שיעורי בית יסודות – ציור על מסך, אופיר הופמן י3

**תרגיל 1**

public static void RecDraw (int x, int y, int height, int width, ConsoleColor color)

{

Console.ForegroundColor = color; //change font color

char ch = '█';

Console.SetCursorPosition(x, y); // adjust cursor position

// print width rectangles height times

for (int h = 1; h <= height; h++)

{

for (int w = 1; w <= width; w++)

{

Console.Write(ch);

}

y++; // lower cursor by 1 line

Console.SetCursorPosition(x, y);

}

}

static void Main(string[] args)

{

int x = 1;

int y = 1;

int height = 20;

int width = 20;

ConsoleColor color = ConsoleColor.Red;

RecDraw(x, y, height, width, color);

}

**תרגיל 2**

public static void RecDel(int x, int y, int height, int width)

{

Console.ForegroundColor = ConsoleColor.Black; //change font color to black

char ch = '█';

Console.SetCursorPosition(x, y); //adjust cursor position

for (int h = 1; h <= height; h++)

{

for (int w = 1; w <= width; w++)

{

Console.Write(ch);

}

y++; // lower cursor by 1 line

Console.SetCursorPosition(x, y);

}

}

static void Main(string[] args)

{

int x = 1;

int y = 1;

int height = 20;

int width = 20;

ConsoleColor color = ConsoleColor.Red;

RecDraw(x, y, height, width, color);

Console.ReadKey();

RecDel(x, y, height, width);

}

**תרגיל 3**

public static void RecMov (int x, int y, int height, int width, ConsoleColor color)

{

bool reached\_border = false;

while (reached\_border == false)

{

RecDraw(x, y, height, width, color);

Thread.Sleep(1000);

RecDel(x, y, height, width);

if (x + width + 1 > 79)

{

reached\_border = true;

}

else

{

x += 1;

RecDraw(x, y, height, width, color);

}

}

}

static void Main(string[] args)

{

int x = 1;

int y = 1;

int height = 20;

int width = 20;

ConsoleColor color = ConsoleColor.Red;

RecMov(x, y, height, width, color);

}

**תרגיל 4**

public static void RecArrowMov(int x, int y, int height, int width, ConsoleColor color)

{

bool end = false;

while (!end)

{

if (Console.KeyAvailable)

{

RecDel(x, y, height, width);

ConsoleKeyInfo k = Console.ReadKey();

if (k.Key == ConsoleKey.UpArrow)

y--;

else if (k.Key == ConsoleKey.DownArrow)

y++;

else if (k.Key == ConsoleKey.LeftArrow)

x--;

else if (k.Key == ConsoleKey.RightArrow)

x++;

else if (k.Key == ConsoleKey.Escape)

end = true;

RecDraw(x, y, height, width, color);

}

Thread.Sleep(50);

}

}