

Visual Studio IDE showing the Form1.cs file in Design mode. The code defines a partial class Form1 with a listbox and buttons for Copy, Delete, and Exit. The listbox contains items: Thing1, Thing2, Thing3, and Thing4. The Copy button is highlighted. The application is running, and the Form1 window is visible, showing the listbox and buttons. The Output window shows the debug output, including the loaded assemblies and the application's execution flow.

```
13 {
14     2 references
15     public partial class Form1 : Form
16     {
17         string[] list = File.ReadAllLines("list.txt");
18
19         1 reference
20         public Form1()
21         {
22             InitializeComponent();
23             for(int i = 0; i < list.Length; i++)
24             {
25                 listBox1.Items.Add(list[i]);
26             }
27
28         1 reference
29         private void button2_Click(object sender, EventArgs e)
30         {
31             listBox2.Items.RemoveAt(listBox2.SelectedIndex);
32         }
33
34         1 reference
35         private void button1_Click(object sender, EventArgs e)
36         {
37             listBox2.Items.Add(listBox1.SelectedItem);
38         }
39
40         1 reference
41         private void button3_Click(object sender, EventArgs e)
42         {
43             Application.Exit();
44         }
45     }
46 }
```

Form1

Thing1
Thing2
Thing3
Thing4

Copy

Delete

Exit

Thing1G4
Thing3
Thing2
Thing4

Output

Show output from: Debug

Loaded: 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Linq.dll', Skipped
'Listbox.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Private.Uri.dll', 5
'Listbox.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Collections.NonGeneric.dll', Skipped
'Listbox.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Memory.dll', Skipped
'Listbox.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Resources.ResourceManager.dll', Skipped
'Listbox.exe' (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\3.1.12\System.Collections.Concurrent.dll', Skipped

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30         {
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32         }
33
34         1 reference
35         private void button1_Click(object sender, EventArgs e)
36         {
37             listBox2.Items.Add(listBox1.SelectedItem);
38         }
39
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41         private void button3_Click(object sender, EventArgs e)
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43             Application.Exit();
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```

