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Info I grupa a

Matrix

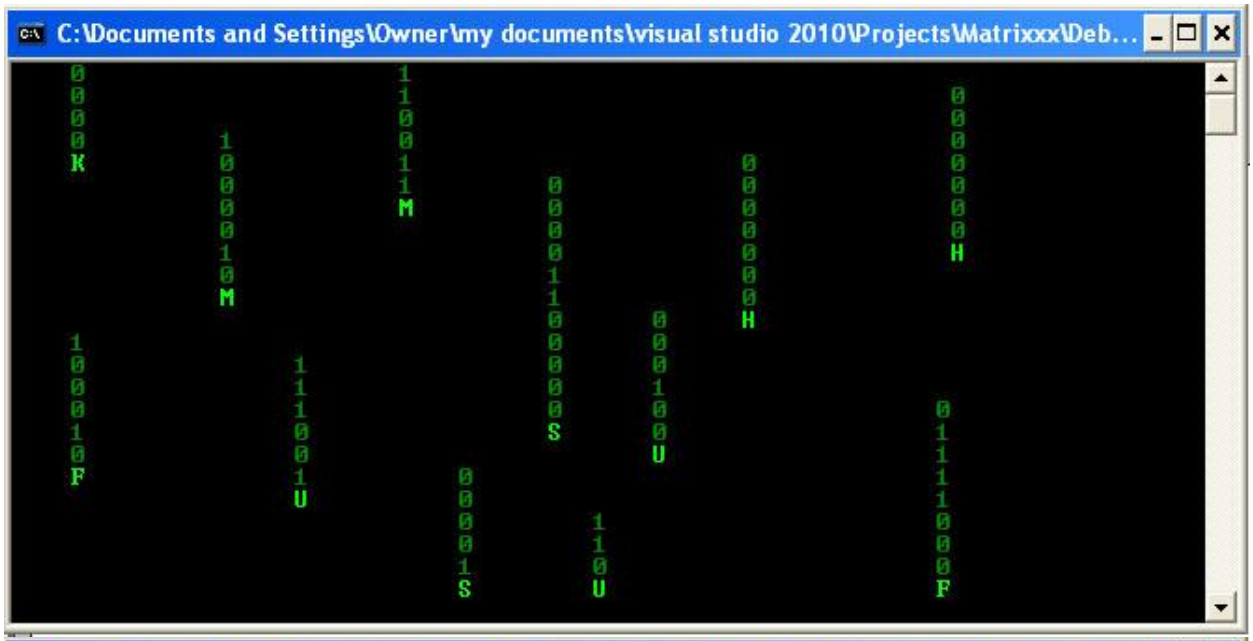
Descrierea programului: Acest program este folosit pentru a crea efectul de matrix.

