



C# Start

Занятие 4

Проверка знаний

- Что такое else?
- Что такое int?
- Что такое double?

The image shows a screenshot of the Visual Studio IDE. The main window displays a C# code file named `CinemaAdviser.Program` with the following code:

```
String genre = Console.ReadLine();

if (genre == "комедия")
{
    Console.WriteLine("Какой фильм вам бы сейчас больше хотелось посмотреть: отечественный или зарубежный?");
    String country = Console.ReadLine();
    if( country == "отечественный")
    {
        Console.ForegroundColor = ConsoleColor.Yellow;
        Console.WriteLine( "В таком случае, рекомендую посмотреть вам следующие фильмы:");
        Console.WriteLine( "* Иван Васильевич меняет профессию" );
        Console.WriteLine( "* Операция «Ы» и другие приключения Шурика" );
    }
    else
    {
        Console.ForegroundColor = ConsoleColor.Yellow;
        Console.WriteLine( "В таком случае, рекомендую посмотреть вам следующие фильмы:");
        Console.WriteLine( "* Назад в будущее" );
        Console.WriteLine( "* В джазе только девушки" );
    }
}
else if(genre == "фантастика")
```

A context menu is open over the code, showing the following options:

- Build Solution (F6)
- Rebuild Solution
- Clean Solution
- Analyze
- Batch Build...
- Configuration Manager...
- Manage NuGet Packages for Solution...
- Restore NuGet Packages
- New Solution Explorer View
- Calculate Code Metrics
- Project Dependencies...
- Project Build Order...
- Add (highlighted)
- Set StartUp Projects...
- Add Solution to Source Control...
- Compare with Unmodified...
- Paste (Ctrl+V)
- Rename
- Open Folder in File Explorer
- Properties (Alt+Enter)

The 'Add' menu item is expanded, showing a sub-menu with the following options:

- New Project...
- Existing Project...
- New Web Site...
- Existing Web Site...
- New Item... (Ctrl+Shift+A)
- Existing Item... (Shift+Alt+A)
- New Solution Folder

The bottom of the screen shows the Debug toolbar and the Solution Explorer, which displays the `HelloWorld` solution properties.

HelloWorld - Microsoft Visual Studio

File Edit View Project Build Debug Team Tools Test Analyze Window Help

Debug Any CPU CinemaAdviser Start

Program.cs Program.cs Program.cs

TurtleTraining TurtleTraining.Program Main(string[] args)

