

TECHNICAL UNIVERSITY OF MOLDOVA

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PPE Laboratory 3

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Semester 2

Title:

Basics of Working with Mouse. GDI Primitives. Bezier Curve.

Contents:

- Mouse;
- Device context;
- GDI Primitives;
 - Line;
 - Curve;
 - Plane;
 - Bitmap image;
- Bezier curve.

Mandatory Objectives:

- Draw few lines of different colors and weights;
- Draw a Bezier curve;
- Draw few plane objects (ex. circle, square, pie, polygon...) of different colors, weights, filled and not;
- Draw 2 different objects using mouse.

Objectives With points:

- Draw a custom bitmap image;
- Add a switch (button, select list...) that will change mouse ability to draw objects;
- Draw a Bezier curve using mouse;
- Fill an object with a gradient;
- Use mouse as an eraser of:

- a fixed width;
- a adjustable width;
- Zoom in and out application working area using keyboard;
- $\bullet\,$ Delete objects using mouse clicking .

Tasks:

During This Laboratory Work i Did a windows Application which is pretty similar to Classic Windows Paint. User Can Draw lines on different Shape and weights, Adjusting the line weight by introducing the Brush size number between 1 and 200



Figure 1: Lines

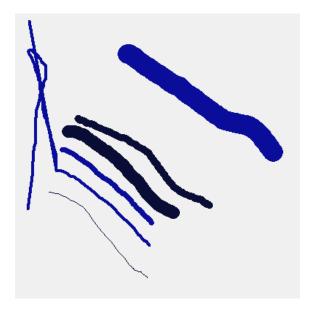


Figure 2: Lines

User can Set Bezier curve Mode and draw it placing three points with the mouse on

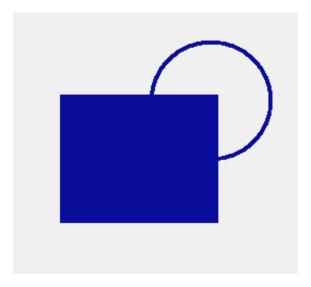
drawing area.



Figure 3: Bezier curve

Also user can draw objects like Polygons or Ellipses





User can erase everything on drawing area using his mouse, Eraser width can be adjusted.



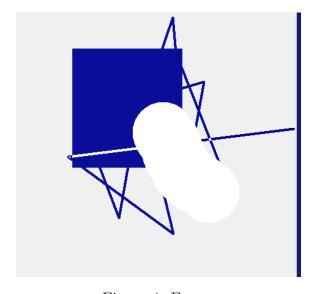


Figure 4: Eraser

Also i added a switch, it changes the ability to draw objects (they can be ether filled or not). Also i have implemented here 2 Hot keys, same as in previous lab: "Alt + L" and "Alt + N"

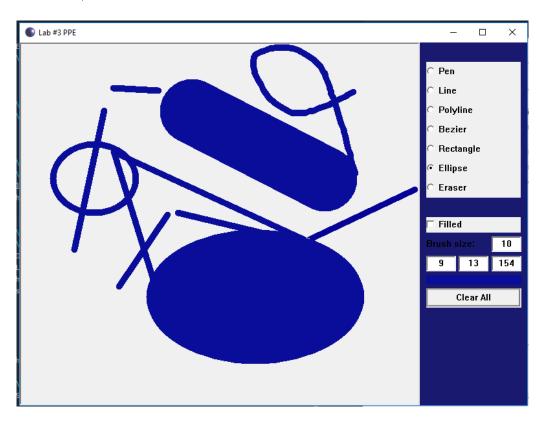


Figure 5: Overall

Conclusion

During This lab work i Understand the key features of WinApi Like list boxes, Menu, and how to add custom elements. The hardest part was repositioning all window elements on scrolling.

References

- [1] Section I, Chapter, Programming Windows by Charlez Petzold
- [2] Section I, Chapter 7, Programming Windows by Charlez Petzold