



Ducks Will Play

J Spring



Ducks Will Play:

From Zero To Hero: .NET PROGRAMMING FOR STUDENTS Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-12-09
Book 1 VISUAL BASIC NET FOR STUDENTS A Project Based Approach to Develop Desktop Applications In chapter one you will get to know the properties and events of each control in a Windows Visual Basic application You need to learn and know in order to be more familiar when applying them to some desktop applications in this book In Tutorial 1 1 you will build a dual mode stopwatch The stopwatch can be started and stopped whenever desired Two time traces the running time when the stopwatch is active running time and the total time since the first stopwatch was activated Two label controls are used to display the time two more labels to display title information Two button controls are used to start stop and reset the application one more button to exit the application The timer control is used to periodically every second update the displayed time In Tutorial 1 2 you will build a project so that children can practice basic skills in addition subtraction multiplication and division operations This Math Game project can be used to choose the types of questions and what factor you want to use This project has three timing options In Tutorial 1 3 you will build Bank Code game The storage box is locked and can only be opened if you enter the correct digit combination Combinations can be 2 to 4 non repetitive digits range of digits from 1 to 9 After a guess is given you will be notified of how many digits are right and how many digits are in the right position Based on this information you will give another guess You continue to guess until you get the right combination or until you stop the game In Tutorial 1 4 you will build Horse Racing game This is a simple game Up to 10 horses will race to the finish line You guessed two horses that you thought could win the race By clicking on the Start button the race will start All horses will race speed to get to the finish line In chapter two you will learn the basic concepts of classes and objects Next it will demonstrate how to define class and type of enumeration which shows how both are used in the application In Tutorial 2 1 you will create a two level application that uses a form to pass input user to the People class The form class is the level of representation and the People class is the middle level You will add controls to the form so people can enter ID last name and their height When the user clicks the Save button the code will assign input values to the People class properties Finally you will display the People object on a label Figure below shows the form after the user clicks the Save button In Tutorial 2 2 you will add a parameterized constructor to the People class The application will ask the user to enter values which will then be passed to the People constructor Then the application will display the values stored on the People object In Tutorial 2 3 you will create an application that utilizes enumeration type The user will choose one type of account that is listed in a ListBox control and what he chooses is then displayed in a Label control In Tutorial 2 4 you will create a simple Bank application This application has one class BankAcc and a startup form In Tutorial 2 5 you will improve the simple Bank application by implementing the following two properties in the BankAcc class TotalDeposit Total money saved in current account TotalWithdraw Total funds that have been withdrawn from current account In Tutorial 2 6 you will create an application to

calculate the time needed for a particular aircraft to reach takeoff speed You will also calculate how long the runway will be required For each type of aircraft you are given 1 the name of the aircraft 2 the required take off speed feet sec and 3 how fast the plane accelerates feet sec² In Tutorial 2 7 you will provide a number of programming training for those who want to improve their programming skills Your task here is to write an object oriented application so that training manager can display and edit the training services offered There are several training categories 1 Application Development 2 Database 3 Networking and 4 System Administration The training itself consists of 1 title 2 training days 3 category and 4 cost Create a class named Training that contains this information along with its properties and a ToString method In chapter three several tutorials will be presented to build more complex projects You will build them gradually and step by step In Tutorial 3 1 you will build Catching Ball game The bird flew and dropped ball from the sky User is challenged to position man under the fallen ball to catch it In Tutorial 3 2 you will build Smart Tic Tac Toe game The aim of this game is to win the game on a 3 x 3 grid with the victory of three identical symbols X or O on horizontal diagonal or vertical lines The players will play alternately In this game given two game options player 1 against player 2 or human player against computer A smart but simple strategy will be developed for computer logic to be a formidable opponent for human In Tutorial 3 3 you will build a Matching Images game Ten pairs of images hidden on the game board The object of the game is to find image pairs In Two Players mode players will get turns in turn In One Player mode there are two options to choose from Playing Alone or Against Computer When Play Alone option is selected the player will play alone without an opponent If Against Computer option is selected then the level of computer intelligence is given with several levels according to the level of difficulty of the game In Tutorial 3 4 you will build Throwing Fire program This program can be played by two human players or human player versus computer In chapter four tutorials will be presented to build two advanced projects You will build them gradually and step by step In Tutorial 4 1 you will build Roasted Duck Delivery simulation In this simulation a number of decisions are needed The basic idea is to read the order by incoming telephone and tell the delivery scooter to go to the location of the order You also need to make sure that you always provide a roasted duck ready to be transported by the delivery scooter The delivery area is a 20 by 20 square grid The more roasted duck is sold the more profit it gets In Tutorial 4 2 you will build a Drone Simulation In this simulation you control both vertical and horizontal thrusters to maneuver the ride to the landing pad You will adjust the landing speed so that it is slow enough so that no accident occurs

