

ОСНОВЫ ОБЪЕКТНО-ОРИЕНТИРОВАННОГО ПРОГРАММИРОВАНИЯ В СРЕДЕ

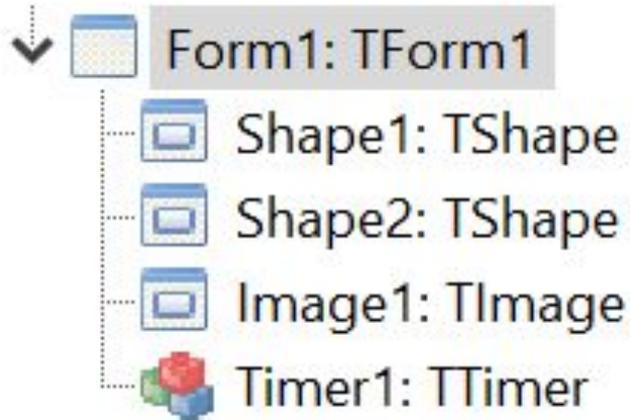


LAZARUS

Урок 16



События объекта TForm



OnKeyDown	FormKeyDown
OnKeyPress	FormKeyPress
OnKeyUp	
OnMouseDown	
OnMouseEnter	
OnMouseLeave	
OnMouseMove	

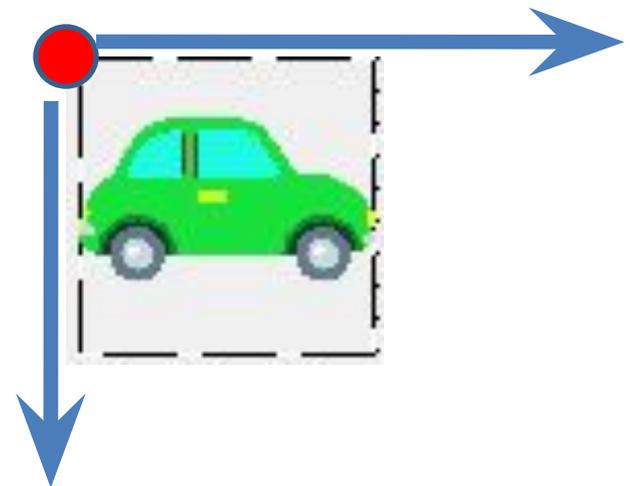
События объекта TForm

```
procedure TForm1.FormKeyPress(Sender: TObject; var Key: char);
begin
  case Key of
    'w': imagel.Top := imagel.Top - 2;
    's': imagel.Top := imagel.Top + 2;
    'a': imagel.Left := imagel.Left - 2;
    'd': imagel.Left := imagel.Left + 2;
  end;
end;
```

Свойства	События	Избранное	Ограничения
Align		alNone	^
> Anchors		[akTop,akLeft]	