Form1

Thing1
Thing2
Thing3
Thing4

Copy

Delete

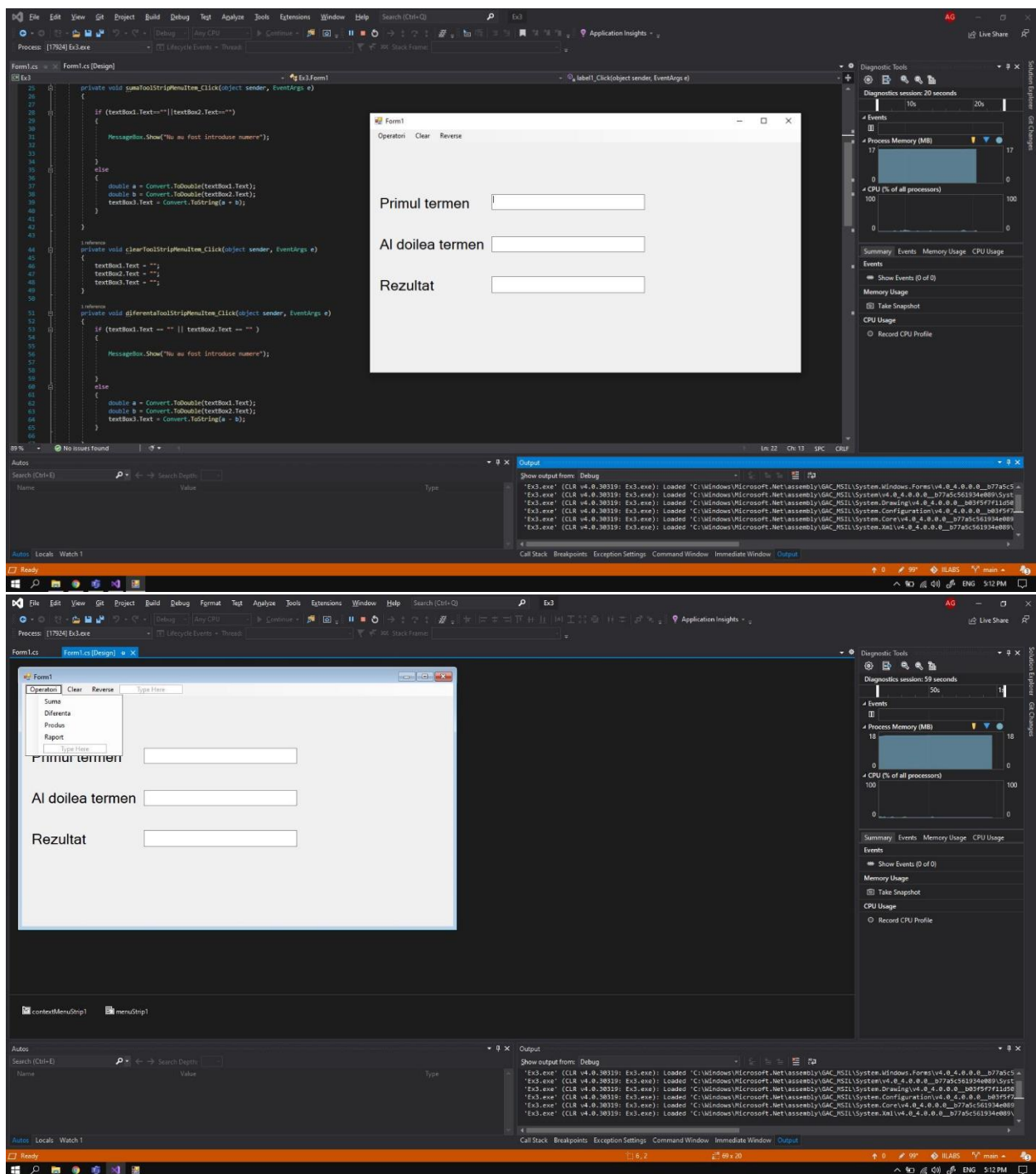
Exit

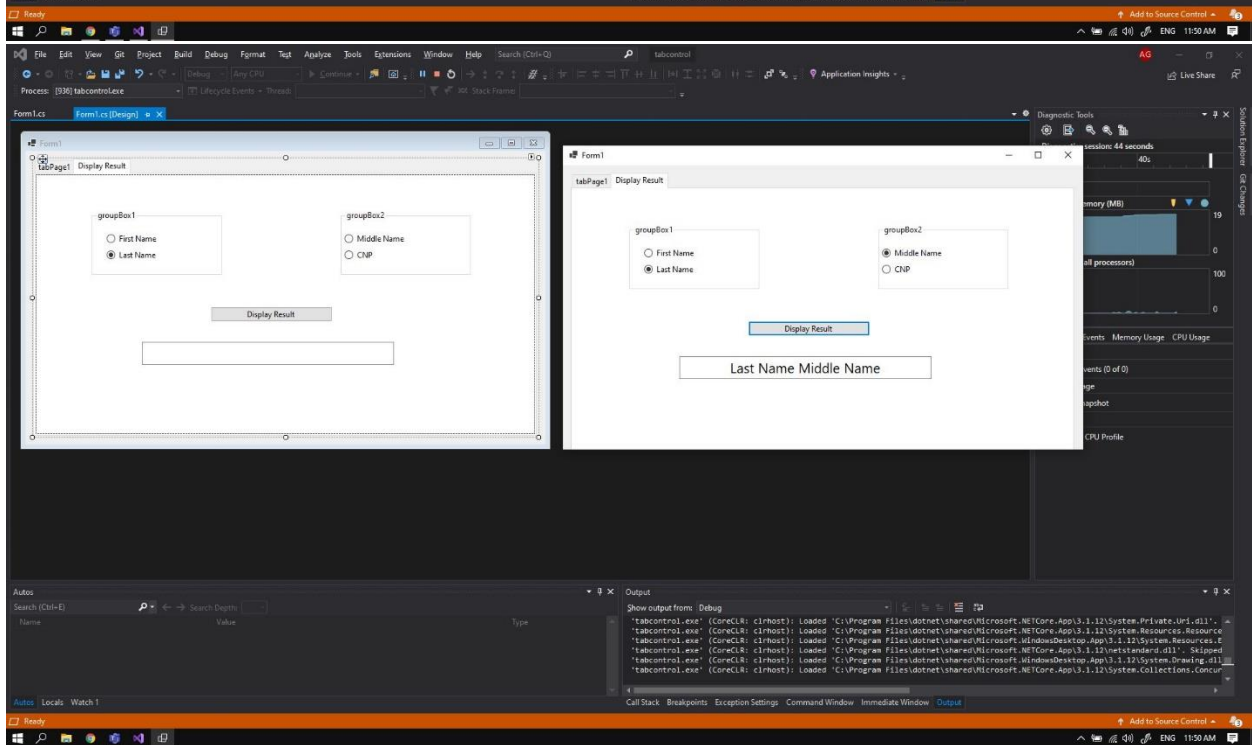
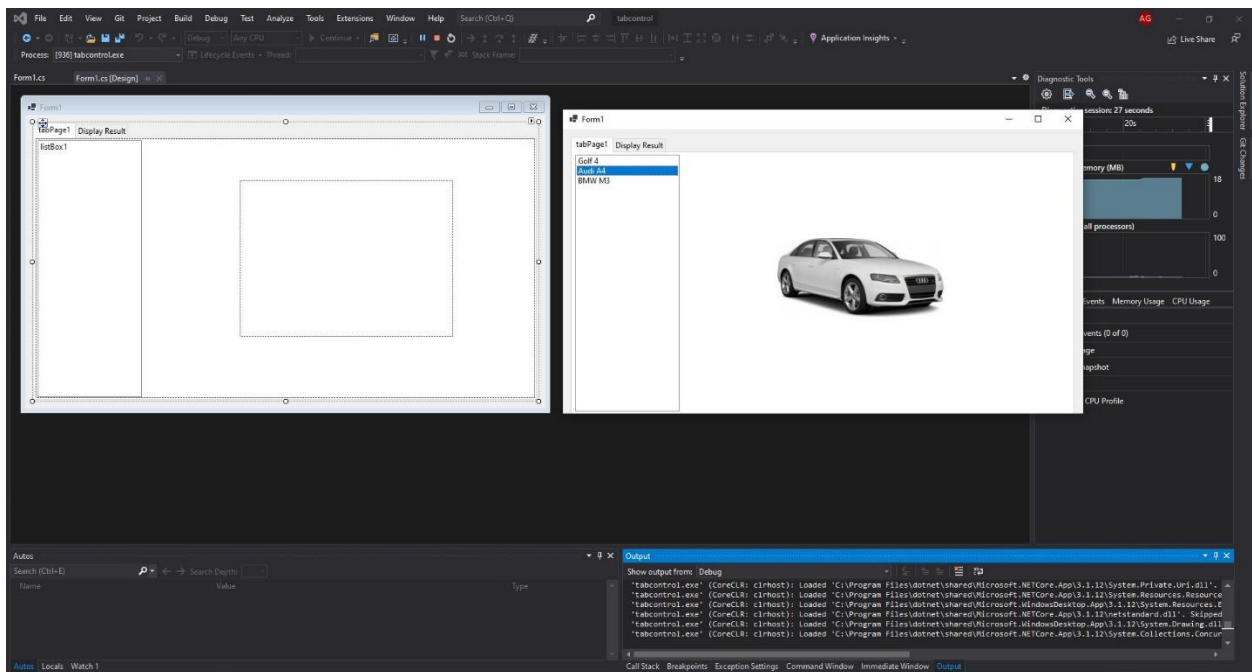
Thing1G4
Thing3
Thing2
Thing4

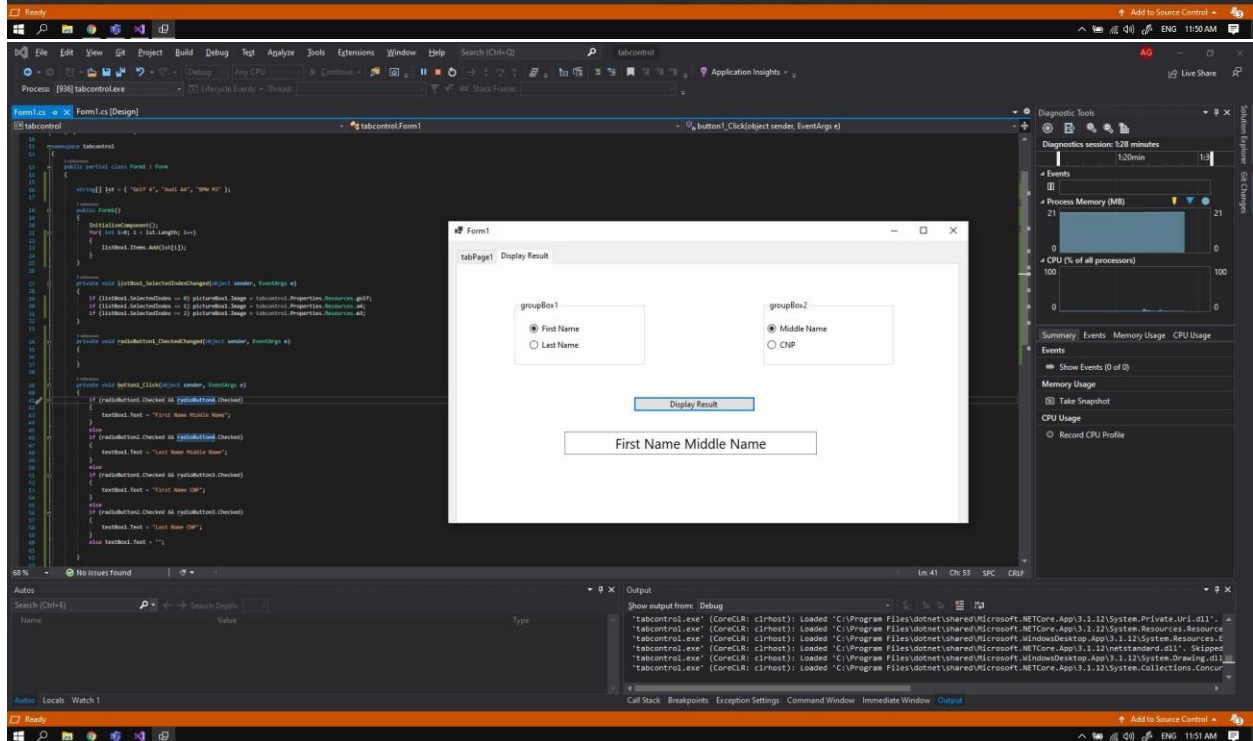
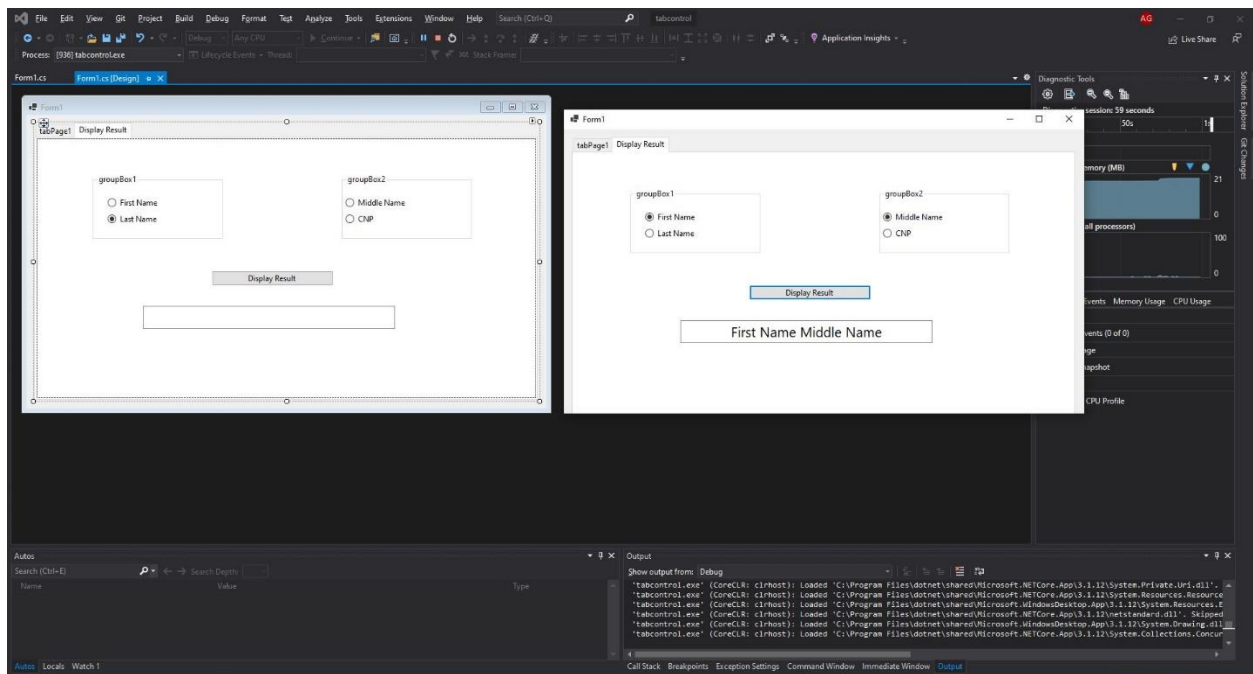
Output

