

₩ C2065 'm_hicon': 선언되지 않은 식별자입니다. circle_drawer circle_drawerDlg.cpp 오류 목록 찾기 결과 1 출력 ↑ 소스 제어에 추가 ▲ □ 리포지토리 선택 ▲ □ □ 준비









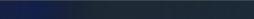










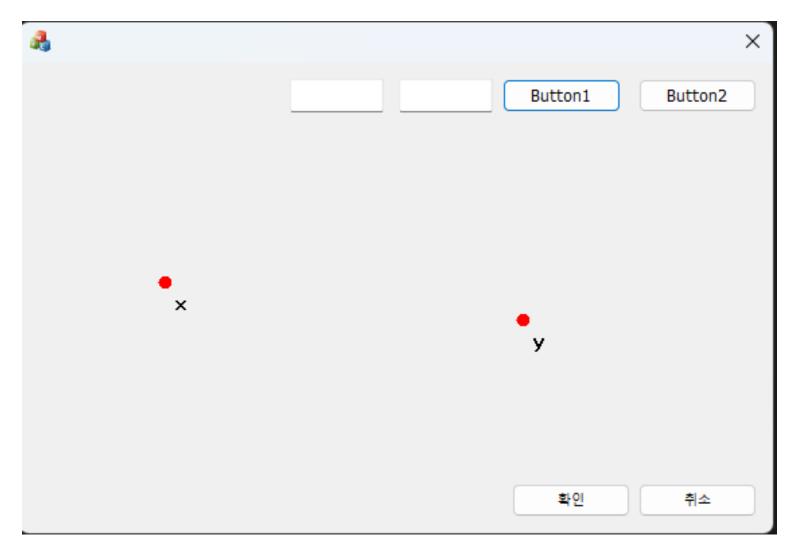


마우스 좌

```
y void CcircledrawerDlg::OnLButtonDown(UINT nFlags, CPoint point) {

      if (m_clickCount < 3) {
          m_clickPoints[m_clickCount++] = point;
      else {
          for (int i = 0; i < 3; ++i) {
              int dx = point.x - m_clickPoints[i].x;
              int dy = point.y - m_clickPoints[i].y;
              if (sqrt(dx * dx + dy * dy) < 10) {
                  m_selectedPoint = i;
                  m_dragging = true;
                  break;
      Invalidate();
      CDialogEx::OnLButtonDown(nFlags, point);
```



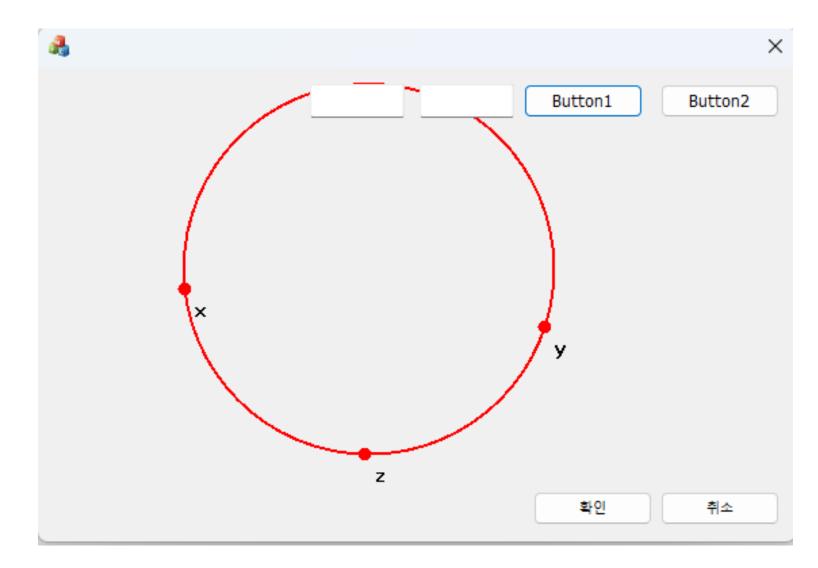


점 드래그시 이동 함수

```
void CcircledrawerDlg::OnMouseMove(UINT nFlags, CPoint point) {
    if (m_dragging && m_selectedPoint != -1) {
        m_clickPoints[m_selectedPoint] = point;
        Invalidate();
    }
    CDialogEx::OnMouseMove(nFlags, point);
}

void CcircledrawerDlg::OnLButtonUp(UINT nFlags, CPoint point) {
    m_dragging = false;
    m_selectedPoint = -1;
    CDialogEx::OnLButtonUp(nFlags, point);
```

점 3개 완성



초기화와 랜덤 이동 함수

```
y void CcircledrawerDlg∷OnBnClickedButtonClear() {
     m_selectedPoint = -1;
     m_dragging = false;
     m_radius = 0.0f;
      Invalidate();
void CcircledrawerDlg::OnBnClickedButtonRandom() {
     GetClientRect(&rect);
      int safeMargin = 150;
         m_clickPoints[i].x = rand() % (rect.Width() - safeMargin) + safeMargin / 2;
         m_clickPoints[i].y = rand() % (rect.Height() - safeMargin) + safeMargin / 2;
     m_radius = static_cast<float>((rand() % 50) + 50);
      Invalidate();
y void CcircledrawerDlg∷OnBnClickedButtonStart() {
      if (m_autoThread.joinable()) m_autoThread.join();
     m_stopThread = false;
     m_autoThread = std::thread([this]() {
         for (int i = 0; i < 10 && !m_stopThread; ++i) {
             PostMessage(WM_COMMAND, MAKEWPARAM(IDC_BUTTON_random, BN_CLICKED), (LPARAM)GetDlgItem(IDC_BUTTON_random)->m_hWnd);
             std::this_thread::sleep_for(std::chrono::milliseconds(500));
```



