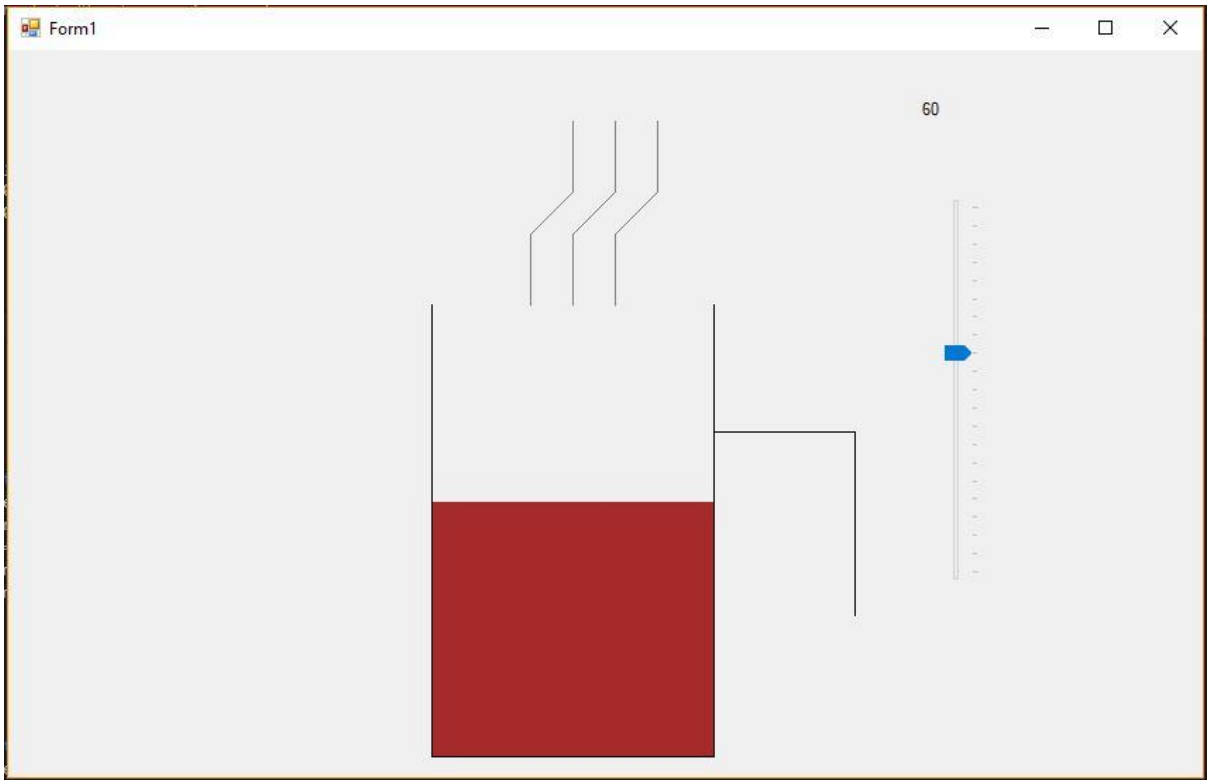
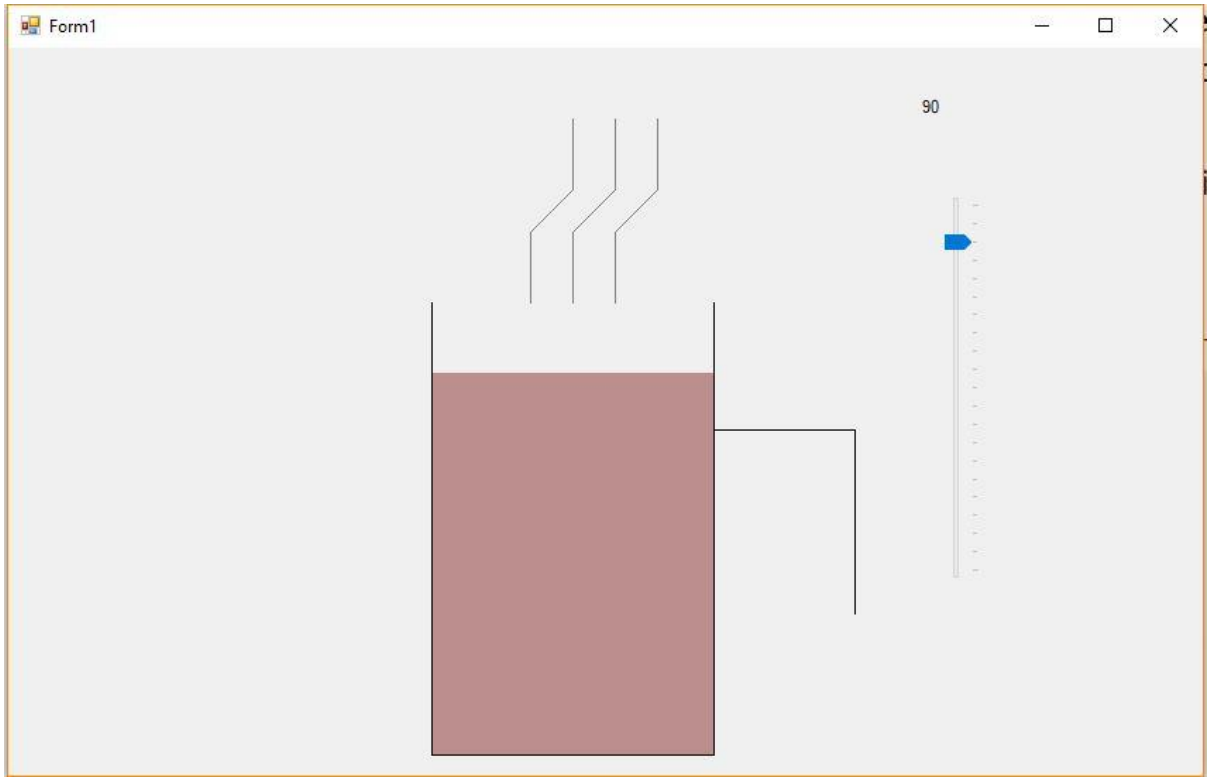
Simulatorul de cafea

Acest program are ca si rol afisarea grafica a factorului de umplere de cafea dintr-o cana. Dupa ce cana a fost umpluta jumatate,va aparea deasupra canii un element de siguranta sub forma unor aburi iar dupa depasirea procentului de 70% de umplere a canii si a fost adaugat „laptele”,culoarea se modifica.

Sistemul a fost gandit pentru a fi redat pe ecranele automatului de cafea.






```
public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        public System.Drawing.Graphics Desen;
        System.Drawing.Pen creion_negru;
        System.Drawing.Pen creion_maro;
        System.Drawing.Pen creion_gri;
        System.Drawing.SolidBrush pensula_maro;
        System.Drawing.SolidBrush radiera;
        System.Drawing.SolidBrush pensula_marod;


        static float val;
        static float val_max = 100;
        static float val_min = 0;
        static float val_p = 50;
        static int j;
        static int x0 = 300;
        static int y0 = 200;
        static int w = 200;
        static int h = 100;

        static int a = 300;
        static int b = 180;
        static int c = 500;
        static int d = 500;

        private void Form1_Load(object sender, EventArgs e)
        {
            Desen = this.CreateGraphics();
            creion_negru = new System.Drawing.Pen(System.Drawing.Color.Black);
            creion_gri = new System.Drawing.Pen(System.Drawing.Color.Gray);
```

```
            radiera = new System.Drawing.SolidBrush(this.BackColor);
            pensula_maro = new System.Drawing.SolidBrush(System.Drawing.Color.Brown);
            pensula_marod = new
System.Drawing.SolidBrush(System.Drawing.Color.RosyBrown);

        }

        private void Form1_Paint(object sender, PaintEventArgs e)
