

3 Hafta
5. Hafta



Para



Değerli Para

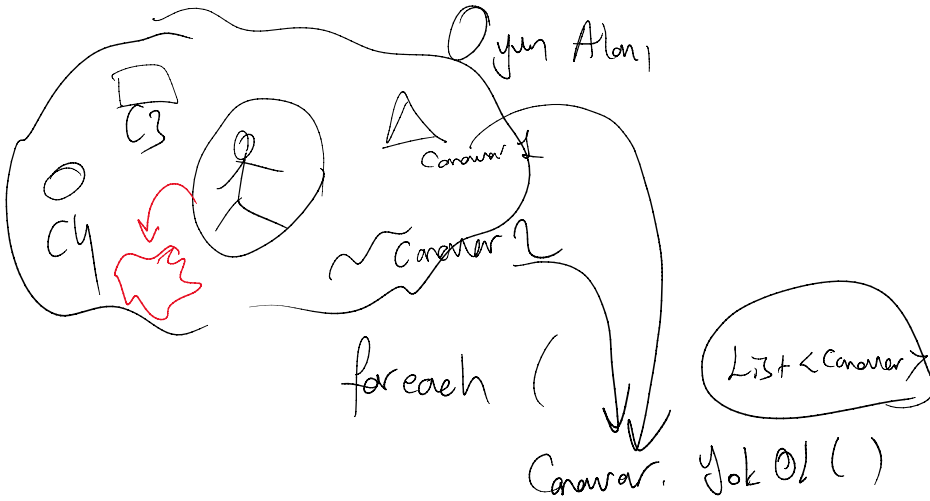


Kulac



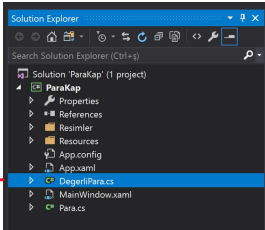
Siyah Bomba

Kalıtım
+
Gök Birimlilik



5-
ParaKap_3_

1.TUR



```
class DegerliPara : Para  
{  
}
```

```
class DegerliPara : Para  
{  
    public DegerliPara(MainWindow mainWindow) : base(mainWindow)  
    {  
    }  
}
```

```
class DegerliPara : Para  
{  
    public DegerliPara(MainWindow mainWindow) : base(mainWindow)  
    {  
        #region Nesneye Has Özellikler  
        this.YakalanarakOlmeSesi = Properties.Resources.blip;  
        this.Degeri = 10;  
        this.DusmeHizi = random.Next(5,10);  
        #endregion  
    }  
}
```

```
class Para: Image, IDisposable  
{  
    public enum OlmeTurleri //Ölme türleri  
    {  
        YakalanarakOldu, EceliyleOldu  
    }  
    #region Genel Değişkenler  
    //DispatcherTimer dispatcherTimer = new DispatcherTimer();  
    System.Timers.Timer timer = new System.Timers.Timer(10);  
    protected static Random random = new Random();  
    private readonly MainWindow mainWindow;  
    #endregion  
}
```

```
public partial class MainWindow :Window  
{  
    Random random = new Random();  
}
```

```
private void Timer_Tick(object sender, EventArgs e)
{
    int x = random.Next(100);
    Para para;

    if (x < 50) para = new Para(this);
    else para = new DegerliPara(this);

    cOyunAlani.Children.Add(para);
}
```

