

login

```

1  using System;
2  using System.Collections.Generic;
3  using System.ComponentModel;
4  using System.Data;
5  using System.Drawing;
6  using System.Text;
7  using System.Windows.Forms;
8
9  namespace login
10 {
11     public partial class Form1 : Form
12     {
13         public static string[] user = File.ReadAllLines("acc.txt");
14
15         public Form1()
16         {
17             InitializeComponent();
18         }
19
20         private void label2_Click(object sender, EventArgs e)
21         {
22             if(textBox1.Text == user[0] & textBox2.Text==user[1])
23             {
24                 Form2 form = new Form2();
25                 form.Show();
26             }
27         }
28
29         private void button1_Click(object sender, EventArgs e)
30         {
31             if(textBox1.Text == user[0] & textBox2.Text==user[1])
32             {
33                 this.Hide();
34                 Form2 form = new Form2();
35                 form.Show();
36             }
37         }
38     }
39 
```

No issues found

Output

```

'login.exe' (CoreCLR: c:\host): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.ComponentModel.dll'. Skipped loading symbols. Module was built without debugging information.
'login.exe' (CoreCLR: c:\host): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Buffers.dll'. Skipped loading symbols. Module was built without debugging information.
'login.exe' (CoreCLR: c:\host): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Resources.ResourceManager.dll'. Skipped loading symbols. Module was built without debugging information.
'login.exe' (CoreCLR: c:\host): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Collections.Concurrent.dll'. Skipped loading symbols. Module was built without debugging information.

```

Autos

Ready

Form2

```

1  using System;
2  using System.Collections.Generic;
3  using System.ComponentModel;
4  using System.Data;
5  using System.Drawing;
6  using System.Text;
7  using System.Windows.Forms;
8
9  namespace login
10 {
11     public partial class Form2 : Form
12     {
13         public Form2()
14         {
15             InitializeComponent();
16             label1.Text = "Hello " + Form1.user[0];
17         }
18
19         private void button1_Click(object sender, EventArgs e)
20         {
21             this.Close();
22             Application.Exit();
23         }
24     }
25 } 
```

