VBugs Worksheet 3

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

**Answers to Part 1**

Exercise 1: *Creating a sprite*

1. Declare the variable “bug” which is a Sprite. Write the code you used to achieve this in the area below:

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| Answer:  …  'Load Resources  LoadResources()  'Game Loop  … |

1. Write the code which enables you to create the sprite in the area below:

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| --- |
| Answer:  …  'Load Resources  LoadResources()  Dim bug As Sprite    … |

1. Draw the sprite on the screen. Write the code that enables you to do this in the area below:

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| Answer:  …  'Clears the Screen to Black  SwinGame.Graphics.ClearScreen(Color.White)  'Refreshes the Screen and Processes Input Events  … |

1. Put Graphics.FreeSprite(variableName) at the end of your program. Write the code that you entered to your program in the area below.

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| --- |
| Answer:  …  'Free Resources and Close Audio, to end the program.  FreeResources()  … |

**Answers to Part 2**

Exercise 1: *Making the sprite to move*

1. Assign Movement.X of your sprite to 0.5 and put this code before the start of the game loop. Write the
2. In order to see how our sprite moves, it needs to be updated withing the loop. Use Graphics.UpdateSprite(variableName) after Graphics.DrawSprite(bug).
3. Press the "StartDebugging" button at the top of the screen (looks like a green arrow arrow.jpg, F5 works too) to see what it does.

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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. Why do we need the first parameter in NewImage()? (write your answer in the area below)

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

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**Answers to Part 3**

Exercise 1: *Drawing other images on the screen*

1. 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 |

**Answers to Part 4**

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

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| Answer:  Private Sub LoadFonts()  NewFont("ArialLarge", "arial.ttf", 80)  NewFont("Courier", "cour.ttf", 16)    End Sub |

Exercise 1: *Drawing the text by using loaded true type font*

1. Open GameLogic.vb from the Solution Explorer. Use Text.DrawText("Text to draw", Color.(Black), GameFont("BeanTown"), posX, posY) to write the code that tells the computer to draw text with a new font in the area below:

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

**Answers to Part 5**

Exercise 1: *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:

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| --- |
| 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:

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

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

Exercise 2: Drawing rectangle with the customized color

1. Draw one rectangle of each of the colors from the previous exercise. Use Color.FromArgb(redVal, greenVal, blueVal, alphaVal)as the color of rectangle. Write the code that you entered to achieve this in the area below:

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