

## Proiectul 4

### Descriere:

Acest program este realizat in Windows Forms Application folosind Microsoft Visual Studio 2010. Acest program simuleaza o instalatie de brad cu ajutorul unei bucle infinite in cadrul careia se schimba culoarea formelor ovale.





## Cod Sursa:

```

unsigned int i;
for(i=1;i!=0;i++)
{this->ovalShape1->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape1->BackColor = System::Drawing::Color::Red;
this->ovalShape2->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape2->BackColor = System::Drawing::Color::Lime;
this->ovalShape3->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape3->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape4->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape4->BackColor = System::Drawing::Color::Red;
this->ovalShape5->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape5->BackColor = System::Drawing::Color::Lime;
this->ovalShape6->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape6->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape7->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape7->BackColor = System::Drawing::Color::Red;
this->ovalShape8->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape8->BackColor = System::Drawing::Color::Lime;
this->ovalShape9->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape9->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape10->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape10->BackColor = System::Drawing::Color::Red;
this->ovalShape11->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape11->BackColor = System::Drawing::Color::Lime;
this->ovalShape12->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape12->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape13->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape13->BackColor = System::Drawing::Color::Red;
this->ovalShape14->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;

```

```

this->ovalShape14->BackColor = System::Drawing::Color::Lime;
this->ovalShape15->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape15->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape16->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape16->BackColor = System::Drawing::Color::Red;
this->ovalShape17->BackStyle = Microsoft::VisualBasic::PowerPacks::BackStyle::Opaque;
this->ovalShape17->BackColor = System::Drawing::Color::Lime;
Application::DoEvents();
this->ovalShape1->BackColor = System::Drawing::Color::Lime;
this->ovalShape2->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape3->BackColor = System::Drawing::Color::Red;
this->ovalShape4->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape5->BackColor = System::Drawing::Color::Red;
this->ovalShape6->BackColor = System::Drawing::Color::Red;
this->ovalShape7->BackColor = System::Drawing::Color::Lime;
this->ovalShape8->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape9->BackColor = System::Drawing::Color::Red;
this->ovalShape10->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape11->BackColor = System::Drawing::Color::Red;
this->ovalShape12->BackColor = System::Drawing::Color::Lime;
this->ovalShape13->BackColor = System::Drawing::Color::Red;
this->ovalShape14->BackColor = System::Drawing::Color::Lime;
this->ovalShape15->BackColor = System::Drawing::Color::Lime;
this->ovalShape16->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape17->BackColor = System::Drawing::Color::Red;
Application::DoEvents();
this->ovalShape1->BackColor = System::Drawing::Color::Red;
this->ovalShape2->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape3->BackColor = System::Drawing::Color::Red;
this->ovalShape4->BackColor = System::Drawing::Color::Lime;
this->ovalShape5->BackColor = System::Drawing::Color::Red;
this->ovalShape6->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape7->BackColor = System::Drawing::Color::Lime;
this->ovalShape8->BackColor = System::Drawing::Color::Red;
this->ovalShape9->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape10->BackColor = System::Drawing::Color::Lime;
this->ovalShape11->BackColor = System::Drawing::Color::Red;
this->ovalShape12->BackColor = System::Drawing::Color::DeepSkyBlue;
this->ovalShape13->BackColor = System::Drawing::Color::Lime;
this->ovalShape14->BackColor = System::Drawing::Color::Red;
this->ovalShape15->BackColor = System::Drawing::Color::Lime;
this->ovalShape16->BackColor = System::Drawing::Color::Red;
this->ovalShape17->BackColor = System::Drawing::Color::DeepSkyBlue;
Application::DoEvents();}
}
private: System::Void button2_Click(System::Object^ sender, System::EventArgs^ e) {
    this->Close();
}

```