using System;

using System.Drawing;

using System.Collections;

using System.ComponentModel;

using System.Windows.Forms;

using System.Data;

using System.Threading;

namespace Snake

{

//移动方向

public enum Way

{

EAST,

SOUTH,

WEST,

NORTH

}

/// <summary>

/// Form1 的摘要说明。

/// </summary>

public class mainForm : System.Windows.Forms.Form

{

//移动速度控制

private int speed = 500;

//食物坐标

private Point foodPoint ;

//食物颜色

private System.Drawing.Color foodColor = System.Drawing.Color.Green;

//统计吞下多少食物

private int foodCount = 0;

//是否停止游戏

private bool isStop = false;

private System.Windows.Forms.Panel panel1;

private SnakeMod snake = new SnakeMod();

private System.Windows.Forms.Button button1;

private Thread game;

private IContainer components;

private System.Windows.Forms.TextBox textBox1;

private System.Windows.Forms.Label label1;

private System.Windows.Forms.MainMenu mainMenu1;

private System.Windows.Forms.MenuItem menuItem1;

private System.Windows.Forms.MenuItem menuItem2;

private System.Windows.Forms.MenuItem menuItem3;

private System.Windows.Forms.MenuItem menuItem4;

private System.Windows.Forms.MenuItem menuItem5;

private System.Windows.Forms.MenuItem menuItem6;

private System.Windows.Forms.MenuItem menuItem8;

private System.Windows.Forms.MenuItem menuItem9;

private System.Windows.Forms.MenuItem menuItem10;

private System.Windows.Forms.MenuItem menuItem11;

private System.Windows.Forms.MenuItem menuExit;

private System.Windows.Forms.Label label2;

//创建委托

private delegate void DrawDele();

private DrawDele drawDelegate;

public mainForm()

{

//

// Windows 窗体设计器支持所必需的

//

InitializeComponent();

//

// TODO: 在 InitializeComponent 调用后添加任何构造函数代码

//

}

private delegate void SetTextCallback(string text);

//在给textBox1.text赋值的地方调用以下方法即可

private void SetText(string text)

{

// InvokeRequired需要比较调用线程ID和创建线程ID

// 如果它们不相同则返回true

if (this.textBox1.InvokeRequired)

{

SetTextCallback d = new SetTextCallback(SetText);

this.Invoke(d, new object[] { text });

}

else

{

this.textBox1.Text = text;

}

}

/// <summary>

/// 清理所有正在使用的资源。

/// </summary>

protected override void Dispose( bool disposing )

{

try

{

game.Abort();

}

catch

{

}

if( disposing )

{

if (components != null)

{

components.Dispose();

}

}

base.Dispose( disposing );

}

#region Windows 窗体设计器生成的代码

/// <summary>

/// 设计器支持所需的方法 - 不要使用代码编辑器修改

/// 此方法的内容。

/// </summary>

private void InitializeComponent()

{

this.components = new System.ComponentModel.Container();

this.button1 = new System.Windows.Forms.Button();

this.textBox1 = new System.Windows.Forms.TextBox();

this.label1 = new System.Windows.Forms.Label();

this.mainMenu1 = new System.Windows.Forms.MainMenu(this.components);

this.menuItem1 = new System.Windows.Forms.MenuItem();

this.menuItem2 = new System.Windows.Forms.MenuItem();

this.menuItem3 = new System.Windows.Forms.MenuItem();

this.menuItem4 = new System.Windows.Forms.MenuItem();

this.menuItem8 = new System.Windows.Forms.MenuItem();

this.menuItem9 = new System.Windows.Forms.MenuItem();

this.menuItem10 = new System.Windows.Forms.MenuItem();

this.menuItem11 = new System.Windows.Forms.MenuItem();

this.menuExit = new System.Windows.Forms.MenuItem();

this.menuItem5 = new System.Windows.Forms.MenuItem();

this.menuItem6 = new System.Windows.Forms.MenuItem();

this.label2 = new System.Windows.Forms.Label();

this.panel1 = new System.Windows.Forms.Panel();

this.SuspendLayout();

