using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Drawing;

using System.Windows.Forms;

namespace Tic\_Tac\_Toe\_game\_Petralia

{

class Grafica

{

private static Graphics oggettoG;

public Grafica(Graphics g)

{

oggettoG = g;

setUp();

}

public static void setUp()

{

Brush sfondo = new SolidBrush(Color.WhiteSmoke); //controllare

Pen linea = new Pen(Color.Black, 6); //controllare

oggettoG.FillRectangle(sfondo, new Rectangle(0, 0, 500, 600));

oggettoG.DrawLine(linea, new Point(167, 0), new Point(167, 500)); //linee verticali

oggettoG.DrawLine(linea, new Point(334, 0), new Point(334, 500));

oggettoG.DrawLine(linea, new Point(0, 500), new Point(500, 500));

oggettoG.DrawLine(linea, new Point(0, 167), new Point(500, 167));

oggettoG.DrawLine(linea, new Point(0, 334), new Point(500, 334));

}

public static void disegnaX(Point loc)

{

Pen xPen = new Pen(Color.DarkRed, 6);

int xAbs = loc.X \* 167;

int yAbs = loc.Y \* 167;

oggettoG.DrawLine(xPen, xAbs + 10, yAbs + 10, xAbs + 157, yAbs + 157);

oggettoG.DrawLine(xPen, xAbs + 157, yAbs + 10, xAbs + 10, yAbs + 157);

}

public static void disegnaO(Point loc)

{

Pen oPen = new Pen(Color.BlueViolet, 6);

int xAbs = loc.X \* 167;

int yAbs = loc.Y \* 167;

oggettoG.DrawEllipse(oPen, xAbs + 10, yAbs + 10, 147, 147);

}

}

}