜色//红

line(S\_qi\_x, S\_qi\_y, S\_zhong\_x, S\_zhong\_y);

FlushBatchDraw(); //执行此句时将之前绘图输出

//Sleep(50);//睡眠

//覆盖前一秒时间

setlinestyle(PS\_SOLID, 2);//宽度

//setlinecolor(BLACK); //设置线条颜色 // 黑

setcolor(WHITE); //设置前景颜色//红

line(M\_qi\_x, M\_qi\_y, M\_zhong\_x, M\_zhong\_y);

setlinestyle(PS\_SOLID, 3);//宽度

line(F\_qi\_x, F\_qi\_y, F\_zhong\_x, F\_zhong\_y);

setlinestyle(PS\_SOLID, 5);//宽度

line(S\_qi\_x, S\_qi\_y, S\_zhong\_x, S\_zhong\_y);

setcolor(RED); //设置前景颜色//红

TCHAR s[] = \_T("我的时钟"); //在画布上输入文字

outtextxy(width/2-20, high-50 ,s);

//圆心处的实点

setfillcolor(BLUE); //圆的内部为绿色填充

fillcircle(width / 2, high / 2, 3); //圆心坐标x,y;半径 r

}

//更新坐标等数据

void GengXin\_x\_y() {

GetLocalTime(&ti); //获取当前时间

MIAO\_jiaodu = ti.wSecond \*2\*PI/(12\*5); //格子

M\_zhong\_x = M\_qi\_x + M\_chang \* sin(MIAO\_jiaodu);

M\_zhong\_y = M\_qi\_y - M\_chang \* cos(MIAO\_jiaodu);

FENG\_jiaodu = ti.wMinute \* 2 \* PI / (12 \* 5); //格子

F\_zhong\_x = F\_qi\_x + F\_chang \* sin(FENG\_jiaodu);

F\_zhong\_y = F\_qi\_y - F\_chang \* cos(FENG\_jiaodu);

SHI\_jiaodu = ti.wHour \* 2 \* PI / (12); //格子

S\_zhong\_x = S\_qi\_x + S\_chang \* sin(SHI\_jiaodu);

S\_zhong\_y = S\_qi\_y - S\_chang \* cos(SHI\_jiaodu);

}

void sutse01() {

ChuShiHua();

while (1) {

HuaMianGengXin();//

GengXin\_x\_y();

}

EndBatchDraw(); //执行此句时,结束，并将将之前绘图输出

}

int main() {

sutse01();

}