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace TurtleTraining
8 {
9     class Program
10    {
11        static void Main( string[] args )
12        {
13        }
14    }
15 }
16
```

- Build
- Rebuild
- Clean
- View
- Analyze
- Publish...
- Publish as Azure WebJob...
- Scope to This
- New Solution Explorer View
- Build Dependencies
- Add
- Manage NuGet Packages...
- Set as StartUp Project**
- Debug
- Source Control
- Cut Ctrl+X
- Paste Ctrl+V
- Remove Del
- Rename
- Unload Project
- Open Folder in File Explorer
- Properties Alt+Enter

110 %

Output

Show output from: Debug

Error List Output

Solution Ex... Team Explo... Class View

Properties

TurtleTraining Project Properties

Google

smallbasic



Все

Картинки

Видео

Новости

Ещё ▾

Инструменты поиска



Результатов: примерно 432 000 (0,45 сек.)

Microsoft Small Basic

smallbasic.com/ ▾ Перевести эту страницу

Microsoft Small Basic puts the fun back into computer programming. With a friendly development environment that is very easy to master, it eases both kids and ...

[Play](#) · [Collision Physics](#) · [Reference Documentation](#) · [SOkoCUTE](#)

Язык программирования Small Basic | ВКонтакте

vk.com/smallbasic_ru ▾


Small Basic представляет собой очень простой язык программирования и не менее простую среду разработки с интуитивно понятным интерфейсом.

Download Microsoft Small Basic 1.2 - Русский from Official Microsoft ...

www.microsoft.com/ru-ru/download/details.aspx?id=46392 ▾

1 окт. 2015 г. - Инструкции для этого файла загрузки скоро будут доступны на русском языке. Чтобы предоставить вам эти сведения как можно ...