Book 2 VISUAL C NET FOR STUDENTS A Project Based Approach to Develop Desktop Applications In chapter one you will learn to know the properties and events of each control in a Windows Visual C applications You need to learn and know in order to be more familiar when applying them to some desktop applications in this book In chapter two you will build Throwing Fire program This program can be played by two human players or human player versus computer You will use 12 labels a large control panel and three control buttons on the form In the control panel a smaller panel with two group box controls and a button control are placed In the first group box

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the `BorderStyle` property to `FixedSingle` so that you can see the edges to facilitate the layout process In this chapter you will build Jumper game In this game you will move the jumper across the busy road avoid the tiger and cross the river with the changing current to get to house safely You will place four label controls on the top part of the form set the `AutoSize` property to `False` so that it can be resized and the `BorderStyle` property temporarily becomes `FixedSingle` so you can see the edges Then you use five panel controls below the labels These panels will be a place for image graphics Each panel has a width of 16 jumpers or 640 pixels because one jumper will be given a width of 40 pixels The first panel will be the jumper house which will be given a height of 80 pixels The next panel will become a river with a height of 120 pixels The next panel will be a place for tiger 40 pixels high Under the snake panel there is a road panel This panel will contain three boat lanes Each boat has a height of 40 pixels but you will give it a height of 140 pixels not 120 pixels to make room for lane markers The fifth panel is the place where the jumper will begin its journey or leap This panel will be given a height of 40 pixels Add the last control panel below the form with three button controls Then finally add four timer controls Adjust the size of the form so that the panel controls can occupy according to the width of the form

BOOK 3 VISUAL C NET A Step By Step Project Based Guide to Develop Desktop Applications In chapter one you will learn to know the properties and events of each control in a Windows Visual C application You need to learn and know in order to be more familiar when applying them to some applications in this book In chapter two you will build a project so that children can practice basic skills in addition subtraction multiplication and division operations This Math Game project can be used to choose the types of questions and what factors you want to use This project has three timing options Random math problems using values from 0 to 9 will be presented Timing options are provided to measure accuracy and speed There are many controls used Two label controls are used for title information two for displaying scores There is a wide label in the middle of the form to display math questions And long skinny label is used as separator Two button controls are used to start and stop question and one button to exit the project There are three group control boxes The first group box holds four check box controls that are used to select the type of questions The second group box holds eleven radio buttons that are used to select values that are used as factors in calculations The third group box contains three radio button controls for timing options A scroll bar control rod is used to change the time In chapter three you will build Bank Code game The storage box is locked and can only be opened if you enter the correct digit combination Combinations can be 2 to 4 non repetitive digits range of digits from 1 to 9 After a guess is given you will be notified of how many digits are right and how many digits are in the right position Based on this information you will give another guess You continue to guess until you get the right combination or until you stop the game On the left side of the form is a large picture box control On the right side two group box controls and two button controls are placed In the picture box a control panel is placed In the panel there are four label controls set the `AutoSize` property to `False` and nine button controls In the first group box control place three radio buttons In the second group box control a text