No issues found

Output

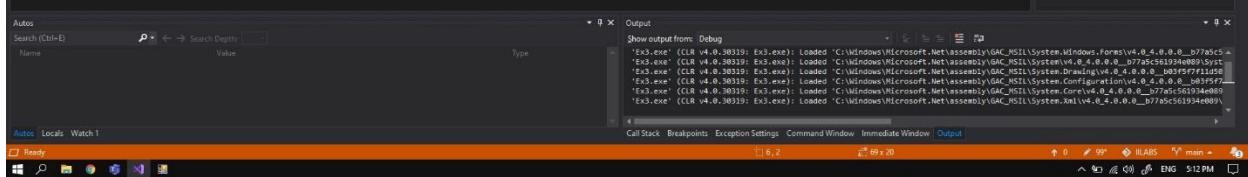
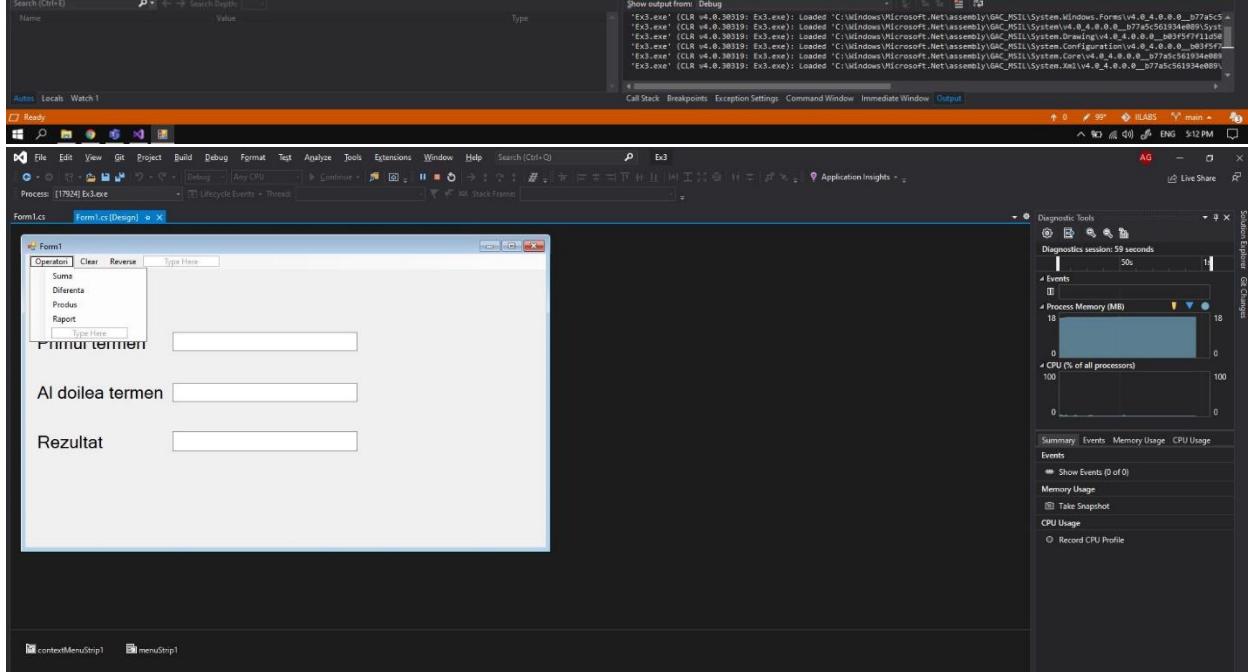
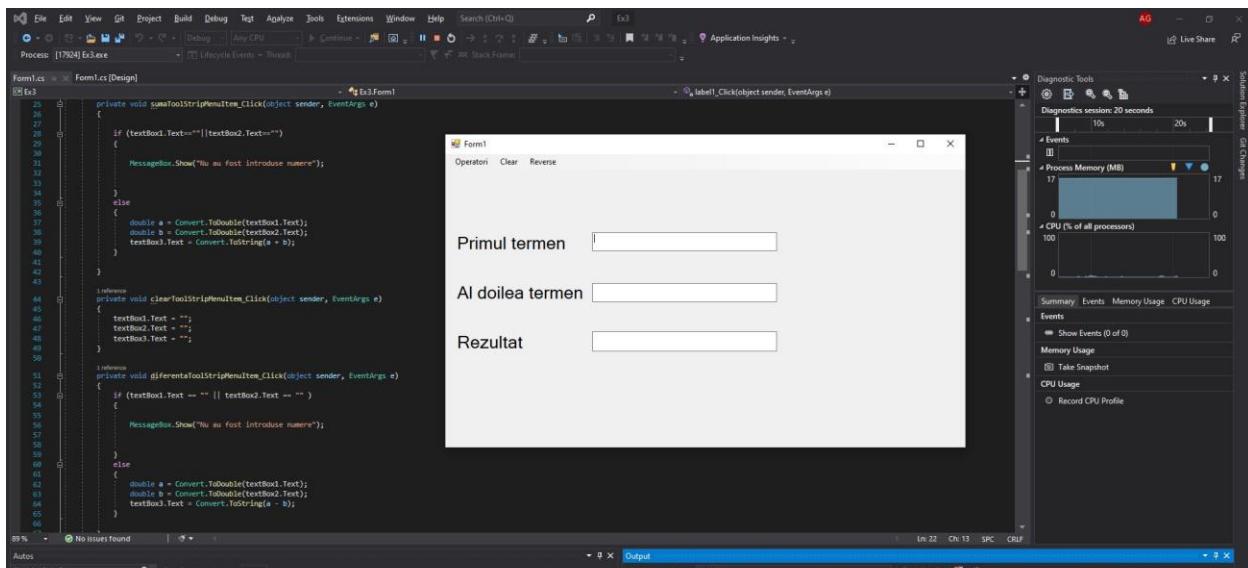
```

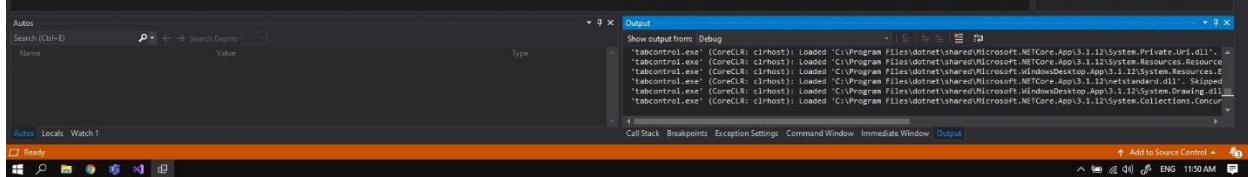
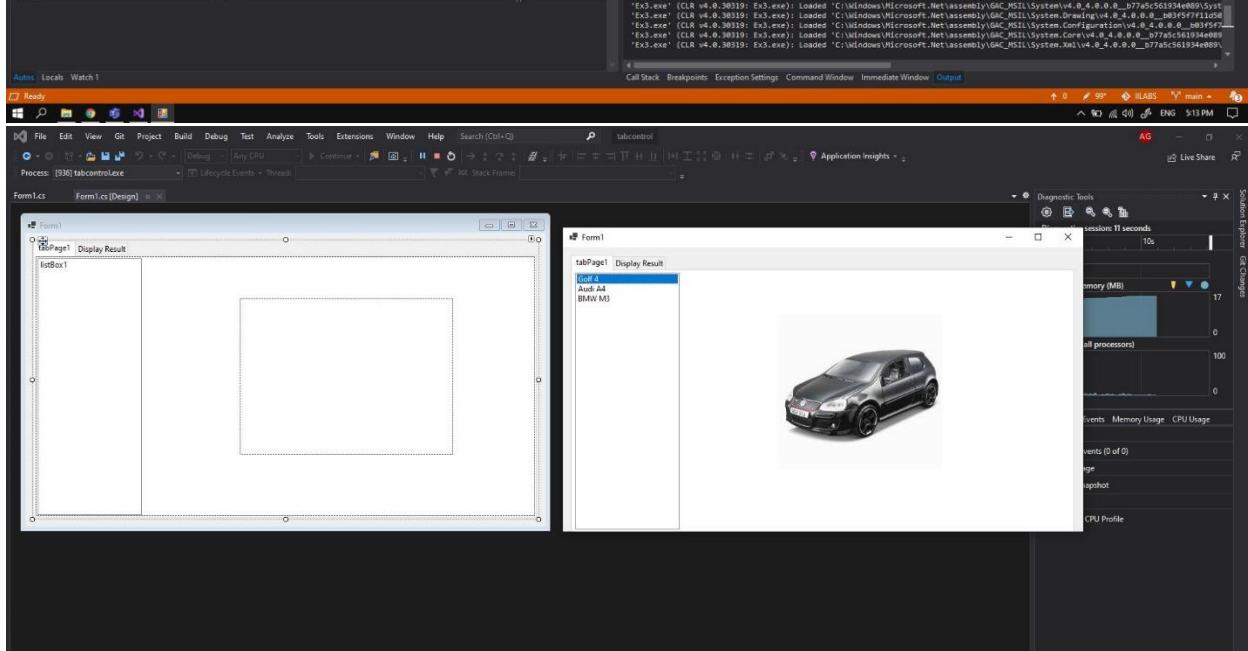
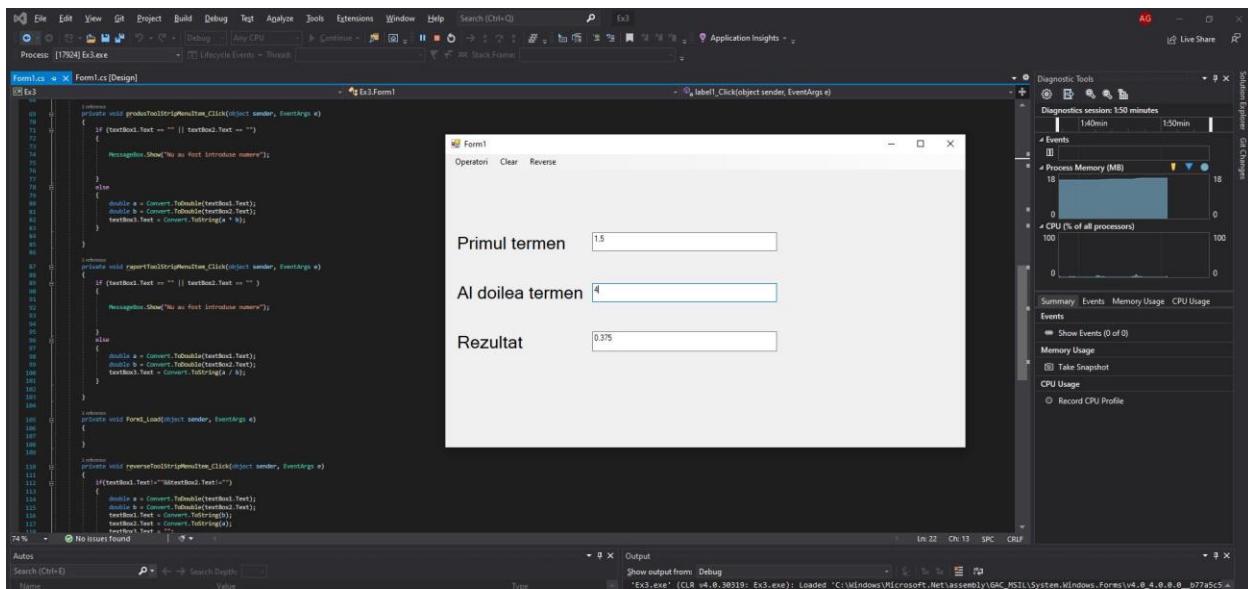
