

Builder

Robotlabben



Form1



Memo1

```
//-----  
#ifndef UnitrobH  
#define UnitrobH  
//-----  
#include <Classes.hpp>  
#include <Controls.hpp>  
#include <StdCtrls.hpp>  
#include <Forms.hpp>  
#include <ExtCtrls.hpp>  
#include <Graphics.hpp>  
#include <Grids.hpp>  
//-----  
class TForm1 : public TForm  
{  
__published: // IDE-managed Components  
    TImage *Image1;  
    TTimer *Timer1;  
    TImage *Image2;  
    TImage *Image3;  
    TImage *Image4;  
    TDrawGrid *DrawGrid1;  
    TMemo *Memo1;  
    void __fastcall Timer1Timer(TObject *Sender);  
private: // User declarations  
public: // User declarations  
    __fastcall TForm1(TComponent* Owner);  
};  
//-----  
extern PACKAGE TForm1 *Form1;  
//-----  
#endif
```

```

//-----
#include <vcl.h>
#pragma hdrstop

#include "Unitrob.h"
//-----
#pragma package(smart_init)
#pragma resource "*.dfm"
TForm1 *Form1;
//-----
__fastcall TForm1::TForm1(TComponent* Owner)
: TForm(Owner)
{
}
//-----Anropas med jämna mellanrum t.ex. varje sekund-----
void __fastcall TForm1::Timer1Timer(TObject *Sender)
{
// a) med bitmappar
if (Form1->Image1->Left < 200)
    Form1->Image1->Left++;
if (Form1->Image1->Top < 200)
    Form1->Image1->Top++;

// b) genom att rita rektanglar
static int x=30,y=300;
Canvas->Pen->Color = clBackground;
Canvas->Brush->Color = clBackground;
Canvas->Brush->Style=bsSolid;
Canvas->Rectangle(x,y,x+10,y+10);
x += 2; y-= 3;
Canvas->Pen->Color = clRed;
Canvas->Brush->Style = bsDiagCross;
Canvas->Rectangle(x,y,x+10,y+10);

// c) med textruta
if (random(2))
    Form1->Memo1->Text = "R---L-----R-M--" ;//Wrap
else
    Form1->Memo1->Text = "-R--L-----R--M--" ;//Wrap
}
//-----

```