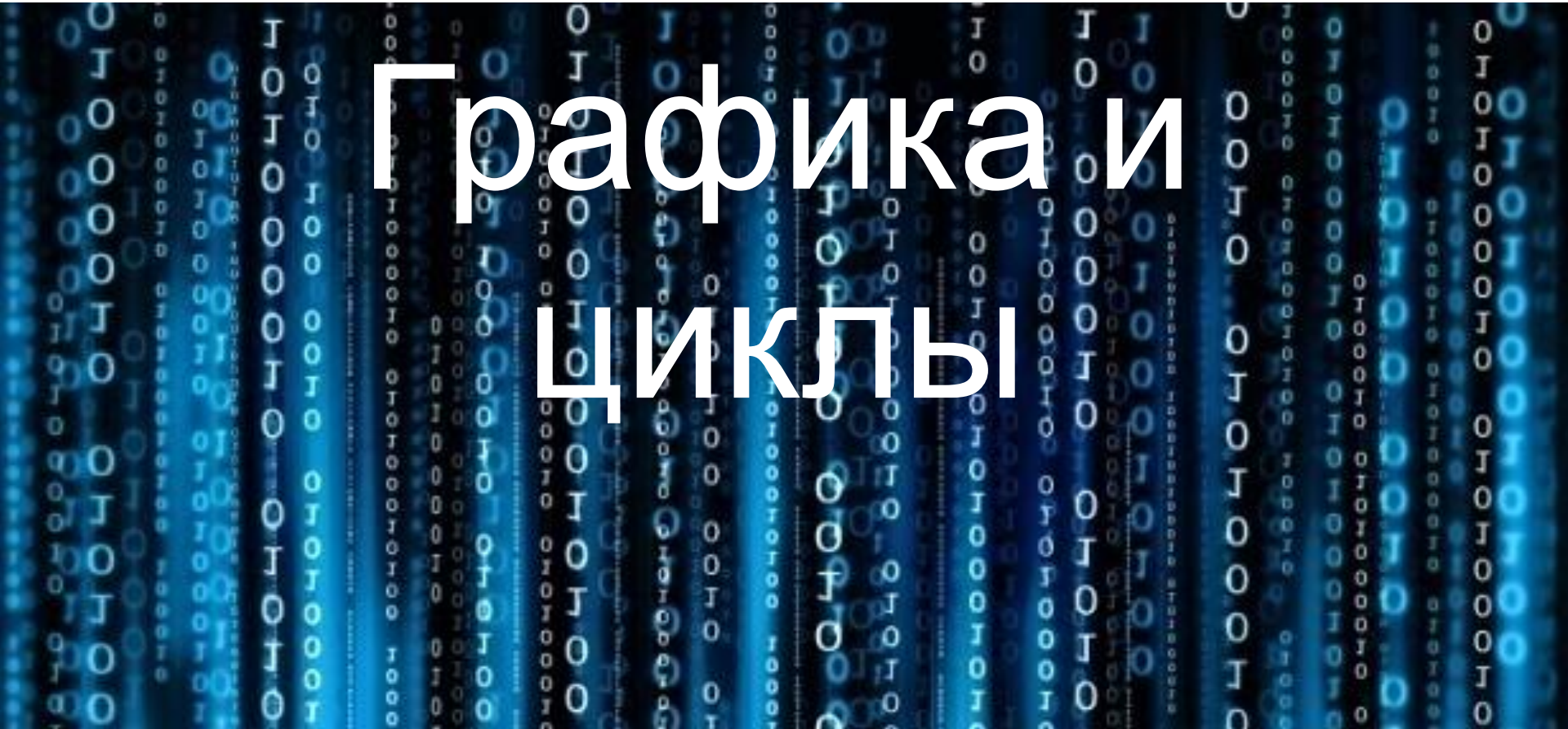
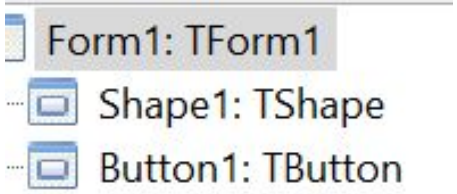
Основы объектно-ориентированного программирования в среде

