VBugs Chapter 2 Worksheet

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| **Name:** |
| **Year Level:** |

Question 1: What is happening on your SwinGame screen? Describe the output below:

Exercise 1: *Loading images into your program*

1. Write the complete code for LoadImages() sub into the area below.

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| --- |
| Answer:  …  Private Sub LoadImages()      End Sub  … |

1. What does the first parameter (“back”) do in NewImage()? (write your answer below)

Question2:*What do you think DrawBitmap() sub does? Write your answer in the area below.*

Exercise 2: *Drawing other images on the screen*

Tell the computer to draw photo.png on the screen. The code for this needs to be inside the Game Loop. Write the code that you entered to achieve this in the area below:

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| --- |
| Answer:  …  SwinGame.Graphics.ClearScreen()    'Refreshes the Screen and Processes Input Events  … |

*Exercise 3:*

*Write the complete code for the LoadFonts() sub in the area below:*

|  |
| --- |
| Answer:  …      End Sub  … |

Question 3: What do you think 60 in the above code does? Change its value and test it to see what find out.

Exercise 4: *Drawing the text by using loaded true type font*

In GameLogic.vb you will remember earlier we deleted the following line of code:

|  |
| --- |
| …  Text.DrawText("Hello World!", Color.Aqua, GameFont("ArialLarge"), 50, 50)  … |

We want to use something similar to test our new font. Change the above code so that we use the new font and it says a message of your choosing a different position.

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| Answer:  …  SwinGame.Graphics.ClearScreen()      'Refreshes the Screen and Processes Input Events  … |

Exercise 5: *Colors with RGB and RGBA*

1. What is the color and how much could you see it with the following ARGB values:

(255, 255, 0, 0). Write the color and mark the transparency in the area below:

|  |
| --- |
| Color:  Transparency:  Transparency.png |

1. What is the color and how much could you see with the following ARGB values:

(30, 0, 255, 0). Write the color and mark the transparency in the area below:

|  |
| --- |
| Color:  Transparency:Transparency.png |

1. What is the color and how much could you see with the following values of ARGB:

(127, 0, 0, 255). Write the color and mark the transparency in the area below:

|  |
| --- |
| Color:  Transparency:Transparency.png |

1. What is the color and how much could you see with the following values of ARGB:

(255, 255, 255, 0). Write the color and mark the transparency in the area below:

|  |
| --- |
| Color:  Transparency:Transparency.png |

1. What is the color and how much could you see with the following values of ARGB:

(127, 0, 0, 255). Write the color and mark the transparency in the area below:

|  |
| --- |
| Color:  Transparency:Transparency.png |

Exercise 6: *Drawing rectangle with the customized color*

1. Draw one rectangle of each of the colors from the previous exercise, put the rectangles at different points on the screen.
2. In GameLogic.vb you will remember earlier we deleted the following line of code:

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| --- |
| …  Graphics.FillRectangle(Color.Red, 20, 150, 500, 50)  … |

Modify this code to use ARGB, instead of Color.Red use Color.FromArgb(alphaVal, redVal, greenVal, blueVal).

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