

```
1 #include <iostream>
2 #include <string>
3
4 #include <cppqt.h>
5
6 using namespace std;
7
8 /// Beispiel-Programm, das die wichtigsten Funktionen zum Zeichnen von Bildern
9 /// enthält.
10 int maindraw()
11 {
12     cout << "Hallo" << endl;
13     cin.get();
14
15     Drawing pic1(400, 300);
16     pic1.show();
17     cin.get();
18
19     pic1.setZoom(2);
20     cin.get();
21
22     IPoint2D p1;
23     while(true)
24     {
25         cout << "Eingabe von p1: ";
26         cin >> p1;
27         if (p1.x < 0 || p1.y < 0)
28             break;
29         pic1.drawPoint(p1);
30     }
31     cin.get();
32
33     for (int i = 0; i <= 299; i++)
34         pic1.drawPoint(i, i, DrawColour(255,0,0));
```

```
35  cin.get();
36
37  pic1.setZoom(1);
38  cin.get();
39
40  for (int i = 0; i <= 99; i++)
41      pic1.drawPoint(i, i+10, DrawColour(0,0,255), true);
42  cin.get();
43
44  pic1.drawLine(0, 12, 100, 212, DrawColour(255, 0, 255));
45  cin.get();
46
47  Drawing pic2(100, 500, DrawColour(0, 255, 0));
48  pic1 = pic2;
49  cin.get();
50
51  string filename;
52  cout << "Datei: ";
53  cin >> filename;
54  pic1.loadImage(filename);
55  pic1.savePNG("pic1.png");
56  cin.get();
57
58  IOThread::waitForWindow(10);
59
60  cout << "Tschüss" << endl;
61
62  return 0;
63 }
64
```