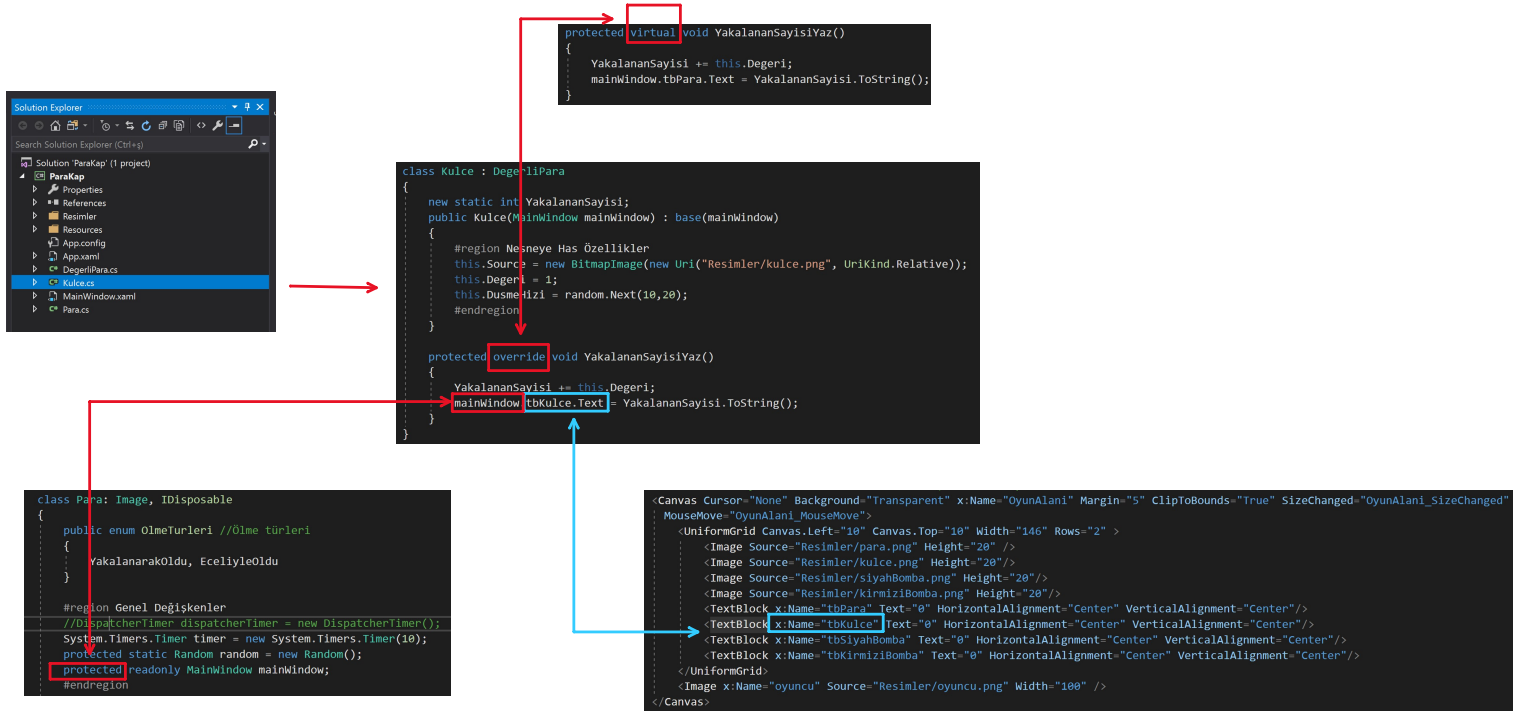
→ MainWindow.xaml.cs

%50 Para
%50 Degerli Para verir

```
<Window.Resources>
<DropShadowEffect x:Key="ParlamaEfekt" BlurRadius="50" Color="Red" />
<Style TargetType="{x:Type local:DegerliPara}">
<Setter Property="Effect" Value="{StaticResource ParlamaEfekt}" />
</Style>
</Window.Resources>
```

→ MainWindow.xaml

2.TUR



MainWindow.xaml

```
private void Timer_Tick(object sender, EventArgs e)
{
    int x = random.Next(100);
    Para para;

    if (x < 50) para = new Para(this); else
    if (x < 75) para = new DegerliPara(this); else
    para = new Kulce(this);

    cOyunAlani.Children.Add(para);
}
```

→ MainWindow.xaml.cs

%50 ihtimal → Para
%25 A → Degerli Para
%25 I → Kulce

3.TUR

```

class Kulce : DegerliPara
{
    2 başyuru
    new static public int YakalananSayisi { get; set; }
    protected int yon;
    2 başyuru
    public Kulce(MainWindow mainWindow) : base(mainWindow)
    {
        #region Nesneye Has Özellikler
        this.Source = new BitmapImage(new Uri("Resimler/kulce.png", UriKind.Relative));
        this.Degeri = 1;
        this.DusmeHizi = random.Next(10,20);
        #endregion
        yon = random.Next(-1, 2); //-1:sola, 0:düz, 1:sağa
    }
    3 başyuru
    protected override void YakalandiSayisiniYaz()
    {
        YakalananSayisi += Degeri;
        mainWindow.tbKulce.Text = YakalananSayisi.ToString();
    }
    5 başyuru
    protected override void AsagiDus()
    {
        base.AsagiDus(); //Temel aşağı düşme eylemini koru

        //Temel aşağı düşme eylemi ile birlikte...
        var yatayKonum = Canvas.GetLeft(this);
        Canvas.SetLeft(this, yatayKonum + (10 * yon) ); //rastgele bir yöne doğru savrul
    }
}

```

```

class SiyahBomba : Kulce
{
    2 başyuru
    new static public int YakalananSayisi { get; set; }
    0 başyuru
    public SiyahBomba(MainWindow mainWindow) : base(mainWindow)
    {
        #region Nesneye Has Özellikler
        this.Source = new BitmapImage(new Uri("Resimler/siyahBomba.png", UriKind.Relative));
        #endregion
    }
    3 başyuru
    protected override void YakalandiSayisiniYaz()
    {
        YakalananSayisi += Degeri;
        mainWindow.tbSiyahBomba.Text = YakalananSayisi.ToString();
    }
    5 başyuru
    protected override void AsagiDus()
    {
        base.AsagiDus(); //Külçenin sağa sola savrulma hareketini koru

        //Üzerine bir de kenarlara geldiğinde yön değiştir
        var yatayKonum = Canvas.GetLeft(this);
        if (yatayKonum < 0 || yatayKonum > mainWindow.cOyunAlani.ActualWidth) yon *= -1;
    }
}

```

```

private void Timer_Tick(object sender, EventArgs e)
{
    int x = random.Next(100);
    Para para;

    if (x < 25) para = new Para(this); else
    if (x < 50) para = new DegerliPara(this); else
    if (x < 75) para = new Kulce(this); else
        para = new SiyahBomba(this);

    cOyunAlani.Children.Add(para);
}

```

→ MainWindow.xaml.cs



Murat124.GazaBas;



Ferrari.GazaBas;