//

// button1

//

this.button1.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button1.ForeColor = System.Drawing.Color.Red;

this.button1.Location = new System.Drawing.Point(452, 166);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(75, 23);

this.button1.TabIndex = 1;

this.button1.Text = "开始";

this.button1.Click += new System.EventHandler(this.button1\_Click);

//

// textBox1

//

this.textBox1.BorderStyle = System.Windows.Forms.BorderStyle.FixedSingle;

this.textBox1.Enabled = false;

this.textBox1.Location = new System.Drawing.Point(488, 88);

this.textBox1.Name = "textBox1";

this.textBox1.Size = new System.Drawing.Size(48, 21);

this.textBox1.TabIndex = 2;

this.textBox1.Text = "0";

//

// label1

//

this.label1.BackColor = System.Drawing.SystemColors.AppWorkspace;

this.label1.Font = new System.Drawing.Font("Microsoft Sans Serif", 14.25F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.label1.ForeColor = System.Drawing.Color.Red;

this.label1.Location = new System.Drawing.Point(428, 88);

this.label1.Name = "label1";

this.label1.Size = new System.Drawing.Size(51, 24);

this.label1.TabIndex = 3;

this.label1.Text = "积分";

//

// mainMenu1

//

this.mainMenu1.MenuItems.AddRange(new System.Windows.Forms.MenuItem[] {

this.menuItem1,

this.menuItem5});

//

// menuItem1

//

this.menuItem1.Index = 0;

this.menuItem1.MenuItems.AddRange(new System.Windows.Forms.MenuItem[] {

this.menuItem2,

this.menuItem3,

this.menuItem4,

this.menuExit});

this.menuItem1.Text = "游戏设置";

//

// menuItem2

//

this.menuItem2.Index = 0;

this.menuItem2.Text = "蛇体颜色设置";

this.menuItem2.Click += new System.EventHandler(this.menuItem2\_Click);

//

// menuItem3

//

this.menuItem3.Index = 1;

this.menuItem3.Text = "食物颜色设置";

this.menuItem3.Click += new System.EventHandler(this.menuItem3\_Click);

//

// menuExit

//

this.menuExit.Index = 3;

this.menuExit.Text = "退出";

//

// menuItem5

//

this.menuItem5.Index = 1;

this.menuItem5.MenuItems.AddRange(new System.Windows.Forms.MenuItem[] {

this.menuItem6});

this.menuItem5.Text = "帮助";

//

// menuItem6

//

this.menuItem6.Index = 0;

this.menuItem6.Text = "游戏控制说明";

this.menuItem6.Click += new System.EventHandler(this.menuItem6\_Click);

//

// label2

//

this.label2.BackColor = System.Drawing.SystemColors.AppWorkspace;

this.label2.Font = new System.Drawing.Font("宋体", 10.5F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.label2.ForeColor = System.Drawing.Color.Red;

this.label2.Location = new System.Drawing.Point(429, 223);

this.label2.Name = "label2";

this.label2.Size = new System.Drawing.Size(112, 48);

this.label2.TabIndex = 5;

this.label2.Text = "adws为左右上下方向控制键，空格暂停";

//

// panel1

//

this.panel1.BackColor = System.Drawing.Color.Black;

this.panel1.BackgroundImage = global::SnakeRun.Properties.Resources.IMG\_20191107\_154610;

this.panel1.BorderStyle = System.Windows.Forms.BorderStyle.Fixed3D;

this.panel1.Location = new System.Drawing.Point(8, 8);

this.panel1.Name = "panel1";

this.panel1.Size = new System.Drawing.Size(402, 342);

this.panel1.TabIndex = 0;

//

// mainForm

//

this.AutoScaleBaseSize = new System.Drawing.Size(6, 14);

this.BackColor = System.Drawing.SystemColors.Window;

this.ClientSize = new System.Drawing.Size(550, 361);

this.Controls.Add(this.label2);

this.Controls.Add(this.label1);

this.Controls.Add(this.textBox1);

this.Controls.Add(this.button1);

this.Controls.Add(this.panel1);

this.IsMdiContainer = true;

this.MaximizeBox = false;

this.Menu = this.mainMenu1;

this.MinimizeBox = false;

this.Name = "mainForm";

this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;

this.Text = "贪吃蛇";

this.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.mainForm\_KeyPress);

this.ResumeLayout(false);

this.PerformLayout();

}