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Featured programs

Collision Physics

Demonstrates object collisions using real world physics properties. Tweak properties like elasticity, gravity, etc. to see the effects.

Import ID = **PMT149**

[Play](#)




Soko Ban

A Small Basic port of the famous SokoBan puzzle game. Quite possibly the most visually striking game built on Small Basic.

Import ID = **SOKO**

[Play](#)




Tetris

A faithful port of the famous Tetris game. this is the most popular and the most downloaded program on Small Basic.

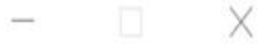
Import ID = **TETRIS**

[Play](#)



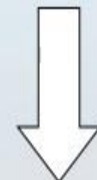
arn/en-US/download/details.aspx?id=46392

Microsoft Small Basic v1.2 Setup

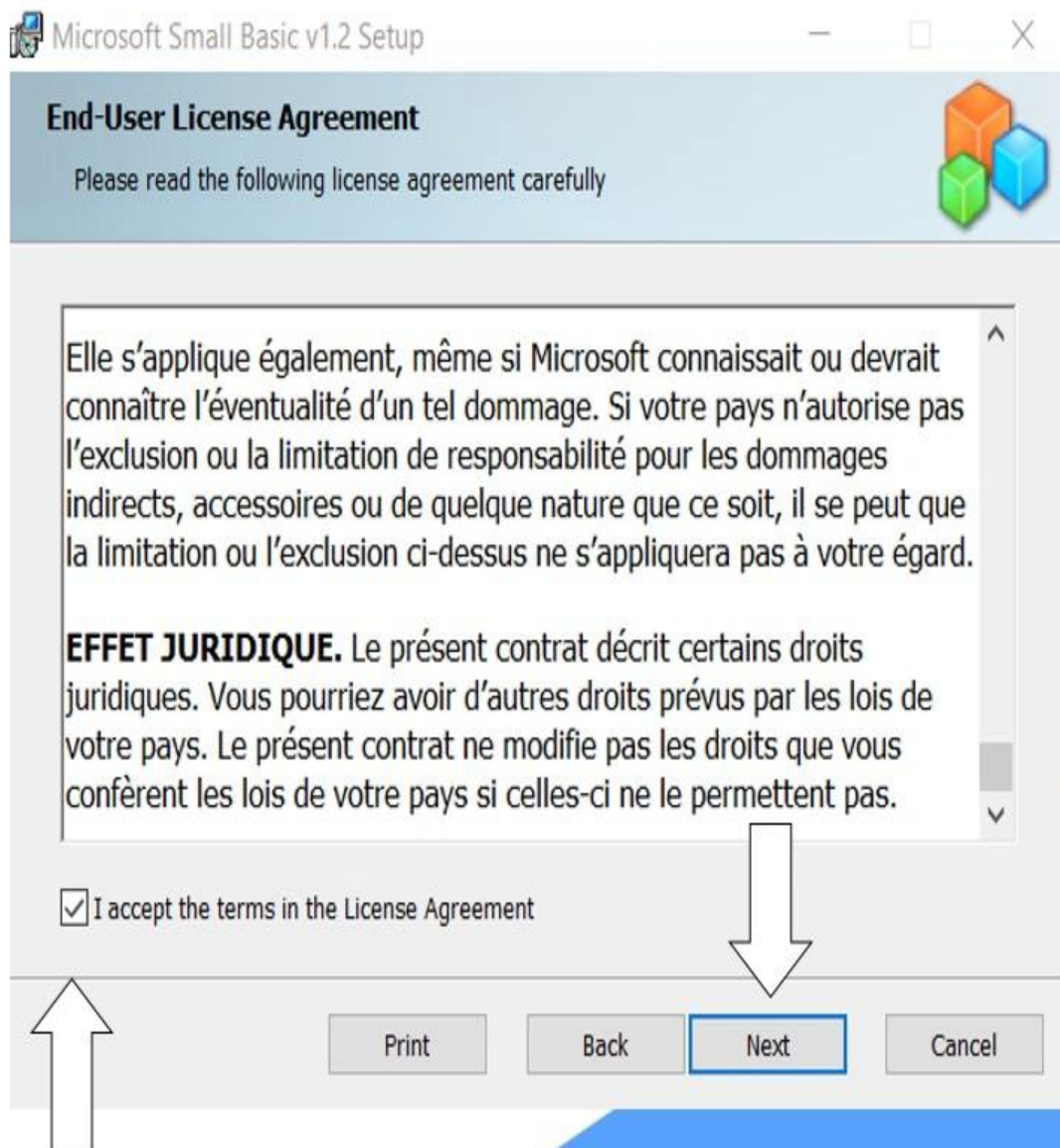


Welcome to the Microsoft Small Basic v1.2 Setup Wizard

The Setup Wizard will install Microsoft Small Basic v1.2 on your computer. Click Next to continue or Cancel to exit the Setup Wizard.



Back Next Cancel



Microsoft Small Basic v1.2 Setup

Custom Setup

Select the way you want features to be installed.

Click the icons in the tree below to change the way features will be installed.

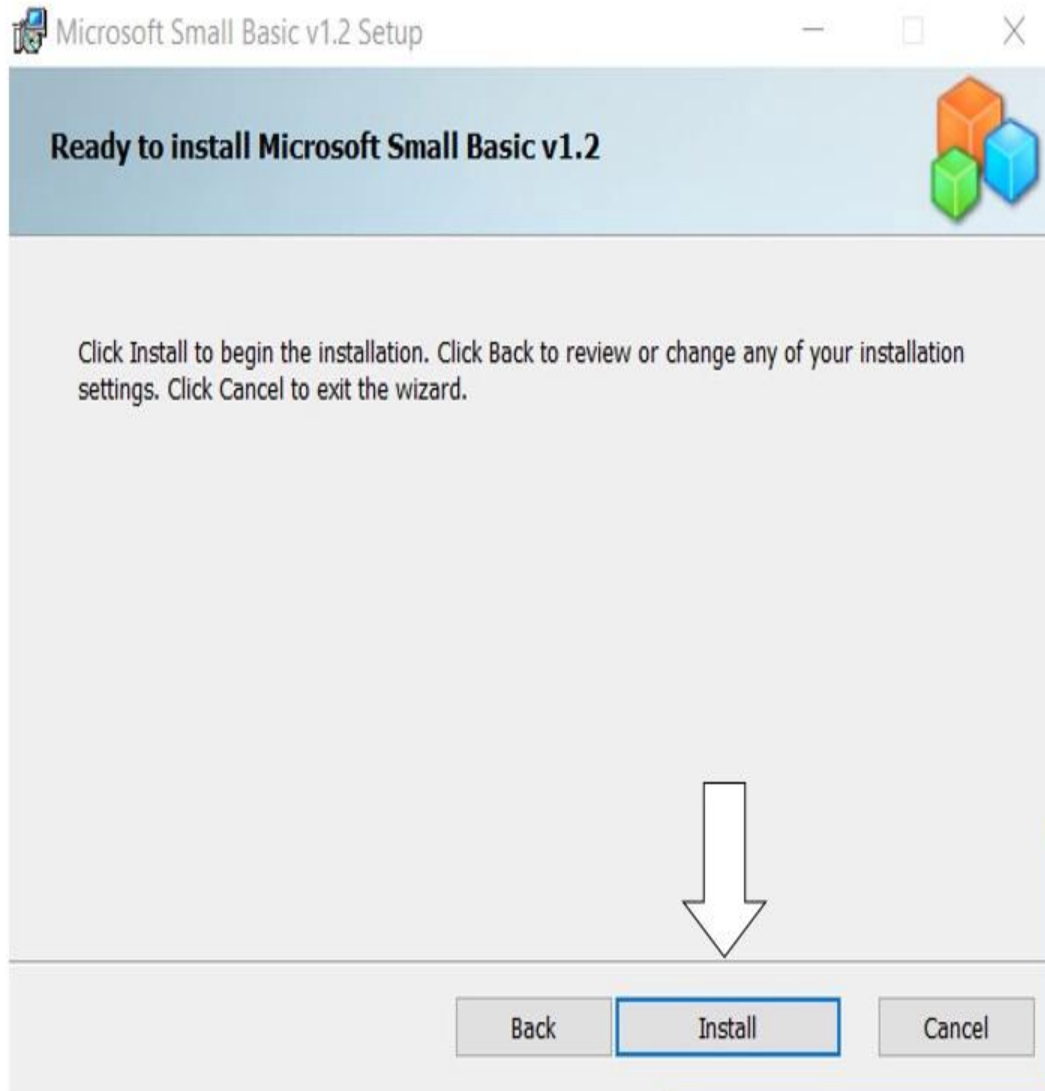
+ Main Files

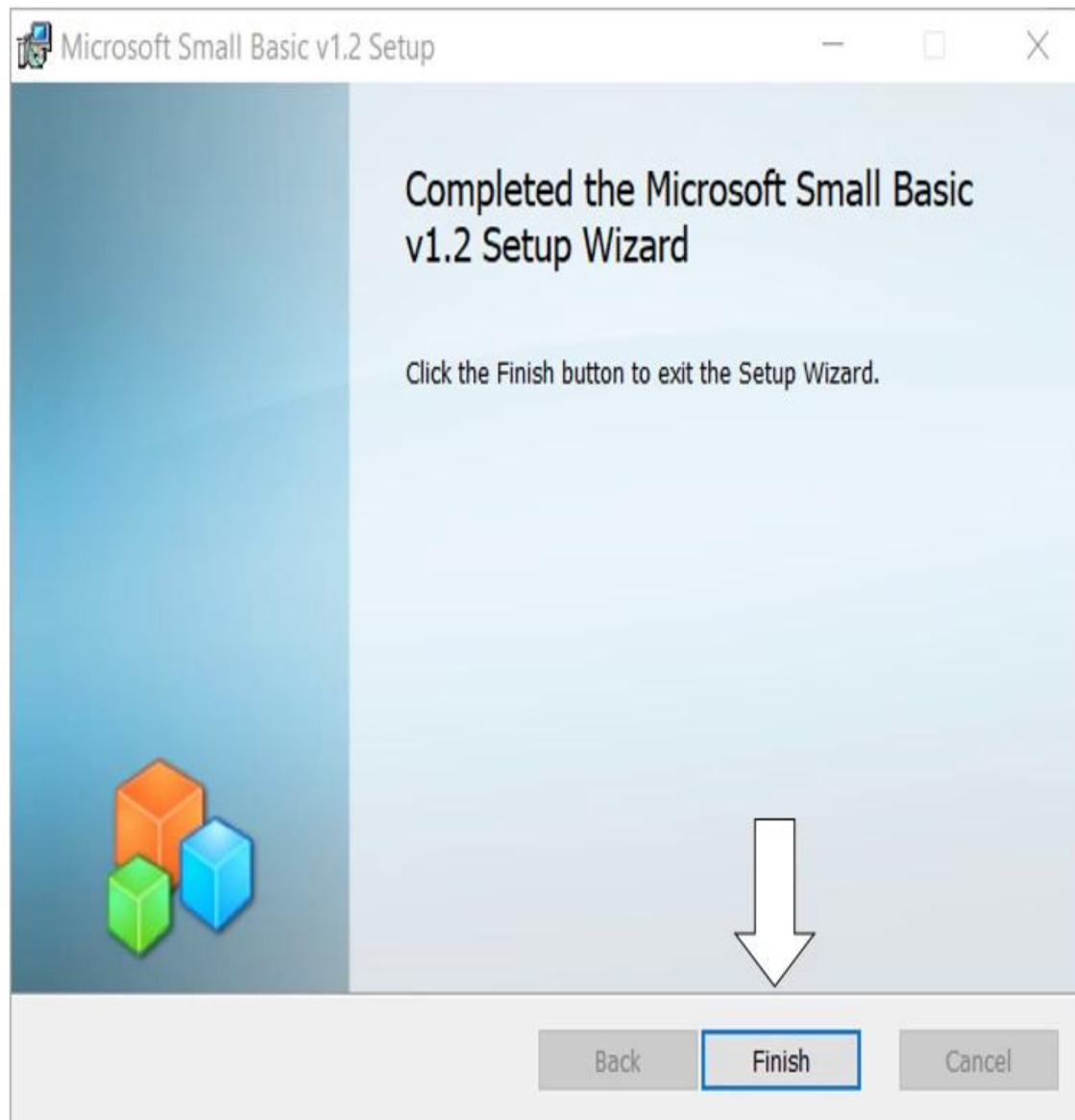
Includes all core files and language neutral resources (English resources on English Operating System)

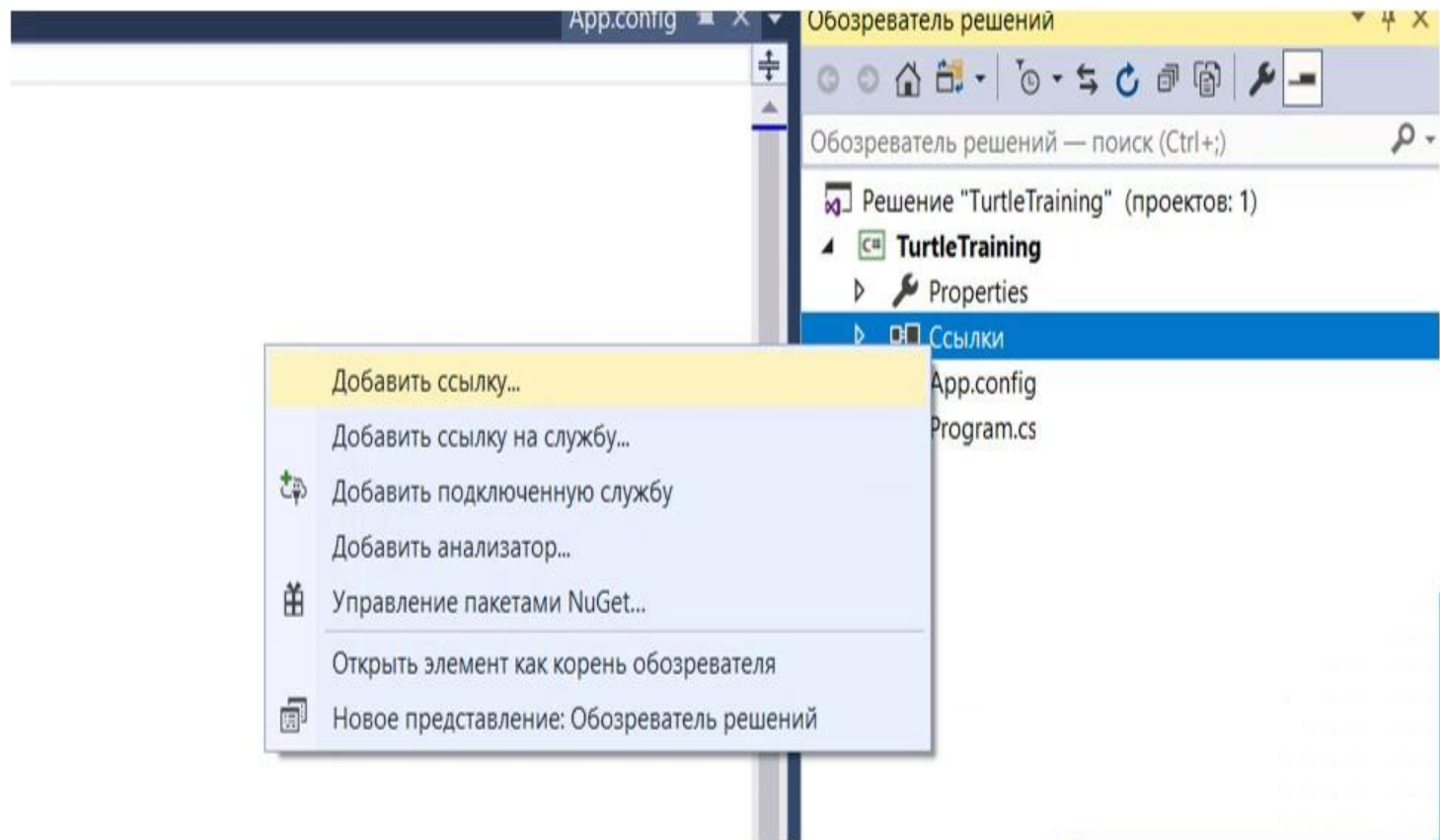
This feature requires 10MB on your hard drive. It has 0 of 20 subfeatures selected. The subfeatures require 0KB on your hard drive.

