

**Facultatea Calculatoare, Informatica si
Microelectronica
Universitatea Tehnica a Moldovei**

Medii Interactive de Dezvoltare a
Produselor Soft
Lucrarea de laborator Nr.4

Dezvoltarea unei aplicatii

A efectuat : **Negru Igor**

lector asistent : **Cojanu Irina**

lector superior : **Melnic Radu**

Lucrarea de laborator #4

1 . Scopul lucrarii de laborator :

Crearea unei aplicatii

2 . Obiectivele lucrarii de laborator

- Cunostinte pentru crearea unei aplicatii

3 . Mersul lucrarii de laborator

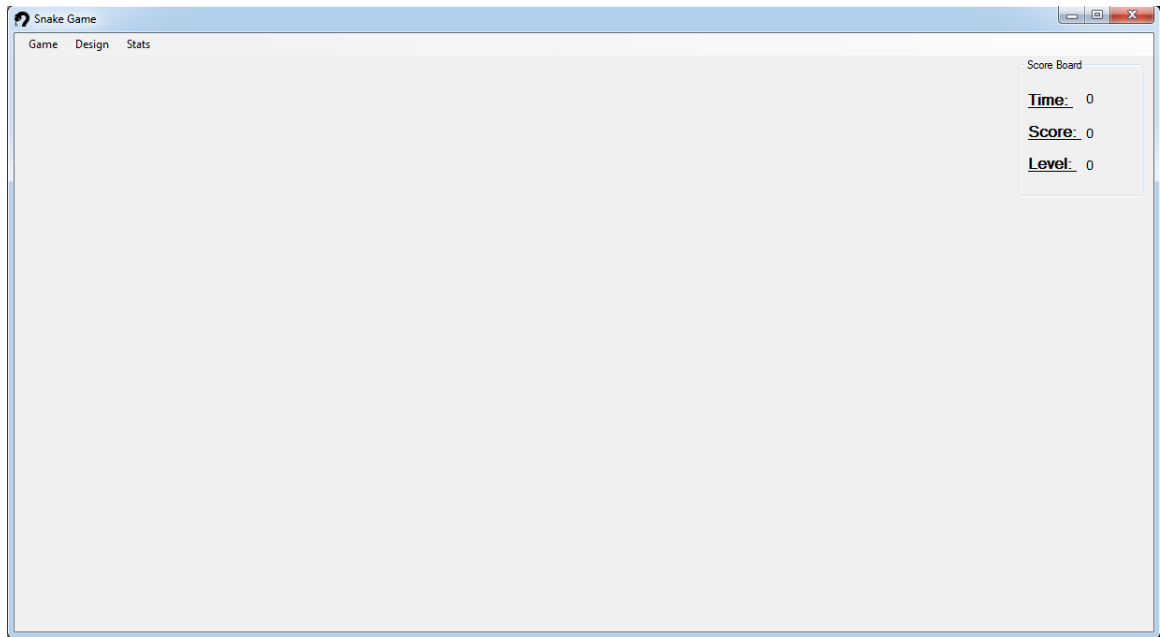
Pentru crearea acesti aplicatii am folosit Visual Studio si ca limbaj de programare am folosit C# .

4. Screenshot-uri din aplicatie

Screenshot din meniul principal



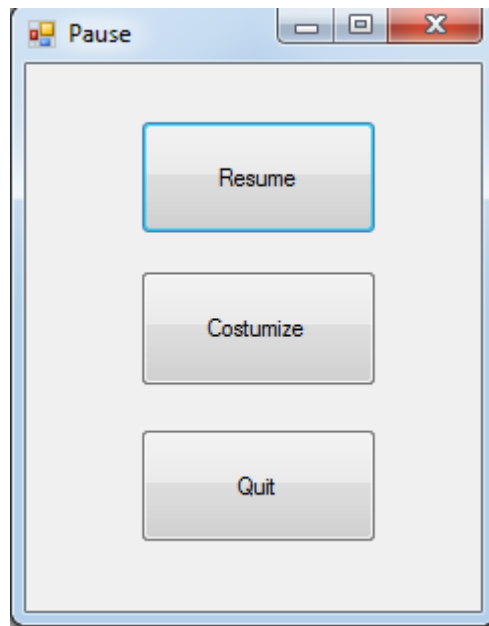
Screenshot din Game place



Screenshot in timpul jocului



Screenshot cu pauza



Screenshot-uri din cod :

