

## 4 - ParaKap 1.Bölüm

7 Mart 2018 Çarşamba 07:51



Resimler

```
this.Source = new BitmapImage(new Uri("Resimler/para.png", UriKind.Relative));
```

1

```
class Para: Image
{
    public Para() //Yapıcı Method
    {
        this.Source = new BitmapImage(new Uri("Resimler/para.png", UriKind.Relative));
        Canvas.SetTop(this, 200);
        Canvas.SetLeft(this, 100);
    }
}
```

```
<Grid>
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="1*" />
    <ColumnDefinition Width="100" />
  </Grid.ColumnDefinitions>

  <Canvas x:Name="OyunAlani" Margin="5">
  </Canvas>

  <StackPanel Background="SkyBlue" Grid.Column="1" Margin="5">
    <Button Content="Test" x:Name="btnTest" Margin="5" Click="btnTest_Click" />
  </StackPanel>
</Grid>
```

```
private void btnTest_Click(object sender, RoutedEventArgs e)
{
    Para para = new Para();
    OyunAlani.Children.Add(para);
}
```

2

```
class Para: Image
{
    Random random = new Random(); //??????
    public Para(MainWindow mainWindow) //Yapıcı Method
    {
        this.Source = new BitmapImage(new Uri("Resimler/para.png", UriKind.Relative));
        Canvas.SetTop(this, 0);
        Canvas.SetLeft(this, random.Next((int)mainWindow.OyunAlani.ActualWidth));
    }
}
```

```
private void btnTest_Click(object sender, RoutedEventArgs e)
{
    Para para = new Para(this);
    OyunAlani.Children.Add(para);
}
```

3

```
class Para: Image
{
    DispatcherTimer dispatcherTimer = new DispatcherTimer();
    static Random random = new Random();

    public Para(MainWindow mainWindow) //Yapıcı Method
    {
        this.Source = new BitmapImage(new Uri("Resimler/para.png", UriKind.Relative));
        Canvas.SetTop(this, 0);
        Canvas.SetLeft(this, random.Next((int)mainWindow.OyunAlani.ActualWidth));
        dispatcherTimer.Interval = TimeSpan.FromMilliseconds(10);
        dispatcherTimer.Tick += DispatcherTimer_Tick;
        dispatcherTimer.Start();
    }

    private void DispatcherTimer_Tick(object sender, EventArgs e)
    {
        AsagiDus();
    }

    private void AsagiDus()
    {
        double mevcutKonum = Canvas.GetTop(this);
        Canvas.SetTop(this, mevcutKonum + 5);
    }
}
```

```

public partial class MainWindow : Window
{
    DispatcherTimer dispatcherTimer = new DispatcherTimer();
    public MainWindow()
    {
        InitializeComponent();
        dispatcherTimer.Interval = TimeSpan.FromMilliseconds(1000);
        dispatcherTimer.Tick += DispatcherTimer_Tick;
        //dispatcherTimer.Start();
    }

    private void DispatcherTimer_Tick(object sender, EventArgs e)
    {
        ...
        Para para = new Para(this);
        OyunAlani.Children.Add(para);
        ...
    }

    private void btnTest_Click(object sender, RoutedEventArgs e)
    {
        dispatcherTimer.IsEnabled = !dispatcherTimer.IsEnabled;
        btnTest.Content = dispatcherTimer.IsEnabled ? "Durdur" : "Başlat";
    }
}

```