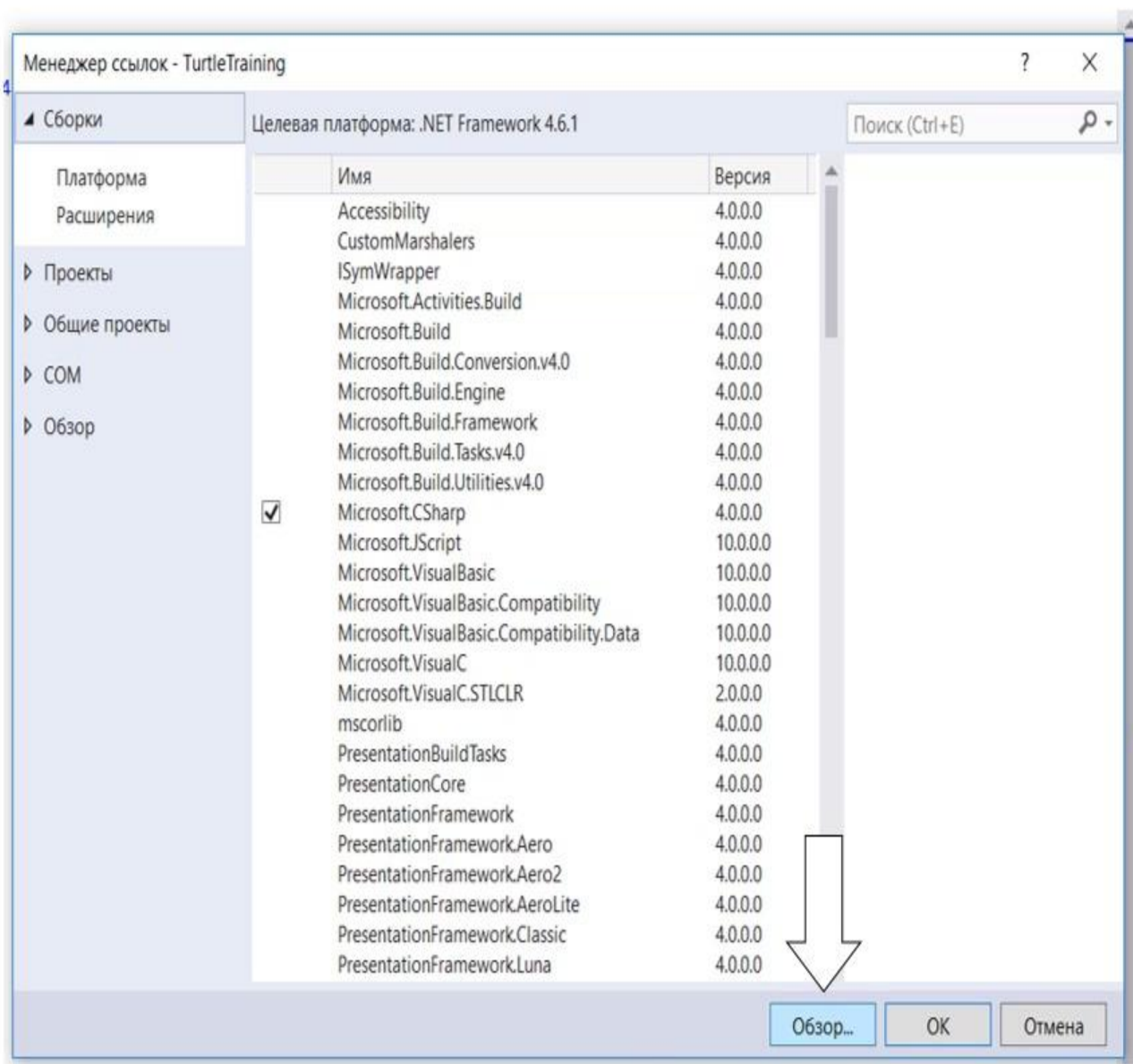
Browse...

Reset Disk Usage Back **Next** Cancel









Выберите файлы, на которые нужно установить ссылки...

« Program Files (x86) » Microsoft » Small Basic »

Поиск: Small Basic

Упорядочить ▾ Новая папка

Имени	Дата изменения	Тип	Размера
Lib	17.11.2018 21:16	Папка с файлами	
Samples	17.11.2018 21:16	Папка с файлами	
ComponentModel.dll	13.09.2015 22:26	Расширение при...	739 КБ
LanguageService.dll	13.09.2015 22:26	Расширение при...	55 КБ
SB	13.09.2015 22:26	Приложение	906 КБ
SmallBasicCompiler	13.09.2015 22:26	Приложение	105 КБ
SmallBasicLibrary.dll	13.09.2015 22:26	Расширение при...	260 КБ
StringResources.dll	13.09.2015 22:26	Расширение при...	32 КБ
ToolFramework.dll	13.09.2015 22:26	Расширение при...	453 КБ

Имя файла: SmallBasicLibrary.dll

Файлы компонентов (*.dll;*.tlb; ▾

Добавить Отмена

Менеджер ссылок - ConsoleApp2

Менеджер ссылок - ConsoleApp2

Поиск (Ctrl+E)

- Сборки
- Проекты
- Общие проекты
- COM
- Обзор
- Последние

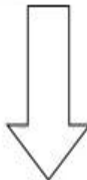
Имя	Путь
<input type="checkbox"/> ComponentModel.dll	C:\Program Files (x86)\...
StringResources.dll	C:\Program Files (x86)\...
ToolFramework.dll	C:\Program Files (x86)\...
LanguageService.dll	C:\Program Files (x86)\...
SB.exe	C:\Program Files (x86)\...
SmallBasicCompiler.exe	C:\Program Files (x86)\...
<input checked="" type="checkbox"/> SmallBasicLibrary.dll	C:\Program Files (x86)\...

Имя:
ComponentModel.dll

Кем создано:

Версия файла:
1.2.0.0

Обзор... OK Отмена

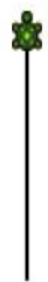