'login.exe' (CoreCLR: c:\host): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.ComponentModel.dll'. Skipped loading symbols. Module was built without debugging information.
'login.exe' (CoreCLR: c:\host): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Buffers.dll'. Skipped loading symbols. Module was built without debugging information.
'login.exe' (CoreCLR: c:\host): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Resources.ResourceManager.dll'. Skipped loading symbols. Module was built without debugging information.
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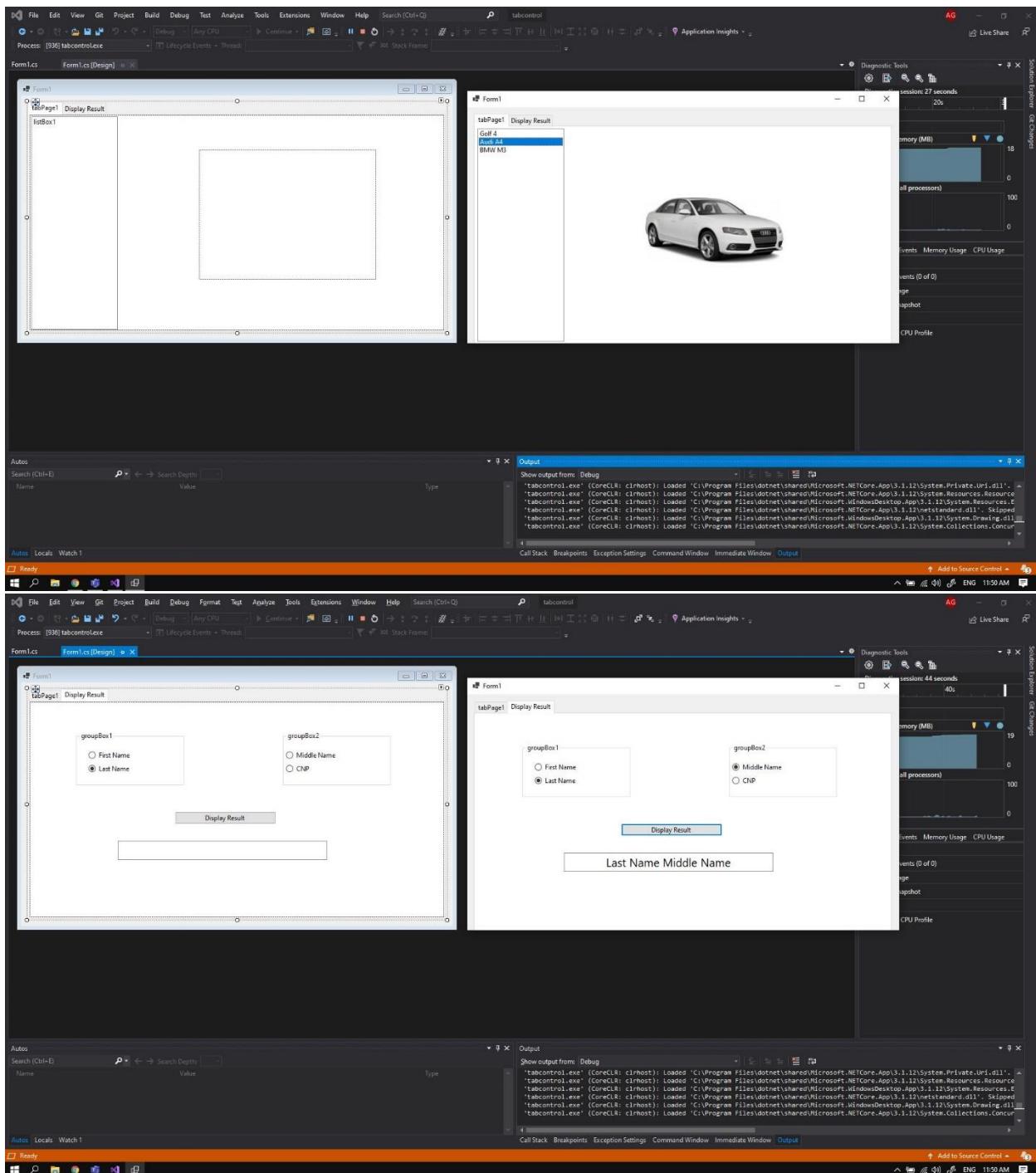
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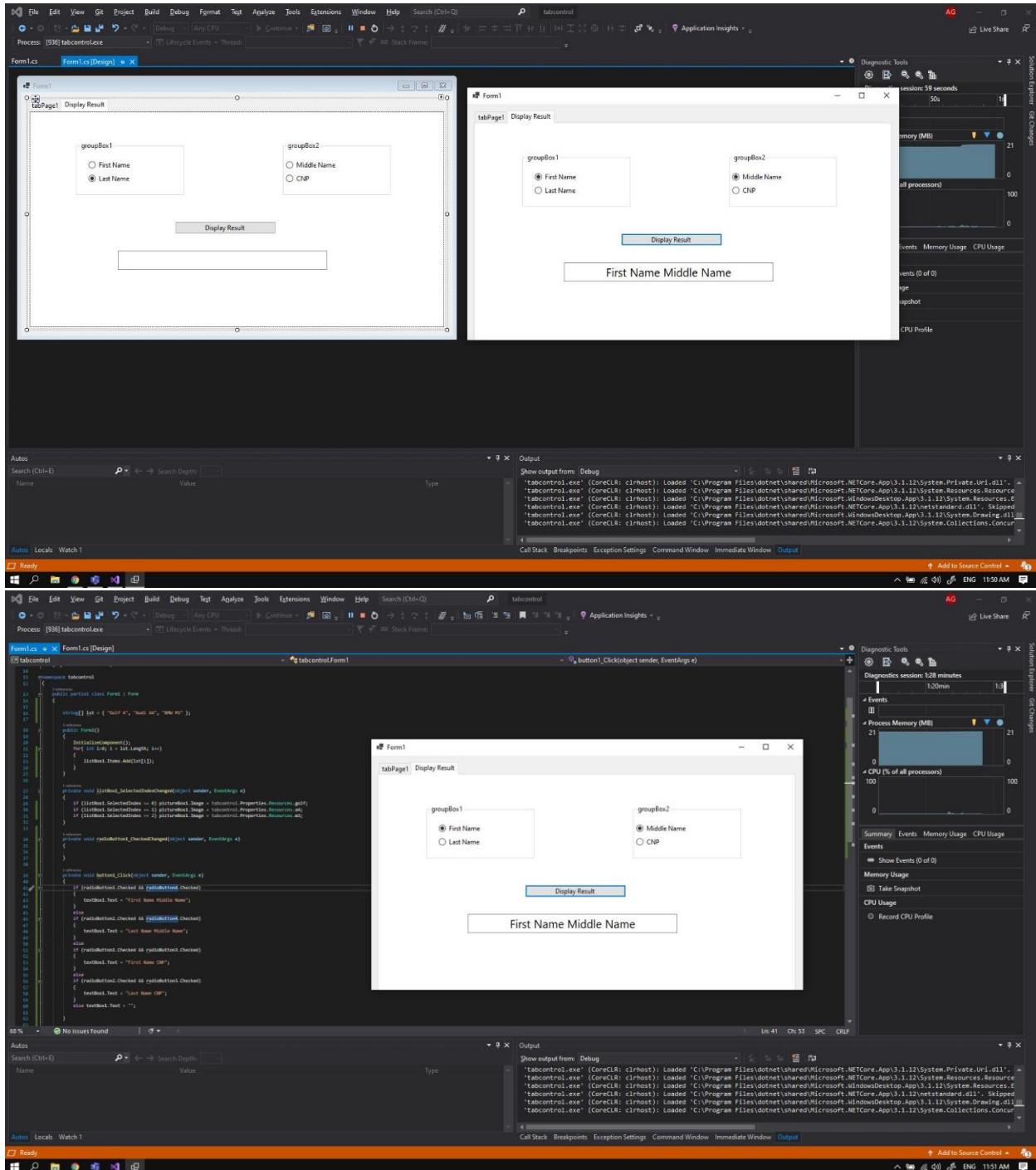
Autos

Ready









