

LUCRAREA NR.3

I)Descriea lucrarii

Aceasta lucrare este realizata in Windows Form Application .

Aplicatia traseaza linii in mod automat simuland dispersia razelor de lumina intr-un mediu ideal ,cu ajutorul functiilor „do while” si „drawing”.

Cu ajutorul a doua creioane,albastru si galben evidentiem dispersia in sus si in jos a razei de lumina.

II)Codul

#pragma endregion

```
private: System::Void button1_Click(System::Object^ sender, System::EventArgs^ e) {
    int i=0;
    System::Drawing::Graphics^ Desen;
    Desen = this->CreateGraphics();
    System::Drawing::Pen^ Creion_albastru;
    Creion_albastru =gcnew System::Drawing::Pen(System::Drawing::Color::DodgerBlue);
    do {
        Desen->DrawLine(Creion_albastru, this->Width/1,2, i, this->Height-80);
        i+=60;
    }
    while (i<=this->Width);

    delete Desen;
    delete Creion_albastru;

}

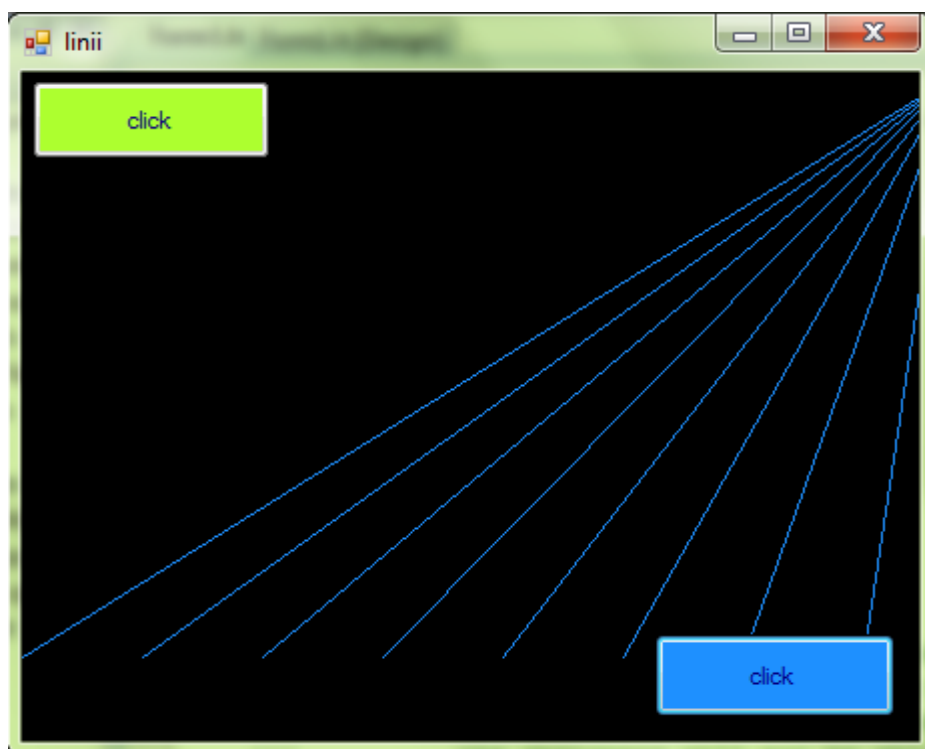
private: System::Void button2_Click(System::Object^ sender, System::EventArgs^ e) {
    int i=0;
    System::Drawing::Graphics^ Desen;
    Desen = this->CreateGraphics();
    System::Drawing::Pen^ Creion_galben;
    Creion_galben =gcnew System::Drawing::Pen(System::Drawing::Color::GreenYellow);
    do {
        Desen->DrawLine(Creion_galben, this->Width/280, 260, i, this->Height-367);
        i+=40;
    }
    while (i<=this->Width);

    delete Desen;
    delete Creion_galben;

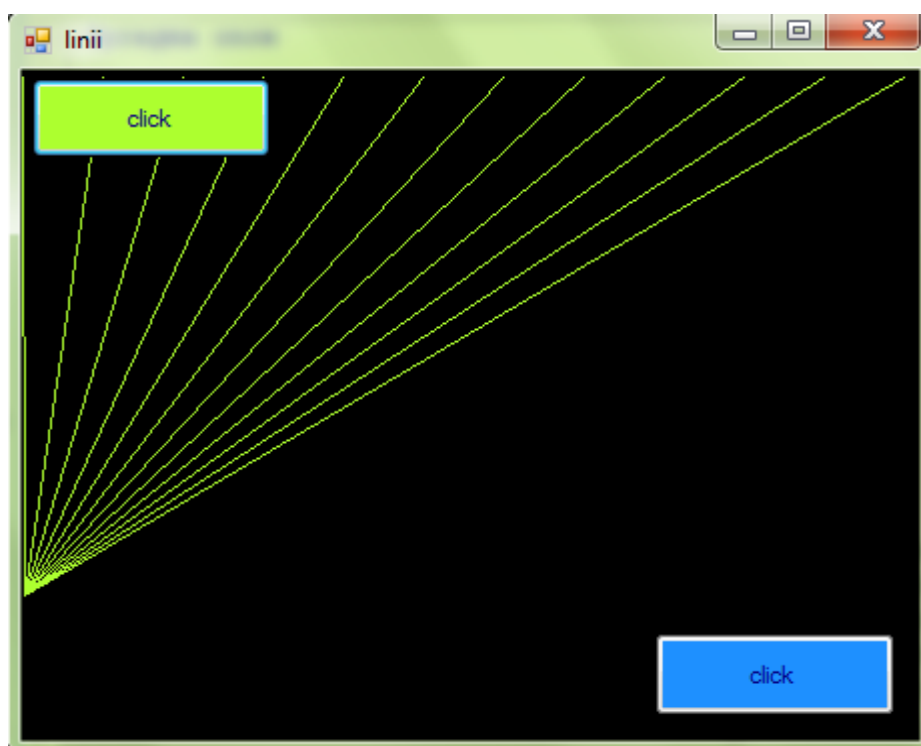
}

};
```

La apăsarea butonului albastru obținem:



La apăsarea butonului galben obținem:



La apasarea ambelor butoane obtinem:

