

Laboratory Work No.4
WINDOWS PROGRAMMING
Artiom Diana
Department of Computer Science
FAF - 141 Technical University of Moldova
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In this laboratory work we improved our skills in working with mouse, creating different kind of lines, geometric figures, bezier curves, etc. In the following sections I described each feature, according to the required tasks.

1 Create an animation based on Windows timer which involves at least 5 different drawn objects.

Actually the animation can involve up to 60 objects, created with a mouse press. More than 60 objects generally can be created. It only depends on the size of array of objects we declare.

2 Increase and decrease animation speed using mouse wheel/from keyboard

In order to do, the logic was introduced under the WM_MOUSEWHEEL message. While the wheel was moved, the variable timerSpeed was increased, or vice versa - decreased, depending on wheel moving direction.

3 Add 2 animated objects which will interact with each other. Balls that have different velocity and moving angles.

At interaction the objects change their color.

4 Bonus Point Tasks :For the task above, add balls with mouse.

When the button was pressed, a new object was created. It was done using the message `WM LBUTTONDOWN`. Using "new", a new instance of the object class was created.