```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using Microsoft.SmallBasic.Library;
7
8
9  namespace Turtle
10 {
11     class Program
12     {
13         static void Main(string[] args)
14         {
15         }
16     }
17 }
```



```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using Microsoft.SmallBasic.Library;
7
8
9  namespace ConsoleApp2
10 {
11     class Program
12     {
13         static void Main(string[] args)
14         {
15             Turtle.Move(100);
16         }
17     }
18 }
19
```

Small Basic Graphics Window



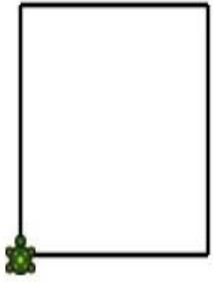
```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using Microsoft.SmallBasic.Library;
7
8
9  namespace ConsoleApp2
10 {
11     class Program
12     {
13         static void Main(string[] args)
14         {
15             Turtle.Move(100);
16             Turtle.TurnRight();
17         }
18     }
19 }
20
```

Small Basic Graphics Window

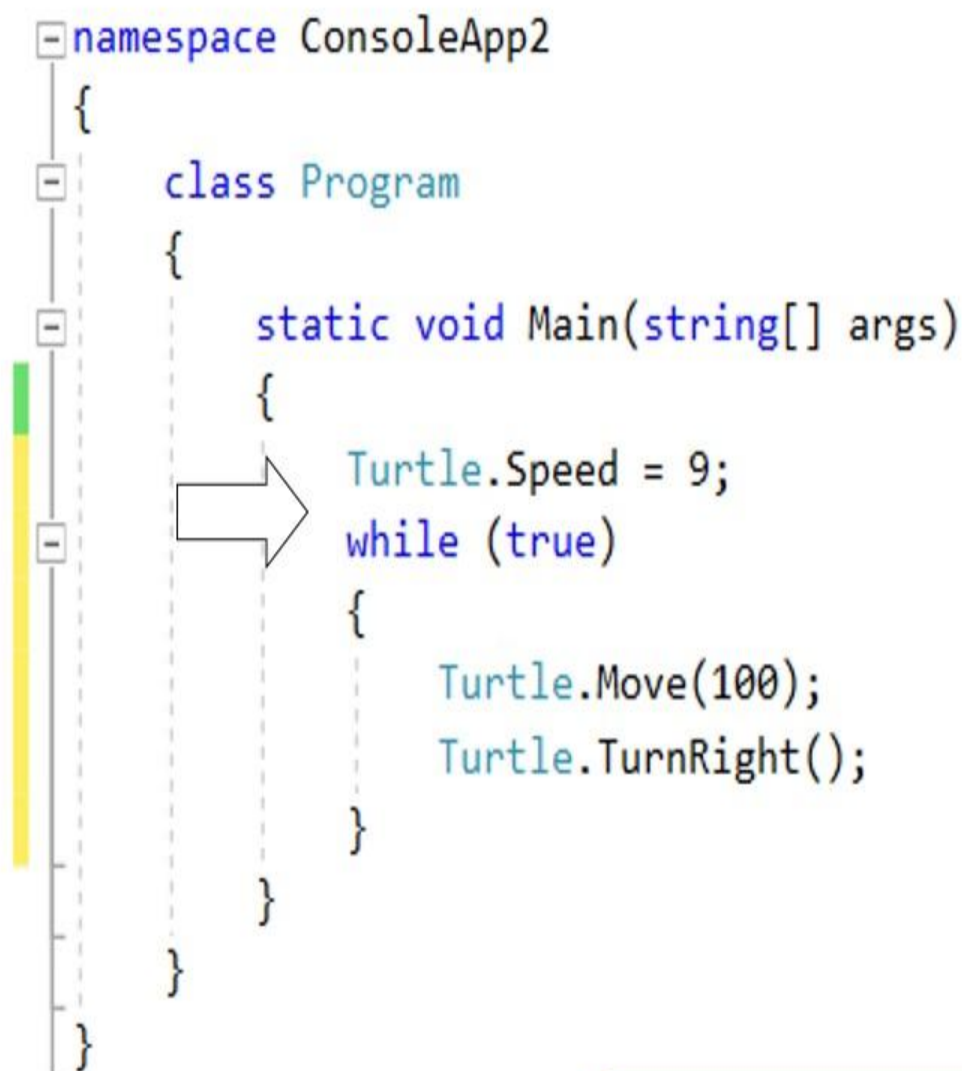


