using System;

using System.Collections.Generic;

using System.Drawing;

using System.Linq;

using System.Security.Cryptography.X509Certificates;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

using System.Drawing;

using 抽卡.Model;

using static System.Windows.Forms.VisualStyles.VisualStyleElement.ProgressBar;

using System.IO;

//TODO..圖片跑太多要包TRYCATCH

namespace 抽卡

{

public class mixRandomDrow

{

int count = 0;

int x = 0;

int y = 0;

public static Image P;

string prizeN = "";

bool hasWonPrize = false;

int couponCount = 0; // Number of Coupons

int catCount = 0; // Number of Cats

int backgroundCount = 0; // Number of Backgrounds

int bowlCount = 0; // Number of Bowls

int furnitureCount = 0; // Number of Furniture

int feedCount = 0; // Number of Feeds

int waterCount = 0; // Number of Waters

int coinCount = 0; // Number of Coins

貓抓抓Entities dbContext = new 貓抓抓Entities();

Random random = new Random();

string imagePath = "../../CatPicture/P\_coupon.png";

public class Item

{

public string 道具 { get; set; }

public decimal? 機率 { get; set; }

public int 道具編號 { get; set; }

public byte[] 道具圖片 { get; set; }

}

public void ItemP(DataGridView g)

{

byte[] imageBytes = File.ReadAllBytes(imagePath);

var q = from p in dbContext.Game\_Product\_Total

where p.Product\_Category\_ID !=2

select new Item { 道具 = p.Product\_Name, 機率 = p.Lottery\_Probability, 道具編號 = p.Product\_ID, 道具圖片 = p.Product\_Image };

var x = from p in dbContext.Shop\_Coupon\_Total

where p.Coupon\_ID == 4

select new Item { 道具 = p.Coupon\_Content, 機率 = (decimal?)0.1, 道具編號 = 1, 道具圖片 = imageBytes };

var combinedResult = q.Concat(x);

foreach (var item in combinedResult)

{

var cb= q.Concat(x).ToList();

g.DataSource = cb;

}

}

public void Drow()

{

hasWonPrize = false;

while (!hasWonPrize)

{

int randomNumber = random.Next();

DateTime dt = DateTime.Now;

long ts = dt.Ticks;

int baseSeed = (int)(ts % 100000) % Math.Abs(randomNumber);

int MixResult = ((randomNumber \* baseSeed) % 10000);

int r = random.Next(0, 100);

// 定義獎品圖片陣列

string[] prizeImages = new string[]

{

"../../CatPicture/P\_coupon.png", // 實體折價券（2%）

"../../CatPicture/cat\_w\_sR.gif", // 貓咪（5%）

"../../CatPicture/P\_background.png", // 背景（5%）

"../../CatPicture/P\_bowl.png", // 飯盆（13%）

"../../CatPicture/P\_lamp.png", // 家具（5%）

"../../CatPicture/P\_food.png", // 飼料（25%）

"../../CatPicture/P\_water.png", // 水（25%）

"../../CatPicture/P\_coin.png" // 貓幣（20%）

};

// 定義獎品圖片對應的位置

int[] xCoordinates = new int[] { 1, 2, 3, 4, 5, 6, 7, 8 };

int[] yCoordinates = new int[] { 1, 1, 1, 2, 2, 3, 3, 3 };

for (int i = 0; i < prizeImages.Length; i++)

{

if (r < 2 && MixResult < 300 && i == 0)

{

hasWonPrize = true;

x = xCoordinates[i];

y = yCoordinates[i];

couponCount += 1;

P = Image.FromFile(prizeImages[i]);

prizeN = "實體折價券";

break;

}

else if ((r > 2 && r < 7) && MixResult < 600 && i == 1)

{

hasWonPrize = true;

x = xCoordinates[i];

y = yCoordinates[i];

catCount += 1;

P = Image.FromFile(prizeImages[i]);

prizeN = "活力貓咪";

break;

}

else if ((r > 7 && r < 12) && MixResult < 600 && i == 2)

{

hasWonPrize = true;

x = xCoordinates[i];

y = yCoordinates[i];

backgroundCount += 1;

P = Image.FromFile(prizeImages[i]);

prizeN = "背景";

break;

}

else if ((r > 12 && r < 25) && MixResult < 1400 && i == 3)

{

hasWonPrize = true;

x = xCoordinates[i];

y = yCoordinates[i];

bowlCount += 1;

P = Image.FromFile(prizeImages[i]);

prizeN = "寵物飯盆";

break;

}

else if ((r > 25 && r < 30) && MixResult < 600 && i == 4)

{

hasWonPrize = true;

x = xCoordinates[i];

y = yCoordinates[i];

furnitureCount += 1;

P = Image.FromFile(prizeImages[i]);

prizeN = "檯燈";

break;

}

else if ((r > 30 && r < 55) && MixResult < 2600 && i == 5)

{

hasWonPrize = true;

x = xCoordinates[i];

y = yCoordinates[i];

feedCount += 1;

P = Image.FromFile(prizeImages[i]);

prizeN = "寵物飼料";

break;

}

else if ((r > 55 && r < 80) && MixResult < 2600 && i == 6)

{

hasWonPrize = true;

x = xCoordinates[i];

y = yCoordinates[i];

waterCount += 1;

P = Image.FromFile(prizeImages[i]);

prizeN = "水";

break;

}

else if ((r > 80 && r < 100) && MixResult < 2100 && i == 7)

{

hasWonPrize = true;

x = xCoordinates[i];

y = yCoordinates[i];

coinCount += 1;

P = Image.FromFile(prizeImages[i]);

prizeN = "貓幣";

break;

}

}

}

count += 1;

}

public string prizeName()

{

return prizeN;

}

public Image getP()

{

return P;

}

public int Count()

{

return count;

}

public int getx()

{

return x;

}

public int gety()

{

return y;

}

//CouponCount();

//CatCount();

//BackGorundCount();

//BowlCount();

//FurnitureCount();

//FeedCount();

//WaterCount();

//CoinCount();

public int CouponCount()

{

return couponCount;

}

public int CatCount()

{

return catCount;

}

public int BackGorundCount()

{

return backgroundCount;

}

public int BowlCount()

{

return bowlCount;

}

public int FurnitureCount()

{

return furnitureCount;

}

public int FeedCount()

{

return feedCount;

}

public int WaterCount()

{

return waterCount;

}

public int CoinCount()

{

return coinCount;

}

//實體折價券2%,貓咪3%,背景5%,飯盆10%,家具10%,飼料25%,水%25,貓幣20%

public void \_POPFORMTOCENTER(Form original, Form f) //讓新視窗出現在原窗位置的中間

{

f.StartPosition = FormStartPosition.Manual;

// 計算新表單的位置，使其位於原表單的畫面中央

int newX = original.Location.X + (original.Width - f.Width) / 2;

int newY = original.Location.Y + (original.Height - f.Height) / 2;

f.Location = new Point(newX, newY);

}

}

}