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```

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.Intersects(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 == "Zombie")
{
    if (((PictureBox)x).Bounds.Intersects(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.Intersects(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 1 reference
247 private void Form1_Load(object sender, EventArgs e)
248 {
249 }
250
251 1 reference
252 private void ProgressBar1_Click(object sender, EventArgs e)
253 {
254 }
255 }
256 }
257

```

```

11 1 reference
12 class bullet
13 {
14     public string direction;
15     public int speed = 20;
16     PictureBox Bullet = new PictureBox();
17     Timer tm = new Timer();
18     public int bulletLeft;
19     public int bulletTop;
20
21 1 reference
22 public void tm_Tick(object sender, EventArgs e)
23 {
24     if (direction == "left")
25     {
26         Bullet.Left -= speed;
27     }
28     if (direction == "right")
29     {
30         Bullet.Left += speed;
31     }
32     if (direction == "up")
33     {
34         Bullet.Top -= speed;
35     }
36     if (direction == "down")
37     {
38         Bullet.Top += speed;
39     }
40
41     if (Bullet.Left < 16 || Bullet.Left > 1250 || Bullet.Top < 10 || Bullet.Top > 616)
42     {
43         tm.Stop();
44         tm.Dispose();
45         Bullet.Dispose();
46         tm = null;
47         Bullet = null;
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 }

```

```

namespace ZombeeShooter
{
    4 references
    public partial class Form2 : Form
    {
        public static string usernm = "";
        1 reference
        public Form2()
        {
            InitializeComponent();