```
private void GameEngine(object sender, EventArgs e)
{
    if (playerHealth > 1)
        progressBar1.Value = Convert.ToInt32(playerHealth);
    else
    {
        Player.Image = Properties.Resources.dead;
        timer1.Stop();
        GameOver = true;
        this.Close();
        MessageBox.Show("Ai murit " + Form2.usernm,"ok");
    }
    label1.Text = "Ammo: " + ammo;
    label2.Text = "Kills: " + score;
    if (goleft && Player.Left > 1)
        Player.Left -= speed;
    if (goright && Player.Left + Player.Width < 1280)
        Player.Left += speed;
    if (goup && Player.Top > 1)
        Player.Top -= speed;
    if (godown && Player.Bottom + Player.Height < 800)
        Player.Top += speed;
    foreach (Control x in this.Controls)
    {
        if(x is Label && x.Tag == "Level")
            if(score >=20)
            {
                x.Text = "Level:2";
                ZombeeSpd = 3;
            }

        if (x is Label && x.Tag == "Level")
            if (score >= 40)
            {
                x.Text = "Level:3";
                ZombeeSpd = 5;
            }
    }
}
```

```
if (x is PictureBox && x.Tag == "ammo")
{
    if (((PictureBox)x).Bounds.IntersectsWith(Player.Bounds))
    {
        this.Controls.Remove(((PictureBox)x));
        ((PictureBox)x).Dispose();
        ammo += 5;
    }
}

if (x is PictureBox && x.Tag == "bullet")
{
    if (((PictureBox)x).Left < 1 || ((PictureBox)x).Left > 1280 || ((PictureBox)x).Top < 1 || ((PictureBox)x).Top > 720)
    {
        this.Controls.Remove(((PictureBox)x));
        ((PictureBox)x).Dispose();
    }
}

if (x is PictureBox && x.Tag == "Zombee")
{
    if (((PictureBox)x).Bounds.IntersectsWith(Player.Bounds))
    {
        playerHealth -= 1;
    }
    if (((PictureBox)x).Left > Player.Left)
    {
        ((PictureBox)x).Left -= ZombeeSpd;
        ((PictureBox)x).Image = Properties.Resources.zleft;
    }
    if (((PictureBox)x).Top > Player.Top)
    {
        ((PictureBox)x).Top -= ZombeeSpd;
        ((PictureBox)x).Image = Properties.Resources.zup;
    }
    if (((PictureBox)x).Left < Player.Left)
    {
        ((PictureBox)x).Left += ZombeeSpd;
        ((PictureBox)x).Image = Properties.Resources.zright;
    }
    if (((PictureBox)x).Top < Player.Top)
    {
        ((PictureBox)x).Top += ZombeeSpd;
        ((PictureBox)x).Image = Properties.Resources.zdown;
    }
}
```