LAZARUS

Урок 20



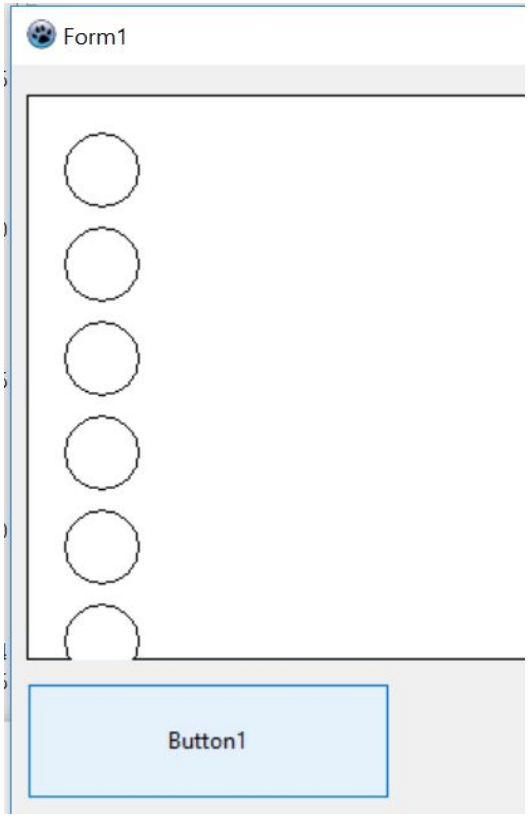
Графика и циклы

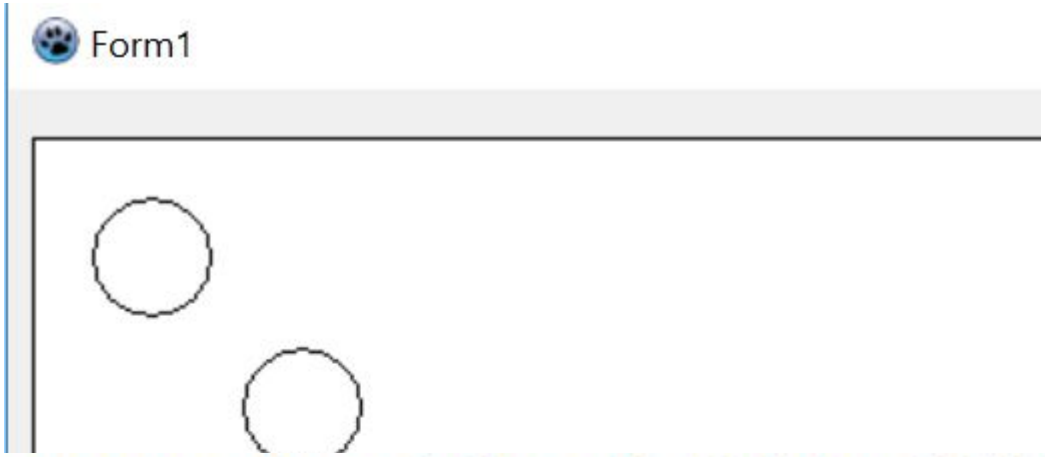



```
procedure TForm1.Button1Click(Sender: TObject);
begin
  with shape1.canvas do begin
  ellipse(20,20,60,60);
    end;
end;
```

```
procedure TForm1.Button1Click(Sender: TObject);
var i, x: integer;
begin
   x:=20;
   with shape1.canvas do begin
   for i:=1 to 9 do begin
   ellipse(x,20,x+40,60);
   x:=x+50;
   end;
   end;
end;
```

```
procedure TForm1.Button1Click(Sender: TObject);
var i, x, y: integer;
begin
   x:=20; y:=20;
   with shape1.canvas do begin
   for i:=1 to 9 do begin
   ellipse(20,y,60,y+40);
   y:=y+50;
   end;
   end;
end;
```

