

ОСНОВЫ объектно-ориентированного программирования в среде



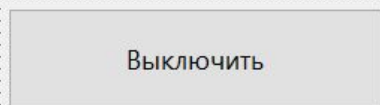
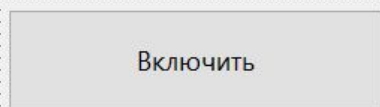
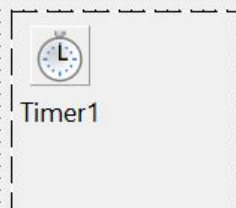
LAZARUS

Урок 21

Анимация

The background of the lower half of the slide is a dark blue, almost black, field filled with vertical columns of glowing blue binary code (0s and 1s). The code is arranged in a way that suggests a digital stream or data flow, with some columns appearing brighter and more prominent than others. The overall effect is a sense of motion and digital activity.

Смена кадров



```

procedure TForm1.Button1Click(Sender: TObject);
begin
    Timer1.Enabled:=True;
end;

procedure TForm1.Button2Click(Sender: TObject);
begin
    Timer1.Enabled:=False;
end;

```

```

procedure TForm1.Timer1Timer(Sender: TObject);
begin
    imagel.picture.LoadFromFile('images\'+IntToStr(i)+'.bmp');
    imagel.transparent:=true; //Прозрачность вокруг контура птицы
    if i<14 then i:=i+1 else i:=1;
end;

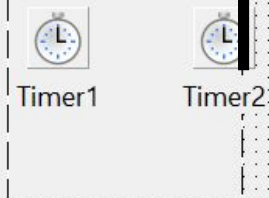
```

```

procedure TForm1.FormCreate(Sender: TObject);
begin
    i:=1;
end;

```

Передвижение картинки



Включить

Выключить

```
procedure TForm1.Button1Click(Sender: TObject);  
begin  
    Timer1.Enabled:=True;  
    Timer2.Enabled:=True;  
  
end;
```

```
procedure TForm1.Timer2Timer(Sender: TObject);  
begin  
    //image1.Left:=image1.Left+10;  
  
end;
```

```
procedure TForm1.FormCreate(Sender: TObject);  
begin  
    i:=1;  
    //image1.Left:=10;  
  
end;
```

Дополнительно:

- Добавить управление картинкой стрелками клавиатуры.

```
implementation
uses LCLType;
procedure TForm1.FormCreate(Sender: TObject);
begin
    i:=1;
    Form1.KeyPreview := true;
end;
```

```
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;
```