```
217     {
218         ((PictureBox)x).Left += ZombeeSpd;
219         ((PictureBox)x).Image = Properties.Resources.zright;
220     }
221     if (((PictureBox)x).Top < Player.Top)
222     {
223         ((PictureBox)x).Top += ZombeeSpd;
224         ((PictureBox)x).Image = Properties.Resources.zdown;
225     }
226     foreach (Control j in this.Controls)
227     {
228         if ((j is PictureBox && j.Tag == "bullet") && (x is PictureBox && x.Tag == "Zombee"))
229         {
230             if (x.Bounds.IntersectsWith(j.Bounds))
231             {
232                 score++;
233                 this.Controls.Remove((PictureBox)j);
234                 ((PictureBox)j).Dispose();
235                 this.Controls.Remove((PictureBox)x);
236                 ((PictureBox)x).Dispose();
237                 MakeZombee();
238             }
239         }
240     }
241 }
242 }
243 }
244 }
245
246 private void Form1_Load(object sender, EventArgs e)
247 {
248
249 }
250
251 private void ProgressBar1_Click(object sender, EventArgs e)
252 {
253
254 }
255 }
256
257 }
```

```
1 reference
11 class bullet
12 {
13     public string direction;
14     public int speed = 20;
15     PictureBox Bullet = new PictureBox();
16     Timer tm = new Timer();
17     public int bulletLeft;
18     public int bulletTop;
19
20     1 reference
21     public void tm_Tick(object sender, EventArgs e)
22     {
23         if (direction == "left")
24         {
25             Bullet.Left -= speed;
26         }
27         if (direction == "right")
28         {
29             Bullet.Left += speed;
30         }
31         if (direction == "up")
32         {
33             Bullet.Top -= speed;
34         }
35         if (direction == "down")
36         {
37             Bullet.Top += speed;
38         }
39
40         if (Bullet.Left < 16 || Bullet.Left > 1250 || Bullet.Top < 10 || Bullet.Top > 616)
41         {
42             tm.Stop();
43             tm.Dispose();
44             Bullet.Dispose();
45             tm = null;
46             Bullet = null;
47         }
48     }
49
50     1 reference
51     public void mkBullet(Form form)
52     {
53         Bullet.BackColor = System.Drawing.Color.White;
54         Bullet.Size = new Size(5, 5);
55         Bullet.Tag = "bullet";
56         Bullet.Left = bulletLeft;
57         Bullet.Top = bulletTop;
58         Bullet.BringToFront();
59         form.Controls.Add(Bullet);
60         tm.Interval = speed;
61         tm.Tick += new EventHandler(tm_Tick);
62         tm.Start();
63     }
64 }
```

```
namespace ZombeeShooter
{
    public partial class Form2 : Form
    {
        public static string usernm = "";
        public Form2()
        {
            InitializeComponent();

            StartPosition = FormStartPosition.Manual;
            Location = new Point(150, 150);