```
9 namespace ConsoleApp2
10 {
11     class Program
12     {
13         static void Main(string[] args)
14         {
15             Turtle.Move(100);
16             Turtle.TurnRight();
17
18             Turtle.Move(100);
19             Turtle.TurnRight();
20
21             Turtle.Move(100);
22             Turtle.TurnRight();
23
24             Turtle.Move(100);
25             Turtle.TurnRight();
26         }
27     }
28 }
```

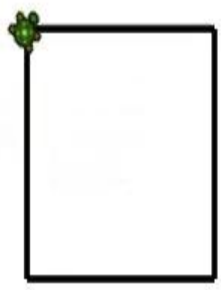
Small Basic Graphics Window



```
9 namespace ConsoleApp2
10 {
11     class Program
12     {
13         static void Main(string[] args)
14         {
15             Turtle.Speed = 9;
16             while (true)
17             {
18                 Turtle.Move(100);
19                 Turtle.TurnRight();
20             }
21         }
22     }
23 }
```

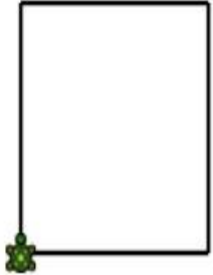


Small Basic Graphics Window



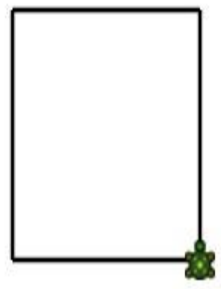

