﻿using System;

using System.Collections.Generic;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace EchiquierV3

{

class Case : Button

{

int x, y;

int etat = 0;

int taille;

Color couleurCaseNoir = Color.Black;

Color couleurCaseBlanche = Color.White;

Color couleurCaseJoue = Color.Red;

Color couleurCasePropose = Color.Green;

Image croix;

public Case(int nX, int nY, int taille)

{

this.x = nX;

this.y = nY;

this.croix = EchiquierV3.Properties.Resources.croix2;

this.taille = taille;

this.Size = new Size(taille, taille);

this.Location = new Point(this.x \* taille + 50, this.y \* taille + 50);

this.modifEtat(this.etat);

this.ImageAlign = ContentAlignment.MiddleCenter;

}

public void raz()

{

this.Image = null;

this.BackgroundImage = null;

}

public void modifEtat(int nEtat)

{

if (nEtat == 0)

{

if (this.x % 2 == 0)

{

if (this.y % 2 == 0) this.BackColor = this.couleurCaseBlanche;

else this.BackColor = this.couleurCaseNoir;

}

else

{

if (this.y % 2 == 0) this.BackColor = this.couleurCaseNoir;

else this.BackColor = this.couleurCaseBlanche;

}

}else if (nEtat == 1)

{

this.BackgroundImageLayout = ImageLayout.Stretch;

this.BackgroundImage = EchiquierV3.Properties.Resources.cavalier;

this.BackColor = couleurCaseJoue;

if (etat == nEtat )

{

this.BackColor = Color.Orange;

this.BackgroundImage = null;

if (this.taille > 74) this.Image = EchiquierV3.Properties.Resources.croix2;

}

}else if (nEtat == 2)

{

this.BackColor = this.couleurCasePropose;

}

this.etat = nEtat;

this.Refresh();

}

public void modifColorCaseNoir(Color nColor)

{

this.couleurCaseNoir = nColor;

this.modifEtat(this.etat);

}

public int getX()

{

return this.x;

}

public int getY()

{

return this.y;

}

public int getEtat()

{

return this.etat;

}

public void modifColorCaseBlanche(Color nColor)

{

this.couleurCaseBlanche = nColor;

this.modifEtat(this.etat);

}

public void modifColorCaseJoue(Color nColor)

{

this.couleurCaseJoue = nColor;

}

public void modifColorCasePropose(Color nColor)

{

this.couleurCasePropose = nColor;

}

public void modifTaille(int nTaille)

{

this.taille = nTaille;

this.Size = new Size(this.taille, this.taille);

this.Location = new Point(this.taille \* x + 50, this.taille \* y + 50);

this.Refresh();

}

}

}