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WINDOWS PROGRAMMING

LABORATORY WORK # 4

Windows Timer. Animation.

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1 Introduction

1.1 Topic

Windows Timer. Animation.

1.2 Task

- Create an animation based on Windows timer which involves at least 5 different drawn objects
- Increase and decrease animation speed using mouse wheel/from keyboard
- Solve flicking problem describe in your readme/report the way you had implemented this
- Add 2 animated objects which will interact with each other. Balls that have different velocity and moving angles. They should behave based on following rules:
- At the beginning you should have 3 balls of different colours of the same size
- On interaction with each other, if they are of the same class (circle, square), they should change their color and be multiplied.
- On interaction with the right and left wall (the margins of the window), they should be transformed into squares.
- On interaction with the top and bottom of the window - the figures should increase their velocity.
- Please, take into consideration that the user can increase and decrease animation speed using mouse wheel/from keyboard

2 Results

2.1 First Dot

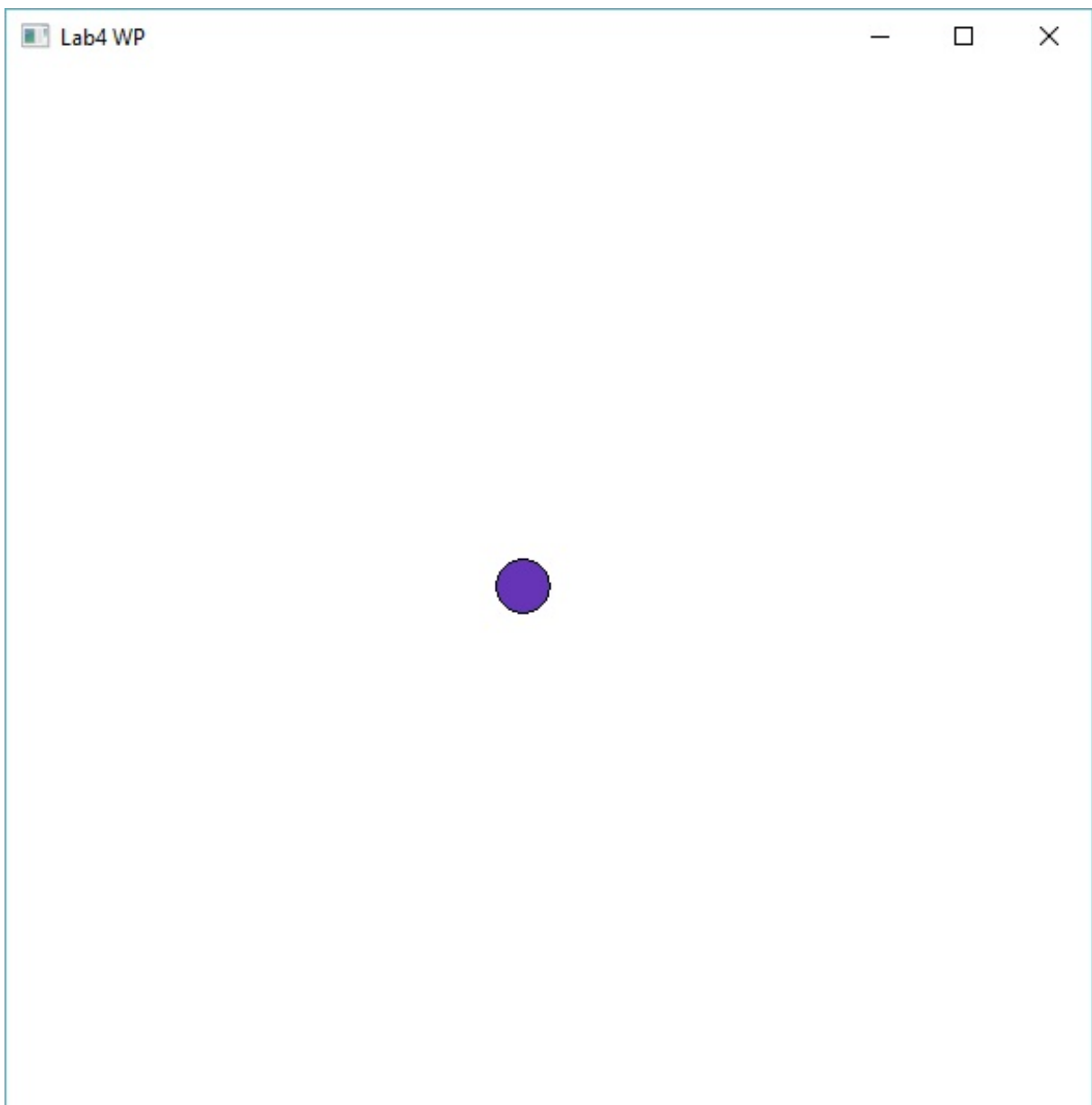


Fig. 1 One Dot

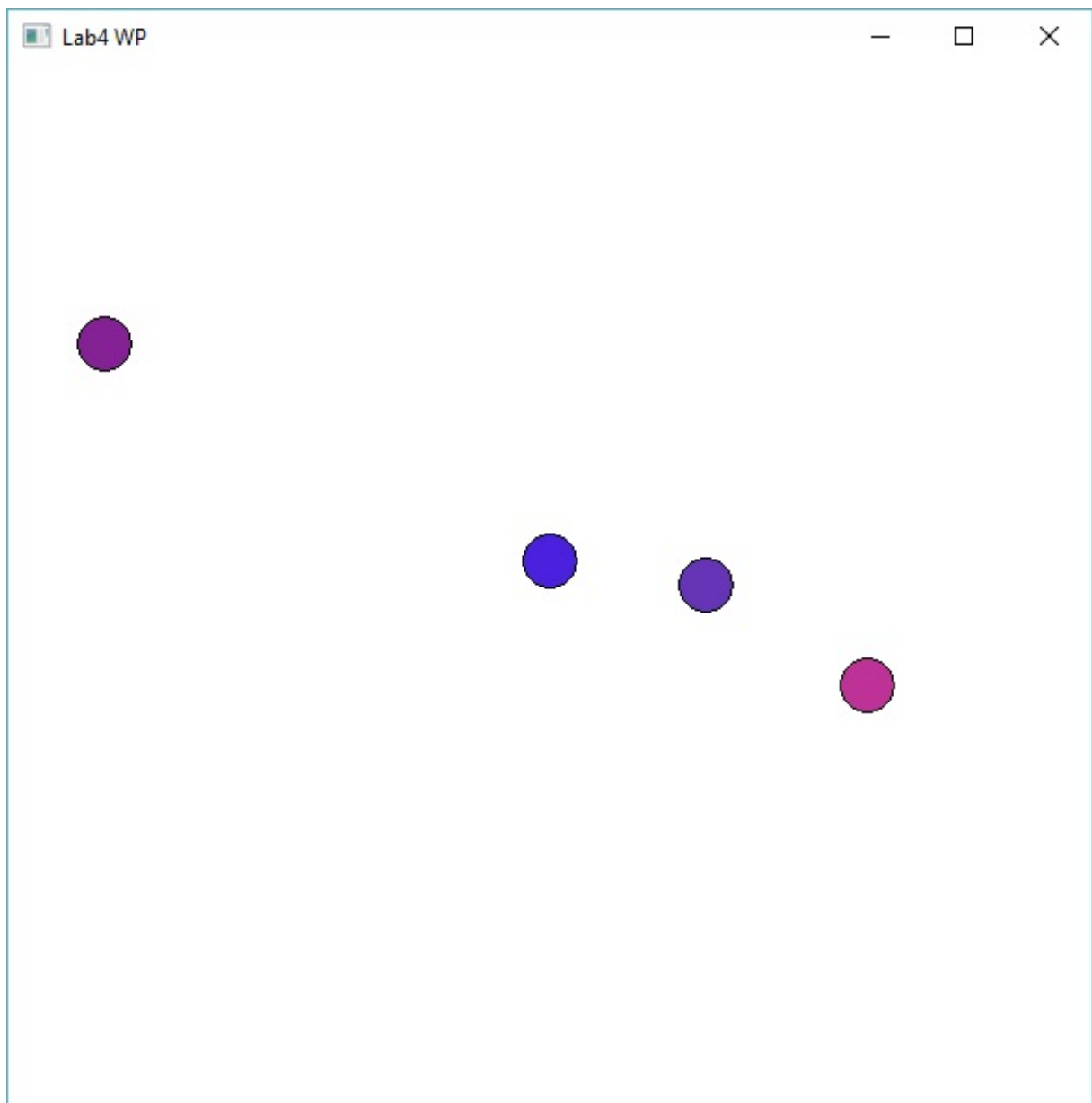


Fig. 2 Adding more dots

