//---------------------------------------------------------------------------

#include <vcl\vcl.h>

#pragma hdrstop

#include "khom.h"

#include "Math.h"

//---------------------------------------------------------------------------

#pragma resource "\*.dfm"

TForm1 \*Form1;

//---------------------------------------------------------------------------

\_\_fastcall TForm1::TForm1(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

int tx =100,ty=100;

int m=0;

float theta=0.23;

void \_\_fastcall TForm1::Button1Click(TObject \*Sender)

{

int oct[8][2]={{30,50},{50,30},{50,-30},{30,-50},{-30,-50},{-50,-30},{-50,30},{-30,50}};

POINT P[8];

//Form1 -> Refresh();

for(int i=0; i<8; i++)

{

P[i].x = oct[i][0]\*cos(theta) - oct[i][1]\*sin(theta) + tx;

P[i].y = oct[i][0]\*sin(theta) + oct[i][1]\*cos(theta) + ty;

}

Form1 -> Canvas -> Polygon(P, sizeof(P)/sizeof(POINT)-1);

theta+=0.23;

tx+=5;

int oct1[8][2]={{30,50},{50,30},{50,-30},{30,-50},{-30,-50},{-50,-30},{-50,30},{-30,50}};

POINT P1[8];

//Form1 -> Refresh();

for(int i=0; i<8; i++)

{

P1[i].x = oct1[i][0]\*cos(theta) - oct1[i][1]\*sin(theta) + (tx+200);

P1[i].y = oct1[i][0]\*sin(theta) + oct1[i][1]\*cos(theta) + ty;

}

Form1 -> Canvas -> Polygon(P1, sizeof(P1)/sizeof(POINT)-1);

Form1 -> Canvas -> MoveTo(250+m,94);

Form1 -> Canvas -> LineTo(150+m,94);

Form1 -> Canvas -> MoveTo(350+m,94);

Form1 -> Canvas -> LineTo(460+m,94);

Form1 -> Canvas -> LineTo(460+m,44);

Form1 -> Canvas -> LineTo(400+m,44);

Form1 -> Canvas -> LineTo(400+m,8);

Form1 -> Canvas -> LineTo(30+m,8);

Form1 -> Canvas -> LineTo(30+m,94);

Form1 -> Canvas -> LineTo(50+m,94);

m+=5;

}

//---------------------------------------------------------------------------