```
9 namespace ConsoleApp2
10 {
11     class Program
12     {
13         static void Main(string[] args)
14         {
15             Turtle.Speed = 9;
16             int I = 0;
17             while (I < 4)
18             {
19                 Turtle.Move(100);
20                 Turtle.TurnRight();
21                 I++;
22             }
23         }
24     }
25 }
```

Small Basic Graphics Window

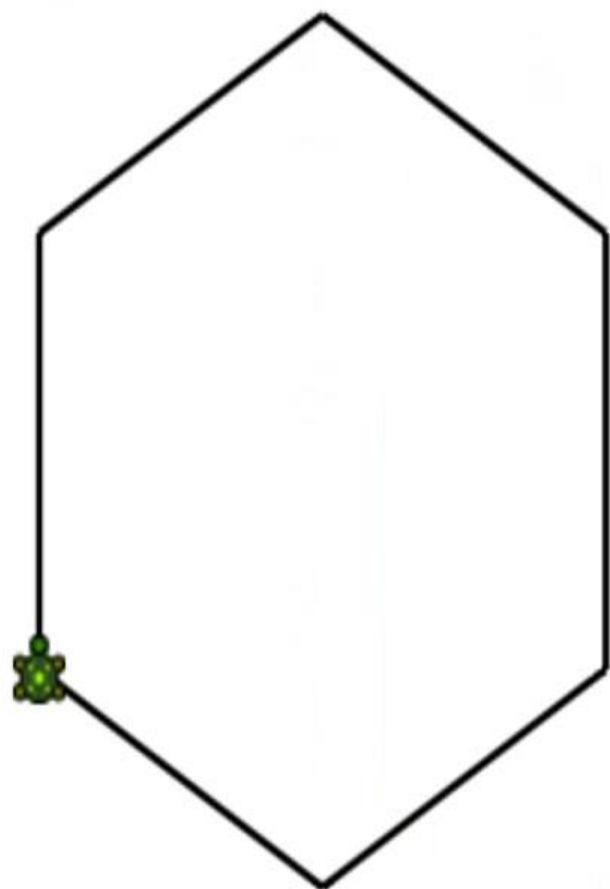


