```
   1       // Include code libraries you need below (use the namespace).
   2       namespace Game10003
   3       {
   4
              2 referencias
   5          public class Game
   6          {
   7              // Place your variables here:
   8
   9
  10              /// <summary>
  11              ///     Setup runs once before the game loop begins.
  12              /// </summary>
              1 referencia
  13              public void Setup()
  14              {
  15                  Window.SetSize(800, 600);
  16                  Window.TargetFPS = 60;
  17              }
  18
  19              /// <summary>
  20              ///     Update runs every frame.
  21              /// </summary>
              1 referencia
  22              public void Update()
  23              {
  24                  //Clear the background
```

```
  25                  Window.ClearBackground(Color.Black);
  26
  27                  //Draw the borders
  28
  29                  Draw.FillColor = Color.Yellow;
  30                  Draw.Line(0, 0, 800, 600);
  31
  32
  33                  // Draw bricks (rows and columns)
  34
  35                  int brickWidth = 80, brickHeight = 30;
  36                  int rows = 3, columns = 10;
  37                  int startX = 10, startY = 10, padding = 5;
  38
  39                  for (int row = 0; row < rows; row++)
  40                  {
  41                      for (int col = 0; col < columns; col++)
  42                      {
  43                          int x = startX + col * (brickWidth + padding);
  44                          int y = startY + row * (brickHeight + padding);
  45
  46                          {
  47
  48                              int y = startX + col * (brickWidth + padding);
  49                              int z = startY + row * (brickHeight + padding);
  50
  51
```
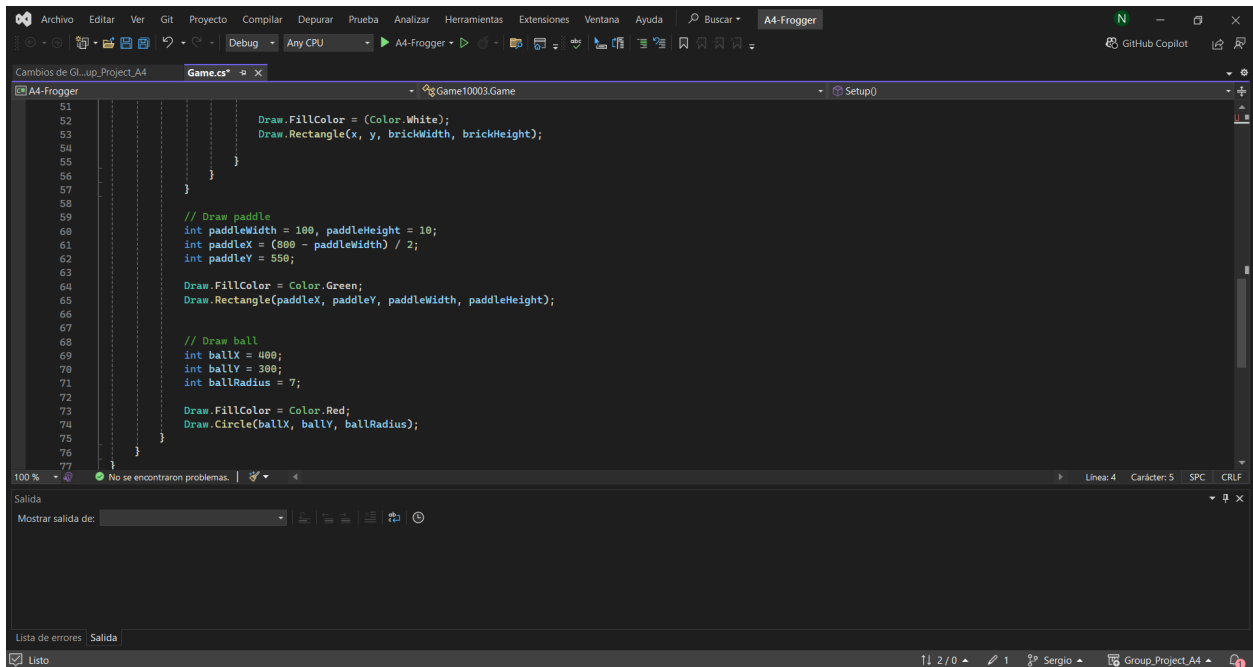
```csharp
// Include code libraries you need below (use the namespace).
namespace Game10003
{

  public class Game
  {
    // Place your variables here:


    /// <summary>
    ///     Setup runs once before the game loop begins.
    /// </summary>
    public void Setup()
    {
      Window.SetSize(800, 600);
      Window.TargetFPS = 60;
    }

    /// <summary>
    ///     Update runs every frame.
    /// </summary>
```

```
public void Update()
{
    //Clear the background

    Window.ClearBackground(Color.Black);

    //Draw the borders

    Draw.FillColor = Color.Yellow;
    Draw.Line(0, 0, 800, 600);

    // Draw bricks (rows and columns)

    int brickWidth = 80, brickHeight = 30;
    int rows = 3, columns = 10;
    int startX = 10, startY = 10, padding = 5;

    for (int row = 0; row < rows; row++)
    {
        for (int col = 0; col < columns; col++)
        {
            int x = startX + col * (brickWidth + padding);
            int y = startY + row * (brickHeight + padding);

            {

                int v = startX + col * (brickWidth + padding);
                int z = startY + row * (brickHeight + padding);


                Draw.FillColor = (Color.White);
                Draw.Rectangle(x, y, brickWidth, brickHeight);

            }
        }
    }

    // Draw paddle
    int paddleWidth = 100, paddleHeight = 10;
    int paddleX = (800 - paddleWidth) / 2;
    int paddleY = 550;

    Draw.FillColor = Color.Green;
    Draw.Rectangle(paddleX, paddleY, paddleWidth, paddleHeight);
```

```
        // Draw ball
        int ballX = 400;
        int ballY = 300;
        int ballRadius = 7;

        Draw.FillColor = Color.Red;
        Draw.Circle(ballX, ballY, ballRadius);
    }
  }
}
```