...Top + 10

...Left + 10



События объекта TForm

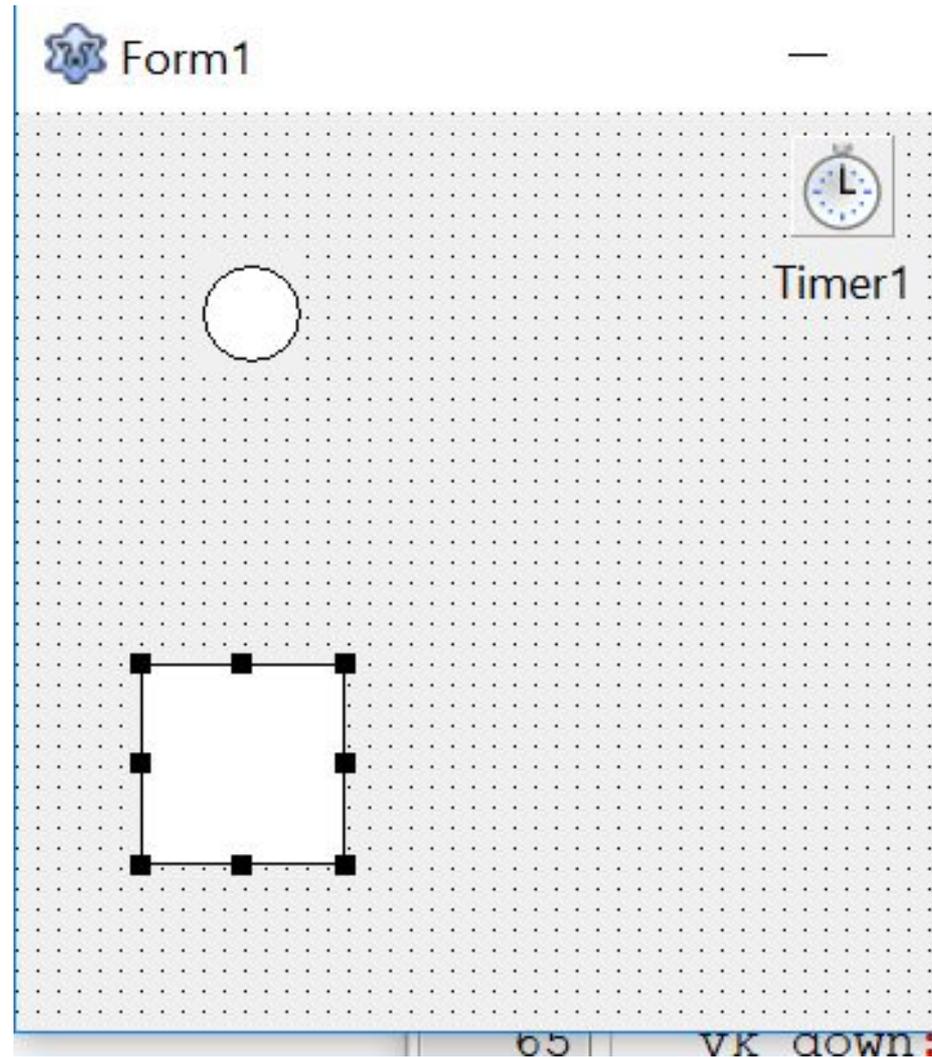
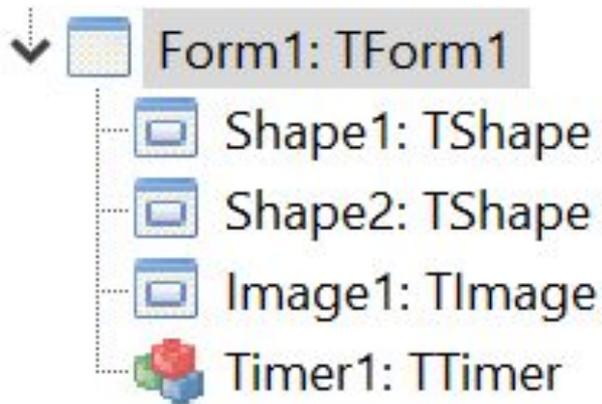
```
implementation  
uses LCLType;
```

```
procedure TForm1.FormKeyDown(Sender: TObject; var Key: Word; Shift: TShiftState  
);  
begin  
  case Key of  
    vk_up: shapel.Top := shapel.Top - 5;  
    vk_down: shapel.Top := shapel.Top + 5;  
    vk_left: shapel.Left := shapel.Left - 5;  
    vk_right: shapel.Left := shapel.Left + 5;  
  end;  
end;
```

Виртуальные коды клавиш

VK_SPACE – пробел
VK_LEFT – стрелка влево
VK_UP – стрелка вверх
VK_RIGHT – стрелка вправо
VK_DOWN – стрелка вниз

Проект «Ловушка»



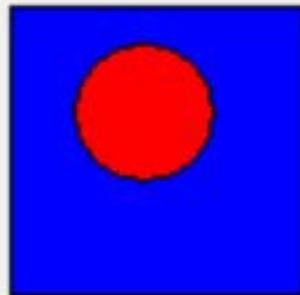
Проект «Ловушка»

```
procedure TForm1.FormKeyDown(Sender: TObject; var Key:
);
begin
  case Key of
    vk_up: shap1.Top := shap1.Top - 5;
    vk_down: shap1.Top := shap1.Top + 5;
    vk_left: shap1.Left := shap1.Left - 5;
    vk_right: shap1.Left := shap1.Left + 5;
  end;
end;
```

```
procedure TForm1.FormCreate(Sender: TObject);
begin
  randomize;
  shape2.Left:=random(400)+40;
  shape2.Brush.color:=clblue;
  shap1.Brush.color:=clblue;
end;
```

Проект «Ловушка»

```
procedure TForm1.Timer1Timer(Sender: TObject);  
begin  
  shape2.Top:=shape2.top+random(10);  
  if (shapel.Left<=shape2.Left) and  
    (shapel.Left+shapel.Width>=shape2.Left+shape2.Width) and  
    (shapel.Top<=shape2.Top) and  
    |(shapel.Top+shapel.Height>=shape2.Top+shape2.Height)  
  then shape2.Brush.color:=clred;  
end;
```



Проект «Ловушка»

Доделать проект:

1. Шарик останавливается в корзине
2. Начинает падать новый шарик

3. Счетчик

The screenshot shows the Delphi IDE interface. On the left is the Component Tray, and on the right is the Object Inspector.

Component Tray:

- Form1: TForm1
 - Shape2: TShape
 - Shape1: TShape
 - Panel1: TPanel
 - Label3: TLabel
 - Label4: TLabel
 - Button1: TButton
 - Timer1: TTimer

Object Inspector (Selected Component: Button1):

Свойства	События	Избранное	Ограничения
Left		13	
ModalResult		mrNone	
Name		Button1	
ParentBidiMode		<input checked="" type="checkbox"/> (True)	
ParentFont		<input checked="" type="checkbox"/> (True)	
ParentShowHint		<input checked="" type="checkbox"/> (True)	
PopupMenu			
ShowHint		<input type="checkbox"/> (False)	
TabOrder		0	
TabStop		<input type="checkbox"/> (False)	
Tag		0	