Technical University of Moldova

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PPE Laboratory 5

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Title:

Collaboration. Complex application.

Contents:

- Collaboration
- All previously studied things

Mandatory Objectives:

- Animation should be controlled by controls;
- Create an application which has:
    - Child windows controls;
    - GDI animation;

Objectives With points:

- Work on this project in a team of 2-4:
    - Divide tasks and describe them in readme (for each task indicate who is responsible for it)
    - Use pull requests in order to merge your code
- First create a sketch, then work on code;
- Make it useful (you may be asked (by me) to evaluate the usefulness of your application idea)

Tasks:

- Created an application with child window controls;
- Created an application with GDI animations;
- (2 pt) Used pull requests in order to merge my code
- (3 pt) Made an useful application, which improve memory

Short Description:

- User must match all icons in order to finish the game;

- User have option to change the timer interval that hides icons, if they are not the same (this is made for those who need more time to remember icon locations);

- Game grid size can be changed from settings window that opens when user clicks on "EDIT" label on the right bottom side of window;

- If user matches all icons then application congratulates him and closes the application;

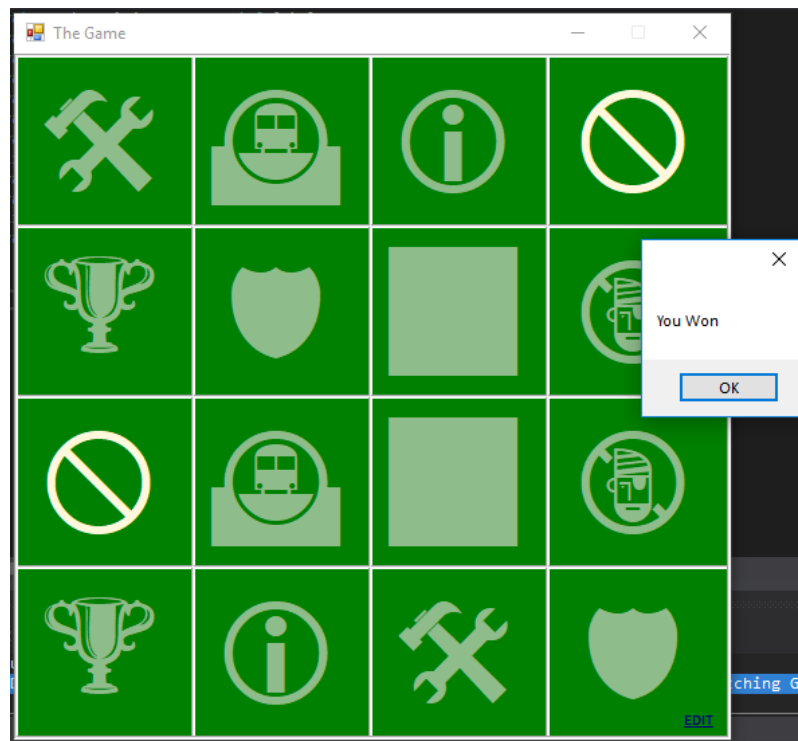- Every time application is launched, the positions and icons are randomly changed.

Figure 1: The C# Game

Conclusion

During This lab worked with C# It is much comfortable and faster to program in C# as it's ready to create forms with visual designer. Inside the window, I have a list box where I add new todo items. There is possibilities to either add or remove an item from the todo list. Every item is locally saved in a file which makes it easy to keep track it.