Codul pentru pausa

```

1  using System;
2  using System.Collections.Generic;
3  using System.ComponentModel;
4  using System.Data;
5  using System.Drawing;
6  using System.Linq;
7  using System.Text;
8  using System.Windows.Forms;
9
10 namespace WindowsFormsApplication1
11 {
12     3 references
13     public partial class Pause : Form
14     {
15         1 reference
16         public Pause()
17         {
18             InitializeComponent();
19
20         1 reference
21         private void button1_Click(object sender, EventArgs e)
22         {
23             this.Close();
24
25         1 reference
26         private void Pause_Load(object sender, EventArgs e)
27         {
28
29
30         1 reference
31         private void button3_Click(object sender, EventArgs e)
32         {
33
34         }
35     }
36 }

```

Codul pentru Form2

```

7  using System.Text;
8  using System.Windows.Forms;
9
10 namespace WindowsFormsApplication1
11 {
12     5 references
13     public partial class Form2 : Form
14     {
15         Form form;
16         2 references
17         public Form2()
18         {
19             InitializeComponent();
20
21         1 reference
22         private void Form2_Load(object sender, EventArgs e)
23         {
24             button2.Enabled = false;
25
26         1 reference
27         private void button1_Click(object sender, EventArgs e)
28         {
29             form = new Form1();
30             form.Show();
31             this.Hide();
32
33         1 reference
34         private void button3_Click(object sender, EventArgs e)
35         {
36             this.Close();
37             this.Dispose();
38
39         1 reference
40         private void button2_Click(object sender, EventArgs e)
41         {
42
43         }
44     }

```

Cod din Form1

```

public void OnCreate(PaintEventArgs e)
{
    rX = rand.Next(5, 100) * rect.Width;
    rY = rand.Next(5, 55) * rect.Height;
    rect.X = rX;
    rect.Y = rY;
    listMove.Add(rect);
    e.Graphics.DrawRectangle(p.setPenColor(Color.Red), rect);
    e.Graphics.FillRectangle(brush.fillWithMyColor(Color.DarkSalmon), rect);
    randPoionTableX = rand.Next(6, 100) * randFood.Width;
    randPoionTableY = rand.Next(6, 55) * randFood.Height;
}
1 reference
private void OnKeyMessageBox()
{
    if ((rX / rect.Width) == 5 || (rY / rect.Height) == 5 || (rX / rect.Width) == 100 || (rY / rect.Height) == 55)
    {
        timer1.Stop();
        if (MessageBox.Show("GAME OVER \n Continue?", "Stats", MessageBoxButtons.YesNo) == DialogResult.Yes)
        {
            nullAll();
            CountOfClicks = 1;
            NewGame();
            this.pictureBox1.Invalidate();
        }
        else
        {
            this.Dispose(); this.Close();
        }
    }
}

```

```

1  using System;
2  using System.Collections.Generic;
3  using System.ComponentModel;
4  using System.Data;
5  using System.Drawing;
6  using System.Linq;
7  using System.Text;
8  using System.Windows.Forms;
9
10 namespace WindowsFormsApplication1
11 {
12     7 references
13     public partial class Form1 : Form
14     {
15         private Brush brush = new Brush();
16         private PenClass p = new PenClass();
17         private Random rand = new Random();
18         ScoreBoard sB = new ScoreBoard();
19         private static Form form;
20
21         public List<Rectangle> listRec = new List<Rectangle>();
22         public List<Rectangle> listMove = new List<Rectangle>();
23         public List<Rectangle> listWramLength = new List<Rectangle>();
24
25         public Rectangle rect = new Rectangle();
26         public Rectangle rectLength = new Rectangle(0, 0, 10, 10);
27         public Rectangle randFood = new Rectangle(0, 0, 10, 10);
28
29         char move;
30         bool switchCase;
31         public static int tick = 0;
32         public static int CountOfClicks = 0, rX, rY, pX = 0, pY = 0, WramLength = 0, score = 0, level = 0;
33
34         1 reference
35         private void nullAll()
36         {

```

Concluzie :

In aceasta lucrare de laborator am creat o aplicatie folosit Visual Studio si limbajul de programare C# . Pentru informare am folosit Youtube si Google in care sunt foarte multe exemple pentru crearea unor aplicatii . Am capatat multe cunostinte care pe viitor ma vor ajuta si la alte discipline .