Codul Sursa:

```
#include <iostream>
#include <Windows.h>
#include <conio.h>
#include <stdio.h>
using namespace std;

int main()
{
	HANDLE hConsole;
    hConsole = GetStdHandle (STD_OUTPUT_HANDLE);
	int i=0;

	for(i=0;i<=1000;i+=1)   // folosim functia for pentru a avea un ciclu de 1000
	{
		int f=(rand()%2);
		int g=(rand()%2);
		int h=(rand()%2);
		int j=(rand()%2);
		int k=(rand()%2);
		int l=(rand()%2);    // folosim rand()%2 pentru a genera cifrele 0 si 1
		int c=rand()%26;
		int z=rand()%26;
		int p=rand()%26;
		char s=(char)(c+65);  // folosim functia char pentru a accesa codul ASCII
si a afisa caractere de la A la Z
		char x=(char)(z+65);
		char o=(char)(p+65);
		SetConsoleTextAttribute(hConsole,2);  // hConsole, 2 este folosit pentru a
da culoarea verde inchis

		cout<<"    "<<f<<"                    "<<g<<"
\n";
		Sleep(5);
		cout<<"    "<<f<<"                    "<<g<<"
"<<k<<"         \n";
		Sleep(5);
		cout<<"    "<<k<<"                    "<<f<<"
"<<l<<"         \n";
		Sleep(5);
		cout<<"    "<<l<<"         "<<g<<"          "<<h<<"
"<<f<<"         \n";
		Sleep(5);
		SetConsoleTextAttribute(hConsole,10);  // hConsole, 10 reda culoarea verde
deschis a textului ce urmeaza dupa functie
```

```
                cout<<"    "<<x;
                SetConsoleTextAttribute(hConsole,2);
                cout<<"         "<<k<<"           "<<g<<"                      "<<f<<"
"<<f<<"          \n";
                Sleep(5);
                cout<<"              "<<l<<"           "<<g<<"         "<<k<<"
"<<h<<"              "<<l<<"          \n";
                Sleep(5);
                cout<<"              "<<f<<"           ";
                SetConsoleTextAttribute(hConsole,10);
                cout<<s;
                SetConsoleTextAttribute(hConsole,2);
                cout<<"         "<<l<<"            "<<j<<"             "<<j<<"
\n";
                Sleep(5);
                cout<<"              "<<k<<"                    "<<l<<"            "<<f<<"
"<<h<<"          \n";
                Sleep(5);
                cout<<"              "<<g<<"                    "<<l<<"            "<<k<<"
";
                SetConsoleTextAttribute(hConsole,10);
                cout<<o;
                SetConsoleTextAttribute(hConsole,2);
                       cout<<"          \n";
                Sleep(5);
                cout<<"              "<<f<<"                    "<<g<<"            "<<j<<"
\n";
                Sleep(5);

                cout<<"              ";
                SetConsoleTextAttribute(hConsole,10);
                cout<<s;
                SetConsoleTextAttribute(hConsole,2);
                cout<<"                     "<<g<<"            "<<f<<"
\n";
                Sleep(5);
                cout<<"                                    "<<j<<"      "<<h<<"     ";
                SetConsoleTextAttribute(hConsole,10);
                       cout<<o;
                       SetConsoleTextAttribute(hConsole,2);
                cout<<"                         \n";
                Sleep(5);
                cout<<"    "<<g<<"                                 "<<h<<"      "<<j<<"
\n";
                Sleep(5);
                cout<<"    "<<k<<"              "<<g<<"               "<<f<<"      "<<f<<"
\n";
                Sleep(5);
                cout<<"    "<<f<<"              "<<h<<"               "<<l<<"      "<<h<<"
\n";
                Sleep(5);
                cout<<"    "<<j<<"              "<<h<<"               "<<g<<"      "<<f<<"
"<<f<<"          \n";
                Sleep(5);
                cout<<"    "<<k<<"              "<<l<<"               ";
                SetConsoleTextAttribute(hConsole,10);
                cout<<x;
                SetConsoleTextAttribute(hConsole,2);
```

```
                cout<<"      "<<g<<"                  "<<h<<"           \n";
            Sleep(5);
            cout<<"    "<<f<<"              "<<f<<"                        ";
            SetConsoleTextAttribute(hConsole,10);
            cout<<o;
                SetConsoleTextAttribute(hConsole,2);
                cout<<"                  "<<h<<"           \n";
            Sleep(5);
            cout<<"    ";
            SetConsoleTextAttribute(hConsole,10);
            cout<<s;
            SetConsoleTextAttribute(hConsole,2);
            cout<<"              "<<h<<"          "<<j<<"
"<<k<<"          \n";
            Sleep(5);

            cout<<"                    ";
            SetConsoleTextAttribute(hConsole,10);
            cout<<o;
            SetConsoleTextAttribute(hConsole,2);
            cout<<"          "<<j<<"                              "<<h<<"
\n";
            Sleep(5);
            cout<<"                                "<<l<<"        "<<k<<"
"<<j<<"          \n";
            Sleep(5);
            cout<<"                                "<<j<<"        "<<h<<"
"<<f<<"          \n";
            Sleep(5);
            cout<<"                                "<<h<<"        "<<g<<"
"<<g<<"          \n";
            Sleep(5);

            SetConsoleTextAttribute(hConsole,10);
            cout<<"                                "<<x<<"        "<<o<<"
"<<s<<"          \n";
            Sleep(50);


int y,t;
    HANDLE stdOutput;
    COORD pos;
    stdOutput = GetStdHandle(STD_OUTPUT_HANDLE);
       t=0;
       y=0;
    pos.X = t;
    pos.Y = y;
    SetConsoleCursorPosition(stdOutput, pos);   // acest cod este folosit pentru a reveni
la pozitia initiala a cursorului


      }

      cin.ignore();
      cin.get();
}
```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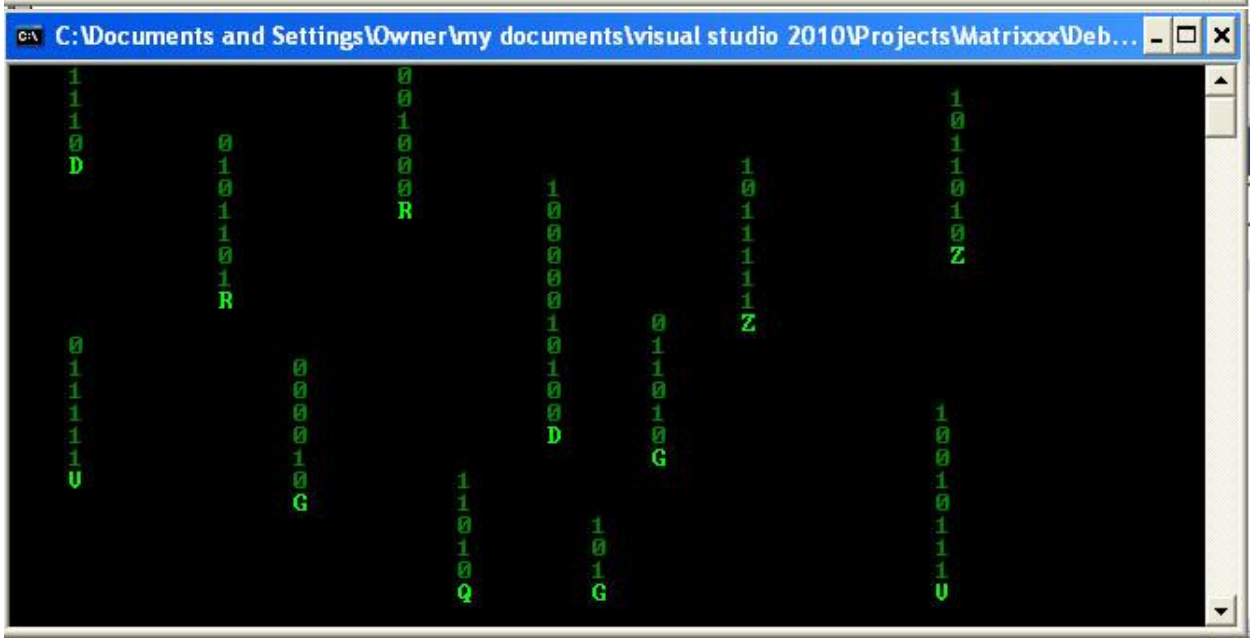
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