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//La boule de neige!!!!.....c'est la version AL KAJ bien entendu!

#include "nuitsBlanches.h" //ma super bibliotheque....elle porte bien son nom!
#define W 600 //Largeur de la planche a dessin
#define H 600 //Hauteur de la planche a dessin
#define RANG 2

int main(int argc, char** argv){
    int encorre=1;
    while (encorre){//control de tout le programme!!
        SDL_Init(SDL_INIT_VIDEO);
        SDL_Surface* tableau;
        tableau=SDL_SetVideoMode(W,H,32,SDL_HWSURFACE|SDL_DOUBLEBUF);
        SDL_WM_SetCaption("Ma Super Boule",NULL);
        //les points du triangle initial!!!
        Point p1=point(tableau->w/2,10);
        Point p2=point(10,tableau->h-60);
        Point p3=point(tableau->w-10,tableau->h-60);
        // "instanciation" du triangle initial
        Triangle t=triangle(p1,p2,p3);
        SDL_Surface* maphoto=NULL;
        maphoto=SDL_LoadBMP("images/fond.bmp");
        SDL_Rect pos,execpos,quitpos,attendsp;
        pos.x=1;
        attendsp.x=50;
        pos.y=1;
        attendsp.y=550;
        SDL_WM_SetIcon(SDL_LoadBMP("images/icon.bmp"),NULL);
        SDL_BlitSurface(maphoto,NULL,tableau,&pos);

        SDL_Surface
        *texte=NULL,*execi=NULL,*quiti=NULL,*dislui=NULL,*vide=NULL,*atends=NULL;
        pos.x=100;
        pos.y=10;

        texte=SDL_LoadBMP("images/bienvenue.bmp");
        quiti=SDL_LoadBMP("images/exit.bmp");
        execi=SDL_LoadBMP("images/go.bmp");
        vide=SDL_LoadBMP("images/vide.bmp");
        dislui=SDL_LoadBMP("images/dislui.bmp");
        atends=SDL_LoadBMP("images/attends.bmp");

        quitpos.x=0;
        execpos.x=0;
        quitpos.y=0;
        execpos.y=0;
        SDL_BlitSurface(texte,NULL,tableau,&pos);
        pos.x=40;
        pos.y=400;
        SDL_BlitSurface(dislui,NULL,tableau,&pos);
        SDL_Flip(tableau);
        pos.x=1;
        pos.y=1;
        SDL_Event e;
        int continu=1;
        while (continu){
            SDL_PollEvent(&e);
            switch (e.type){
                case SDL_QUIT:
                    continu=0;
                    encorre=0;
                    break;
                case SDL_KEYDOWN:
                    switch(e.key.keysym.sym){
                        case SDLK_0:

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        SDL_BlitSurface(maphoto, NULL, tableau, &pos);
        SDL_BlitSurface(atends, NULL, tableau, &attendsp);
        SDL_Flip(tableau);
        chaineT(t, 0);
        quitpos.x=100;
        execpos.x=450;
        quitpos.y=555;
        execpos.y=550;
        SDL_BlitSurface(vide, NULL, tableau, &attendsp);
        SDL_BlitSurface(quiti, NULL, tableau, &quitpos);
        SDL_BlitSurface(execi, NULL, tableau, &execpos);
        SDL_Flip(tableau);
        break;
case SDLK_1:
        SDL_BlitSurface(maphoto, NULL, tableau, &pos);
        SDL_BlitSurface(atends, NULL, tableau, &attendsp);
        SDL_Flip(tableau);
        chaineT(t, 1);
        quitpos.x=100;
        execpos.x=450;
        quitpos.y=555;
        execpos.y=550;
        SDL_BlitSurface(vide, NULL, tableau, &attendsp);
        SDL_BlitSurface(quiti, NULL, tableau, &quitpos);
        SDL_BlitSurface(execi, NULL, tableau, &execpos);
        SDL_Flip(tableau);
        break;
case SDLK_2:
        SDL_BlitSurface(maphoto, NULL, tableau, &pos);
        SDL_BlitSurface(atends, NULL, tableau, &attendsp);
        SDL_Flip(tableau);
        chaineT(t, 2);
        quitpos.x=100;
        execpos.x=450;
        quitpos.y=555;
        execpos.y=550;
        SDL_BlitSurface(vide, NULL, tableau, &attendsp);
        SDL_BlitSurface(quiti, NULL, tableau, &quitpos);
        SDL_BlitSurface(execi, NULL, tableau, &execpos);
        SDL_Flip(tableau);
        break;
case SDLK_3:
        SDL_BlitSurface(maphoto, NULL, tableau, &pos);
        SDL_BlitSurface(atends, NULL, tableau, &attendsp);
        SDL_Flip(tableau);
        chaineT(t, 3);
        quitpos.x=100;
        execpos.x=450;
        quitpos.y=555;
        execpos.y=550;
        SDL_BlitSurface(vide, NULL, tableau, &attendsp);
        SDL_BlitSurface(quiti, NULL, tableau, &quitpos);
        SDL_BlitSurface(execi, NULL, tableau, &execpos);
        SDL_Flip(tableau);
        break;
case SDLK_4:
        SDL_BlitSurface(maphoto, NULL, tableau, &pos);
        SDL_BlitSurface(atends, NULL, tableau, &attendsp);
        SDL_Flip(tableau);
        chaineT(t, 4);
        quitpos.x=100;
        execpos.x=450;
        quitpos.y=555;
        execpos.y=550;
        SDL_BlitSurface(vide, NULL, tableau, &attendsp);
        SDL_BlitSurface(quiti, NULL, tableau, &quitpos);

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        SDL_BlitSurface(execi, NULL, tableau, &execpos);
        SDL_Flip(tableau);
        break;
case SDLK_5:
    SDL_BlitSurface(maphoto, NULL, tableau, &pos);
    SDL_BlitSurface(atends, NULL, tableau, &attendsp);
    SDL_Flip(tableau);
    chaineT(t, 5);
    quitpos.x=100;
    execpos.x=450;
    quitpos.y=555;
    execpos.y=550;
    SDL_BlitSurface(vide, NULL, tableau, &attendsp);
    SDL_BlitSurface(quiti, NULL, tableau, &quitpos);
    SDL_BlitSurface(execi, NULL, tableau, &execpos);
    SDL_Flip(tableau);
    break;
case SDLK_6:
    SDL_BlitSurface(maphoto, NULL, tableau, &pos);
    SDL_BlitSurface(atends, NULL, tableau, &attendsp);
    SDL_Flip(tableau);
    chaineT(t, 6);
    quitpos.x=100;
    execpos.x=450;
    quitpos.y=555;
    execpos.y=550;
    SDL_BlitSurface(vide, NULL, tableau, &attendsp);
    SDL_BlitSurface(quiti, NULL, tableau, &quitpos);
    SDL_BlitSurface(execi, NULL, tableau, &execpos);
    SDL_Flip(tableau);
    break;
case SDLK_7:
    SDL_BlitSurface(maphoto, NULL, tableau, &pos);
    SDL_BlitSurface(atends, NULL, tableau, &attendsp);
    SDL_Flip(tableau);
    chaineT(t, 7);
    quitpos.x=100;
    execpos.x=450;
    quitpos.y=555;
    execpos.y=550;
    SDL_BlitSurface(vide, NULL, tableau, &attendsp);
    SDL_BlitSurface(quiti, NULL, tableau, &quitpos);
    SDL_BlitSurface(execi, NULL, tableau, &execpos);
    SDL_Flip(tableau);
    break;
case SDLK_8:
    SDL_BlitSurface(maphoto, NULL, tableau, &pos);
    SDL_BlitSurface(atends, NULL, tableau, &attendsp);
    SDL_Flip(tableau);
    chaineT(t, 8);
    quitpos.x=100;
    execpos.x=450;
    quitpos.y=555;
    execpos.y=550;
    SDL_BlitSurface(vide, NULL, tableau, &attendsp);
    SDL_BlitSurface(quiti, NULL, tableau, &quitpos);
    SDL_BlitSurface(execi, NULL, tableau, &execpos);
    SDL_Flip(tableau);
    break;
case SDLK_9:
    SDL_BlitSurface(maphoto, NULL, tableau, &pos);
    SDL_BlitSurface(atends, NULL, tableau, &attendsp);
    SDL_Flip(tableau);
    chaineT(t, 9);
    quitpos.x=100;
    execpos.x=450;

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        quitpos.y=555;
        execpos.y=550;
        SDL_BlitSurface(vide,NULL,tableau,&attendsp);
        SDL_BlitSurface(quitpos,NULL,tableau,&quitpos);
        SDL_BlitSurface(execpos,NULL,tableau,&execpos);
        SDL_Flip(tableau);
        break;
    case SDLK_ESCAPE:
        continu=0;
        encorre=0;
        break;
    case SDLK_BACKSPACE:
        continu=0;
        break;
    default:
        break;
}
break;
case SDL_MOUSEBUTTONDOWN:
    if ((e.button.x>=quitpos.x+2) &&
(e.button.x<=quitpos.x+50))&&((e.button.y>=quitpos.y+2) && (e.button.y<=quitpos.y+40))){
        continu=0;
        encorre=0;
    }
    if ((e.button.x>=execpos.x+4) &&
(e.button.x<=execpos.x+60))&&((e.button.y>=execpos.y+2) &&
(e.button.y<=execpos.y+40))continuu=0;
    break;
}
} //fin de la boucle d'evenement
SDL_FreeSurface(texte);
SDL_FreeSurface(maphoto);
SDL_FreeSurface(quitpos);
SDL_FreeSurface(execpos);
SDL_FreeSurface(vide);
SDL_FreeSurface(attends);
SDL_Quit();

} //fin du while principal
return EXIT_SUCCESS;
} //fin du programme principal

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