        {
            Desen = this.CreateGraphics();
            Desen.Clear(this.BackColor);

            h = System.Convert.ToInt16(val_max) * System.Convert.ToInt16(5 *
this.Height / 8 / val_max);
            this.trackBar1.Maximum = System.Convert.ToInt16(val_max);
            this.trackBar1.Minimum = System.Convert.ToInt16(val_min);
Desen.DrawLine(creion_negru, a, b, a, c);
            Desen.DrawLine(creion_negru, a, c, d, c);
            Desen.DrawLine(creion_negru, d, c, d, b);
            Desen.DrawLine(creion_negru, 500,270,600,270);
            Desen.DrawLine(creion_negru, 600,270,600,400);

        }

        private void trackBar1_Scroll(object sender, EventArgs e)
        {
            val = (h / val_max) * (this.trackBar1.Value);
            this.label1.Text = System.Convert.ToString(this.trackBar1.Value);
            Desen.FillRectangle(radiera, x0 + 1, y0 + 1, w - 1, h - 2);


                Desen.FillRectangle(pensula_maro, x0 + 1, h + y0 - val, w - 1, val);
            if (this.trackBar1.Value > val_p)
            {

                Desen.DrawLine(creion_gri, 400, 180, 400, 130);
                Desen.DrawLine(creion_gri, 400,130,430,100);
                Desen.DrawLine(creion_gri, 430,100, 430,50);

                Desen.DrawLine(creion_gri, 430, 180, 430, 130);
                Desen.DrawLine(creion_gri, 430, 130, 460, 100);
                Desen.DrawLine(creion_gri, 460, 100, 460, 50);

                Desen.DrawLine(creion_gri, 370, 180, 370, 130);
                Desen.DrawLine(creion_gri, 370, 130, 400, 100);
                Desen.DrawLine(creion_gri, 400, 100, 400, 50);
            }
            if(this.trackBar1.Value > val_p+20)
                Desen.FillRectangle(pensula_marod, x0 + 1, h + y0 - val, w - 1, val);

        }

    }
}
```