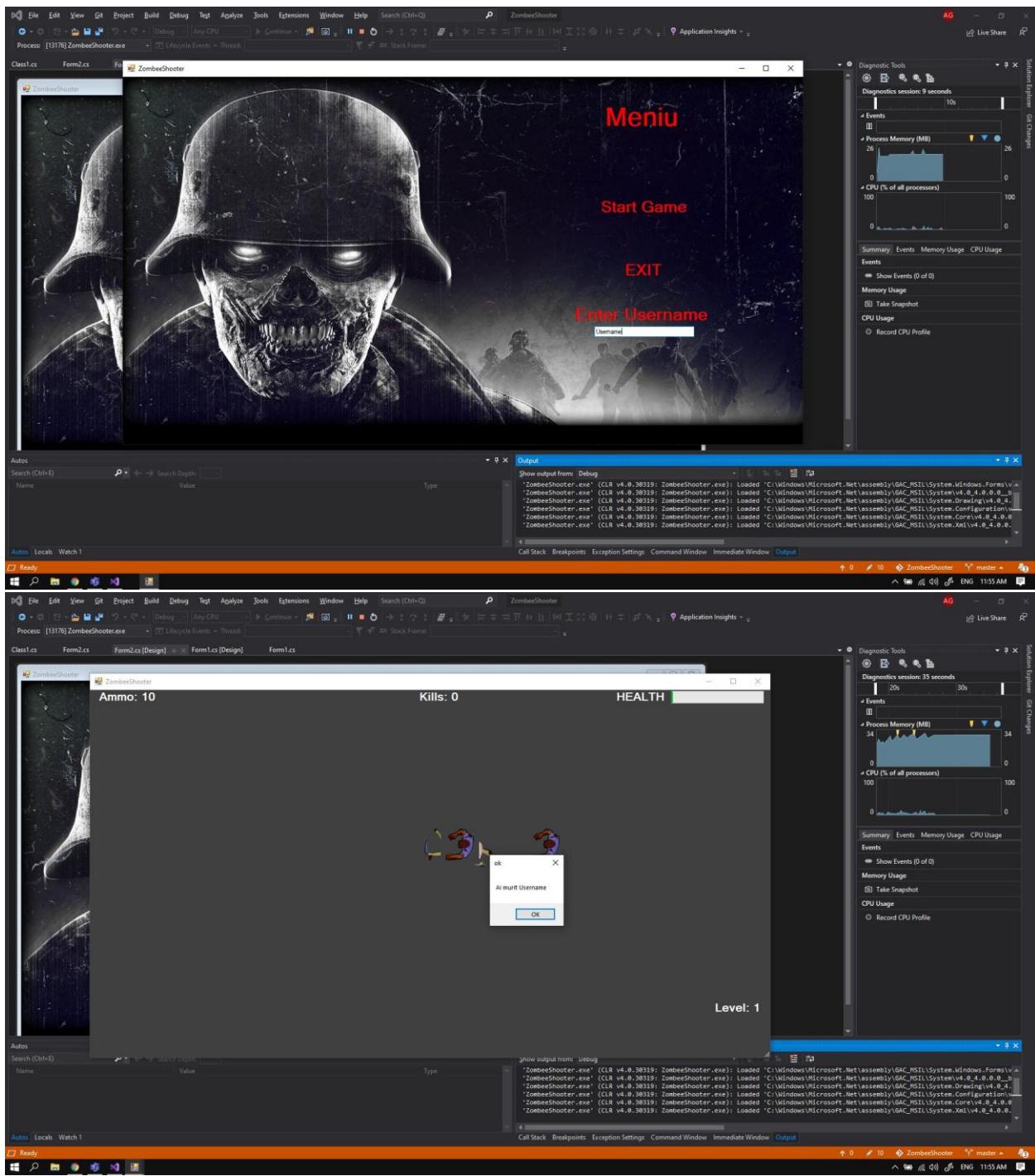
            button1.BackColor = Color.Transparent;
        }

        private void Form2_Load(object sender, EventArgs e)
        {
        }

        private void Label2_Click(object sender, EventArgs e)
        {
        }

        private void Button1_Click(object sender, EventArgs e)
        {
            Hide();
            usernm = username.Text;
            using (Form1 form1 = new Form1())
                form1.ShowDialog();
            Show();
        }

        private void button2_Click(object sender, EventArgs e)
        {
        }
    }
}
```



Pentru tema, am facut un joc. Codul este destul de mult. Il puteti vedea pe tot pe github.

<https://github.com/SeriousNip/ZombeeShooter>

De asemenea pe github puteti gasi si toate exercitiile de la laboratoarele mele.