box control is placed The picture box contains an image of bank and a panel The label controls in the panel are used to display the combinations entered the BorderStyle property set to FixedSingle to display the label size The nine buttons on the panel are used to enter combinations Radio buttons are used to set options The buttons one to start and stop the game and another to exit the project are used to control game operations The text box displays the results of the combinations entered In chapter four you will build Horse Racing game This is a simple game Up to 10 horses will race to the finish line You guessed two horses that you thought could win the race By clicking on the Start button the race will start All horses will race speed to get to the finish line Labels are used to display instructions and number of horses in a race Four button controls are used two buttons to change number of horses one button to start the game and one other button to stop the game The picture box control is used to load the horse image A timer control is used to update the horse s movement during the race In chapter five you will build Catching Ball game The bird flew and dropped ball from the sky Users are challenged to position man under the fallen ball to catch it Labels are used for instructions and to display game information remaining time number of balls captured and game difficulty level Two buttons are used to change the game difficulty level one button to start the game and another button to stop the game Picture box controls hold images for man bird and ball In chapter six you will build Smart Tic Tac Toe game That said this is the first game ever programmed on a computer and one that had been programmed by Bill Gates himself when he was a teenager while attending Lakeside School in Seattle The aim of this game is to win the game on a 3 x 3 grid with the victory of three identical symbols X or O on horizontal diagonal or vertical lines The players will play alternately In this game given two game options player 1 against player 2 or human player against computer A smart but simple strategy will be developed for computer logic to be a formidable opponent for humans In chapter seven you will build Fighting Plane program This program can be played by two human players or human player versus computer The controls of the player are done via the keyboard Player 1 presses A key to move up Z key to move down and S key to throw rudal When you choose Two players from the Options button this game can be played by two human players Player 1 presses the same keys while player 2 presses key K to move up M to move down and key J to throw rudal All label controls are used for titles and provide scoring and game information The large panel Panel1 is the playing field Three button controls are used to start stop a program set options and exit the program One timer control is used to control game animation and another is used to represent the computer s decision process The second control panel Panel2 is used to select game options One group box contains radio buttons which are used to select number of players A group box contains radio buttons to select the level of difficulty of the game when playing against a computer A small button is used to close the options panel The default properties are set for one player games with the easiest game difficulty The Ducks ... ,1928 VISUAL C# .NET FOR STUDENTS: A Project-Based Approach to Develop Desktop Applications Vivian Siahaan,2020-11-23 In chapter one you will learn to know the properties and events of each control in a Windows Visual C applications You need to learn and

