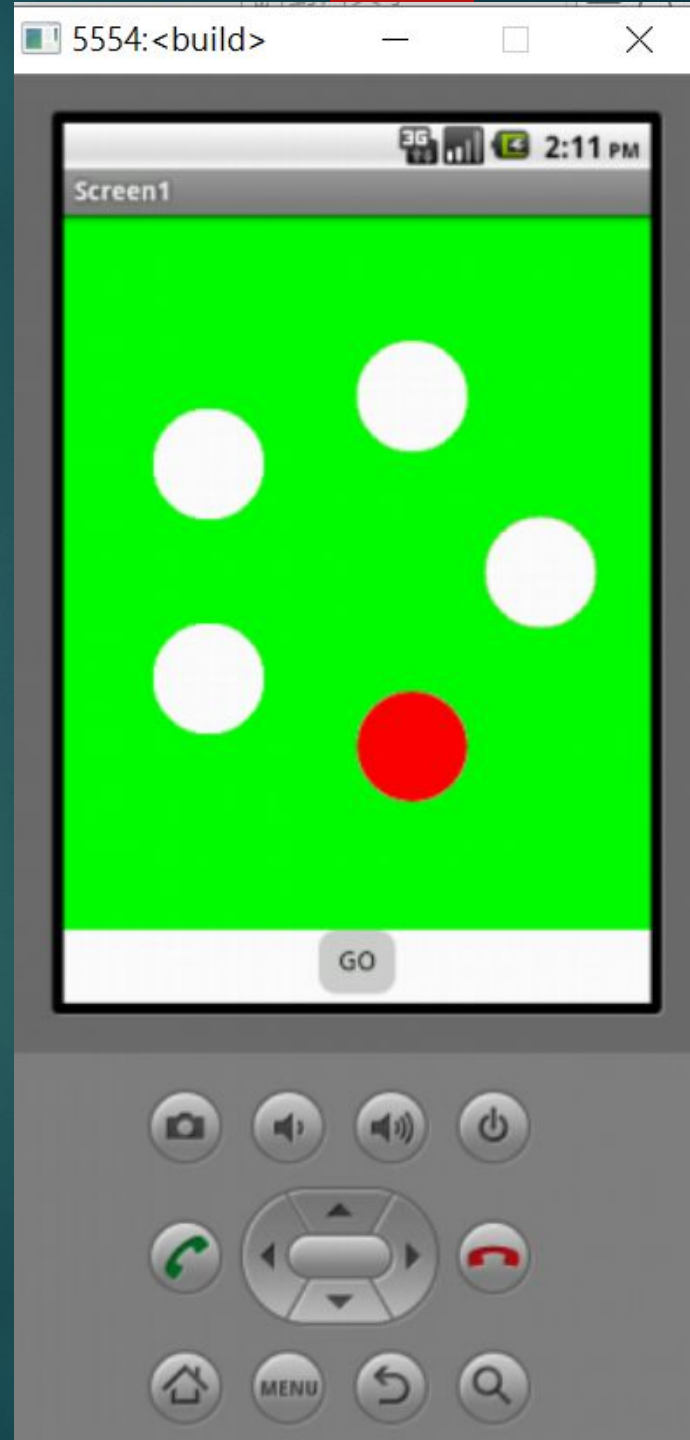


# Russian Roulette



initialize global `n` to 0

initialize global `central_X` to 0

initialize global `sw` to 0

initialize global `central_Y` to 0

when `Screen1` .Initialize

do

set global `central_X` to `Canvas1` . `Width` / 2

set global `central_Y` to `Canvas1` . `Height` / 2

call procedure

when `Button1` .Click

do

random set seed to 10 + random integer from 0 to 9

set global `sw` to 1

set global `n` to 10 + random integer from 0 to 9

set `Clock1` . `TimerInterval` to 10

to procedure

do set Canvas1 . PaintColor to 

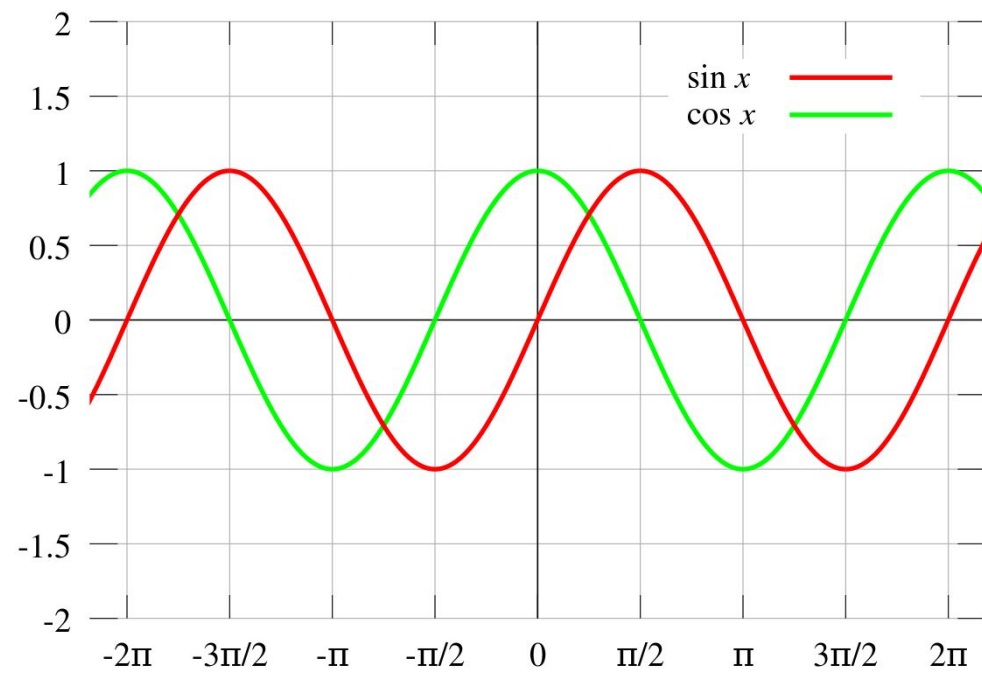
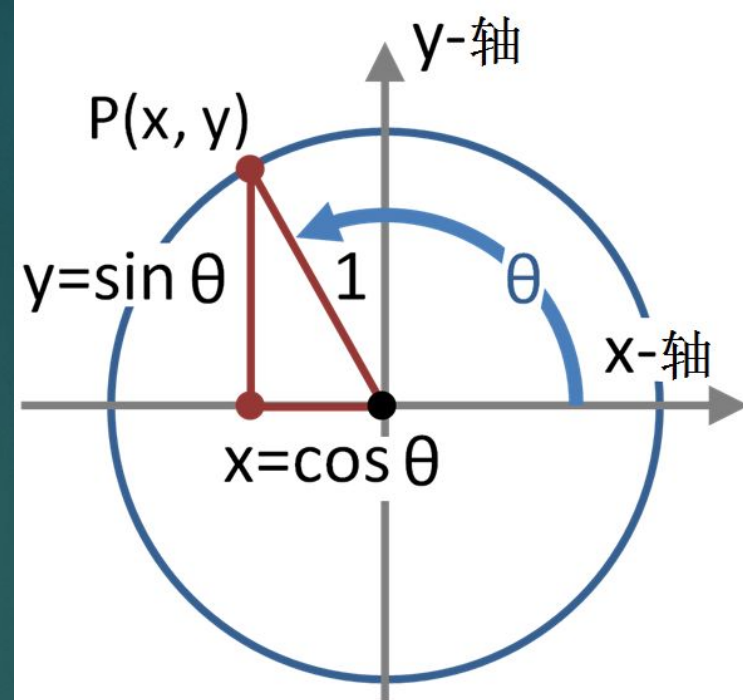
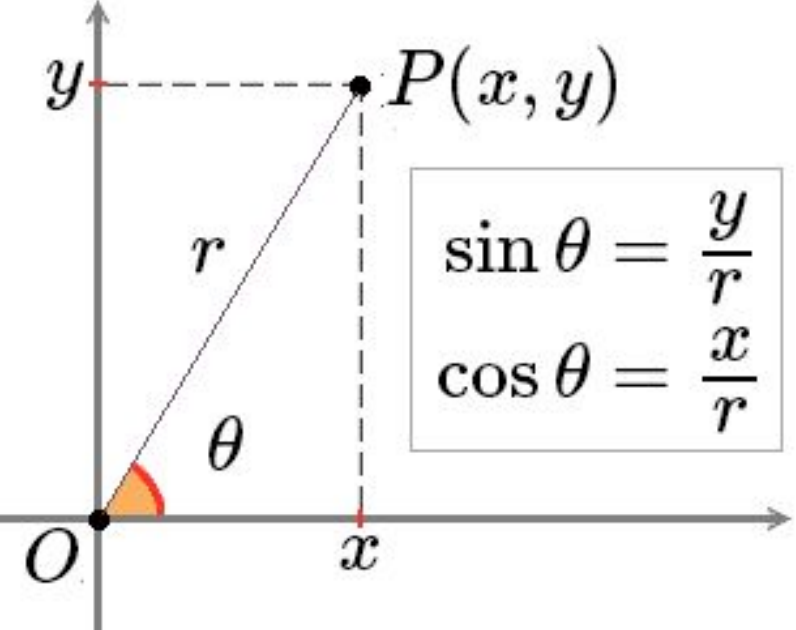
for each number from 0 to 4 by 1

do call Canvas1 .DrawCircle  
centerX  
centerY  
radius 30  
fill true

get global central\_X + 100 × cos get number × 72  
get global central\_Y + 100 × sin get number × 72

360/5=72





initialize global count to 0

initialize global whichone to 0

when Clock1 .Timer

do if get global sw = 1

initialize global xp to 0

initialize global yp to 0

then call procedure

set Canvas1 . PaintColor to red

set global whichone to modulo of get global count ÷ 5

set global xp to get global central\_X + 100 × cos get global whichone × 72

set global yp to get global central\_Y + 100 × sin get global whichone × 72

call Canvas1 .DrawCircle  
centerX get global xp  
centerY get global yp  
radius 30  
fill true

set Clock1 . TimerInterval to Clock1 . TimerInterval + 5

if get global count = get global n

then set global count to 0

set global sw to 0

set global count to get global count + 1



Show Warnings