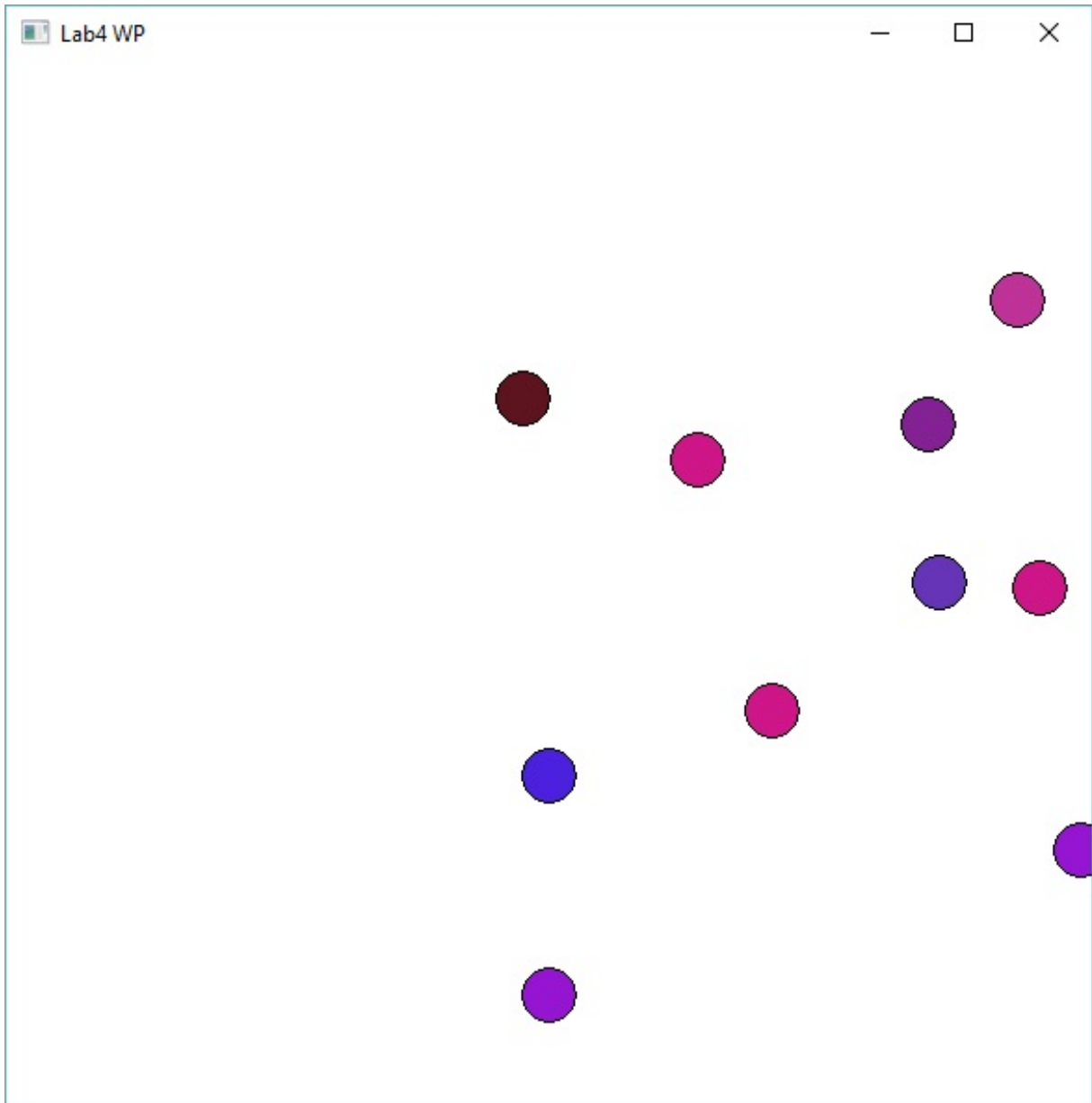


Fig. 3 Watchin' the result

3 Conclusion

For this laboratory work we made our basic window program with few buttons that apply to different functions for manipulating with the input from the keyboard. As you can see in the screenshots, there are several buttons that allows us to make different changes in our window, for font : "Times, Courier,Calibri", for Display and erase of some text and others. This code is made by Mihai Vlas but took a bit part from his colleagues because of lack of time in this semester. He feels very sorry and will improve his attitude just like his grades in the 3rd year. No more volunteering, just writing code.