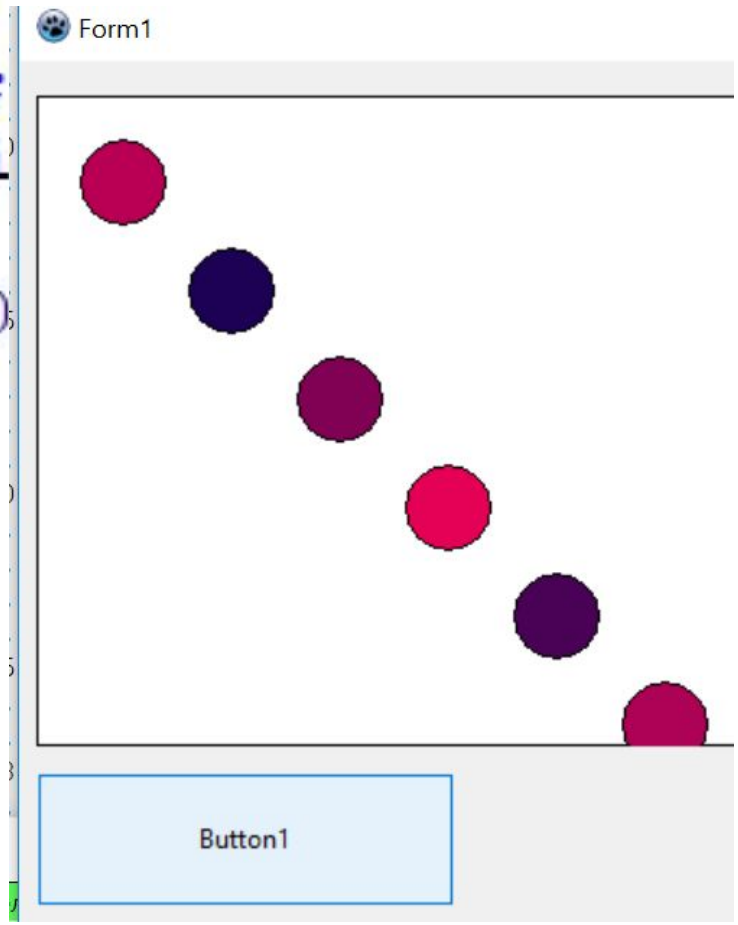





```
procedure TForm1.Button1Click(Sender: TObject);
var i, x, y: integer;
begin
   x:=20; y:=20;
   with shape1.canvas do begin
   for i:=1 to 9 do begin
   ellipse(x,y,x+40,y+40);
   x:=x+50; y:=y+50;
   end;
   end;
end;
```

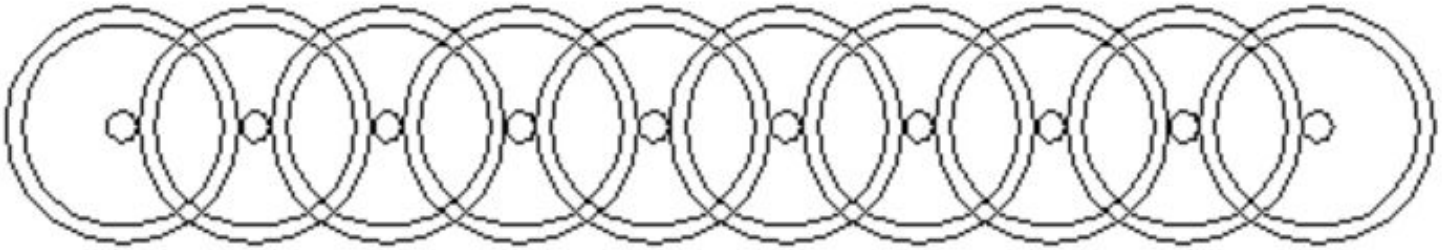
```
procedure TForm1.Button1Click(Sender: TObject);
var i, x, y: integer; c: longint;
begin
    x:=20; y:=20;
    {c:=ColorToRGB($550075);
    ShowMessage(inttostr(c));
  with shape1.canvas do begi
  for i:=1 to 9 do begin
  brush.color:=(5570645+i*10
  ellipse(x,y,x+40,y+40);
  x:=x+50; y:=y+50;

  end;
  end;
end;
```



Задание

Составить программу рисования орнамента. Использовать циклический алгоритм.



```
procedure TForm1.Button1Click(Sender: TObject);
var i, x, y: integer;
begin
    with shape1.canvas do begin
    shape1.Canvas.Brush.Style:=bsClear;// без заливки
    x:=20;
    for i:=1 to 22 do begin
      ellipse(x,20,x+40,60);
      x:=x+20;
    end;
    y:=20;
    for i:=1 to 12 do begin
      ellipse(20,y,60,y+40);
      y:=y+20;
    end;
  end;
end;
```