#open "graphics";;

#open "sys";;

let r=10;;

let pasx,pasy=ref 1, ref 1;;

let mx,my =ref 0, ref 0;;

let vie,t =ref 3,ref 0;;

let temp=ref [];;197;;

for l=0 to 8 do

for k=0 to 10 do

temp:=(100+k\*50)::(!temp); temp:=(450-l\*20)::(!temp); done; done;;

let bloc=ref (vect\_of\_list !temp);;

let balle x y co=

set\_color co;

fill\_circle x y r;;

let rect la lo x y =

moveto x y;

lineto x (y+lo);

lineto (x+la) (y+lo);

lineto (x+la) y;

lineto x y;;

let barre () =

let (x,y)=mouse\_pos() in

mx:=x; my:=y;

set\_color white;

fill\_rect 13 13 730 13;

set\_color green;

if (!mx) <25 then mx:=25 else ();

if (!mx) >635 then mx:=635 else ();

rect 90 12 (!mx) 13;

fill\_rect (!mx) 13 88 11;;

let life () =

set\_color black;

moveto 735 500;

match (!vie) with

|3->draw\_string "x3"

|2->draw\_string "x2"

|1->draw\_string "x1"

|0->draw\_string "x0"

|x->();;

let wait t =

let a=time() in

while time() -. a < t do () done;;

let rec mvt x y =

balle (x- !pasx) (y- !pasy) white;

balle x y blue;

barre ();

wait 0.004;

if x>=715 || x<37 then begin pasx:=0 - (!pasx); sound 755 20; end else ();

if y>=513 || y<10 then begin pasy:=0 - (!pasy); sound 755 20; end else ();

if (y < 37) && ( !mx < x ) && (x < ( !mx + 90) ) then begin pasy:=0 - (!pasy); sound 455 20; end else ();

if (y < 37) && ( !mx = x || x = ( !mx + 90) ) then begin pasy:=0-(!pasy);

pasx:=0-(!pasx); sound 455 20;

balle x y white;

mvt (x+ 20\*(!pasx)) (y+ 5\*(!pasy)); end else ();

if y < 10 then begin vie:=(!vie)-1; life(); sound 266 200; end else ();

for k=0 to 197 do

if (k mod 2) = 1 then () else

if (x-r >= !bloc.(k+1) && x-r <= !bloc.(k+1) + 49 && y-r <= !bloc.(k) && y-r >= !bloc.(k) - 19) || (x-r >= !bloc.(k+1) && x-r <= !bloc.(k+1) + 49 && y+r <= !bloc.(k) && y+r >= !bloc.(k) - 19) || (x+r >= !bloc.(k+1) && x+r <= !bloc.(k+1) + 49 && y-r <= !bloc.(k) && y-r >= !bloc.(k) - 19) || (x+r >= !bloc.(k+1) && x+r <= !bloc.(k+1) + 49 && y+r <= !bloc.(k) && y+r >= !bloc.(k) - 19) then

begin sound 400 20; set\_color white; fill\_rect !bloc.(k+1) !bloc.(k) 50 20;

if (x-r) = !bloc.(k+1) + 48 || (x+r) = !bloc.(k+1) then pasx:=0 - !pasx else ();

if (y+r) = !bloc.(k) - 19 || (y-r) = !bloc.(k) then pasy:=0 - !pasy else (); !bloc.(k)<-0; !bloc.(k+1)<-0; end; done;

t:=1; for k=0 to 197 do if !bloc.(k)<>0 then t:=0 else () done; if !t = 1 then vie:=-2 else ();

match (!vie) with

|(-2)->begin sound 100 100; sound 200 100; sound 300 100; sound 100 100; sound 200 100; sound 300 100;end;

|(-1)->begin sound 300 100; sound 200 100; sound 100 100; sound 300 100; sound 200 100; sound 100 100;end;

| q ->mvt (x+ !pasx) (y+ !pasy);;

let play () =

for k=1 to 10 do sound (100\*k) 100 done;

open\_graph "800x600";

rect 700 500 25 25;

set\_color red;

for l=0 to 8 do

for k=0 to 10 do

set\_color black;

rect 49 19 (100+k\*50) (450-l\*20);

set\_color red;

fill\_rect (101+k\*50) (451-l\*20) 47 17;

done; done;

life();

mvt 250 250;

close\_graph;;

play();;