know in order to be more familiar when applying them to some desktop applications in this book In chapter two you will build Throwing Fire program This program can be played by two human players or human player versus computer You will use 12 labels a large control panel and three control buttons on the form In the control panel a smaller panel with two group box controls and a button control are placed In the first group box you will use 2 radio buttons in the second box group place 4 radio buttons Next two timer controls are added to the project All label controls are used for titles and provide scoring and game information The large panel Panel1 is the playing field Three button controls are used to start stop a program set options and exit the program One timer control is used to control game animation and another is used to represent the computer s decision process The second control panel Panel2 is used to select game options One group box contains radio buttons which are used to select number of players A group box contains radio buttons to select the level of difficulty of the game when playing against a computer A small button is used to close the options panel The default properties are set for one player games with the easiest game difficulty In chapter three you will build Roasted Duck Delivery simulation In this simulation a number of decisions are needed The basic idea is to read the order by incoming telephone and tell the delivery scooter to go to the location of the order You also need to make sure that you always provide a roasted duck ready to be transported by the delivery scooter The delivery area is a 20 by 20 square grid The more roasted duck is sold the more profit it gets The panel control on the left side of the form contains the delivery grid On the upper right are group boxes with two label controls to display the time or hour and sale results The computer monitor in a picture box displays order and delivery status using a list box and label control Another group box contains a roasting oven when the roasted ducks are displayed using eight picture box controls Two button controls on the group box control the operation of the oven Group boxes under the oven show how many ducks are ready to be delivered and how many are in the delivery scooter a button control is to load the roasted duck into the scooter The two button controls beneath are used to start pause the game and to stop the game or exit the game In the area under the form there are several timers for controlling a number of aspects in the program The delivery grid consists of 400 label controls on 20 rows marked with numbers and 20 columns marked with letters Here you will learn how to place controls on a form or panel in this case using code when the program runs not when designing the form This mechanism can save time designing the form In chapter four you will build a Drone Simulation In this simulation you control both vertical and horizontal thrusters to maneuver the ride to the landing pad You will adjust the landing speed so that it is slow enough so that no accident occurs You build the form in two stages the first stage creates two option group boxes and then the second stage uses both those group boxes as landing controls Two control panels are placed on the left side of the form one panel for drawing and another panel for the edge On the right side of the form place the two group control boxes In the first group box five radio buttons and a check box are added In the second group box two radio buttons are placed In the below section of the form three buttons are added Finally one timer control is added Then in the form a

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the race By clicking on the Start button the race will start All horses will race speed to get to the finish line In chapter two you will learn the basic concepts of classes and objects Next it will demonstrate how to define class and type of enumeration which shows how both are used in the application In Tutorial 2 1 you will create a two level application that uses a form to pass input user to the People class The form class is the level of representation and the People class is the middle level You will add controls to the form so people can enter ID last name and their height When the user clicks the Save button the code will assign input values to the People class properties Finally you will display the People object on a label Figure below shows the form after the user clicks the Save button In Tutorial 2 2 you will add a parameterized constructor to the People class The application will ask the user to enter values which will then be passed to the People constructor Then the application will display the values stored on the People object In Tutorial 2 3 you will create an application that utilizes enumeration type The user will choose one type of account that is listed in a ListBox control and what he chooses is then displayed in a Label control In Tutorial 2 4 you will create a simple Bank application This application has one class BankAcc and a startup form In Tutorial 2 5 you will improve the simple Bank application by implementing the following two properties in the BankAcc class TotalDeposit Total money saved in current account TotalWithdraw Total funds that have been withdrawn from current account In Tutorial 2 6 you will create an application to calculate the time needed for a particular aircraft to reach takeoff speed You will also calculate how long the runway will be required For each type of aircraft you are given 1 the name of the aircraft 2 the required take off speed feet sec and 3 how fast the plane accelerates feet sec² In Tutorial 2 7 you will provide a number of programming training for those who want to improve their programming skills Your task here is to write an object oriented application so that training manager can display and edit the training services offered There are several training categories 1 Application Development 2 Database 3 Networking and 4 System Administration The training itself consists of 1 title 2 training days 3 category and 4 cost Create a class named Training that contains this information along with its properties and a ToString method In chapter three several tutorials will be presented to build more complex projects You will build them gradually and step by step In Tutorial 3 1 you will build Catching Ball game The bird flew and dropped ball from the sky User is challenged to position man under the fallen ball to catch it In Tutorial 3 2 you will build Smart Tic Tac Toe game The aim of this game is to win the game on a 3 x 3 grid with the victory of three identical symbols X or O on horizontal diagonal or vertical lines The players will play alternately In this game given two game options player 1 against player 2 or human player against computer A smart but simple strategy will be developed for computer logic to be a formidable opponent for human In Tutorial 3 3 you will build a Matching Images game Ten pairs of images hidden on the game board The object of the game is to find image pairs In Two Players mode players will get turns in turn In One Player mode there are two options to choose from Playing Alone or Against Computer When Play Alone option is selected the player will play alone without an opponent If Against Computer option is selected then the level of computer intelligence is given with several

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