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

            button1.BackColor = Color.Transparent;
        }

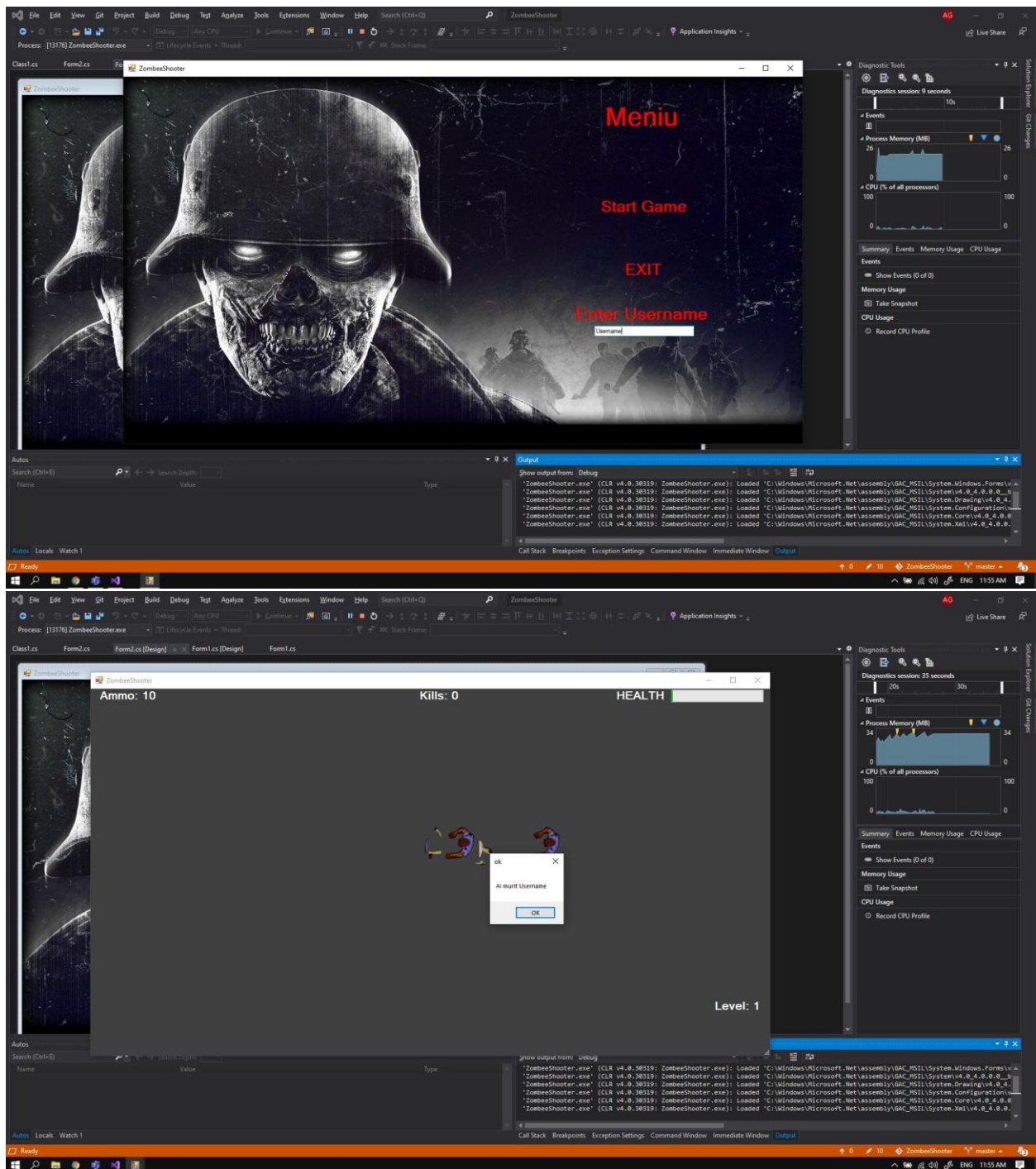
        1 reference
        private void Form2_Load(object sender, EventArgs e)
        {
        }

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

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

        0 references
        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.