```
9 namespace ConsoleApp2
10 {
11     class Program
12     {
13         static void Main(string[] args)
14         {
15             Turtle.Speed = 9;
16             int I = 0;
17             while (I < 4)
18             {
19                 Turtle.Move(100);
20                 //Turtle.TurnRight();
21                 Turtle.TurnLeft();
22                 I++;
23             }
24         }
25     }
26 }
```

Small Basic Graphics Window



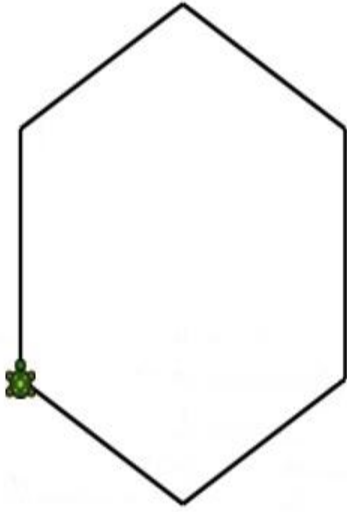
```
9 namespace ConsoleApp2
10 {
11     class Program
12     {
13         static void Main(string[] args)
14         {
15             Turtle.Speed = 9;
16             int I = 0;
17             while (I < 4)
18             {
19                 Turtle.Move(100);
20                 //Turtle.TurnRight();
21                 //Turtle.TurnLeft();
22                 Turtle.Turn(90);
23                 I++;
24             }
25         }
26     }
27 }
```



```
/*  
Turtle.Speed = 9;  
int I = 0;  
while (I < 4)  
{  
    Turtle.Move(100);  
    //Turtle.TurnRight();  
    //Turtle.TurnLeft();  
    Turtle.Turn(90);  
    I++;  
}  
*/
```

```
int i = 0;
while (i < 6)
{
    Turtle.Move(100);
    Turtle.Turn(60);
    i++;
}
```

Small Basic Graphics Window




```
/*  
int i = 0;  
while (i < 6)  
{  
    Turtle.Move(100);  
    Turtle.Turn(60);  
    i++;  
}  
*/
```

```
Turtle.Speed = 9;  
Turtle.X = 200;  
Turtle.Y = 200;  
//Код  
//Буква К начало  
Turtle.Angle = 0;  
Turtle.Move(60);
```

```
Turtle.X = 200;  
Turtle.Y = 170;  
Turtle.Angle = 45;  
Turtle.Move(40);
```

```
Turtle.X = 200;  
Turtle.Y = 170;  
Turtle.Angle = 135;  
Turtle.Move(40);
```

Small Basic Graphics Window



K

```
//Буква O начало
```

```
Turtle.X = 260;
```

```
Turtle.Y = 140;
```

```
Turtle.Angle = 90;
```

```
for (int i = 0; i < 4; i++)
```

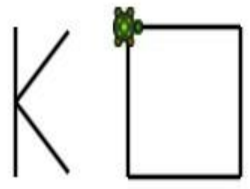
```
{
```

```
    Turtle.Move(60);
```

```
    Turtle.TurnRight();
```

```
}
```

Small Basic Graphics Window



Small Basic Graphics Window



K O

```
//Буква O
```

```
Turtle.X = 260;
```

```
Turtle.Y = 140;
```

```
Turtle.Angle = 90;
```

```
for (int i = 0; i < 4; i++)
```

```
{
```

```
    if (i % 2 == 0)
```

```
    {
```

```
        Turtle.Move(30);
```

```
    }
```

```
    else
```

```
    {
```

```
        Turtle.Move(60);
```

```
    }
```

```
    Turtle.TurnRight();
```

```
}
```



```
//Буква Д начало
```

```
Turtle.X = 340;
```

```
Turtle.Y = 140;
```

```
Turtle.Angle = 90;
```

```
for (int i = 0; i < 4; i++)
```

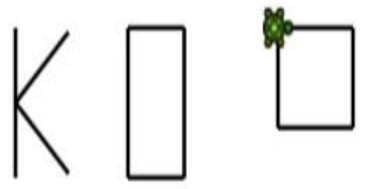
```
{
```

```
    Turtle.Move(40);
```

```
    Turtle.TurnRight();
```

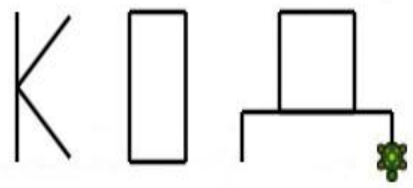
```
}
```

Small Basic Graphics Window




```
Turtle.X = 320;  
Turtle.Y = 200;  
Turtle.Angle = 0;  
  
Turtle.Move(20);  
Turtle.Angle = 90;  
Turtle.Move(80);  
Turtle.Angle = 180;  
Turtle.Move(20);
```

Small Basic Graphics Window



Small Basic Graphics Window



K O T 

```
Turtle.X = 340;  
Turtle.Y = 200;  
  
//Буква Т начало  
Turtle.Angle = 0;  
Turtle.Move(60);  
//Turtle.Angle = 270;  
Turtle.TurnLeft();  
Turtle.Move(20);  
Turtle.Angle = 90;  
Turtle.Move(40);
```

Проверка знаний

- Что такое цикл?
- Что позволяет делать команда `Turtle.Move(100)`?
- В чем отличие команды `Turtle.Angle()` от `Turtle.Turn()`?

Домашнее задание

1. Нарисуйте восьмиугольник
2. Написать слово «Кодинг» с большой буквы

Дополнительное задание:

Написать имя мамы или друга

