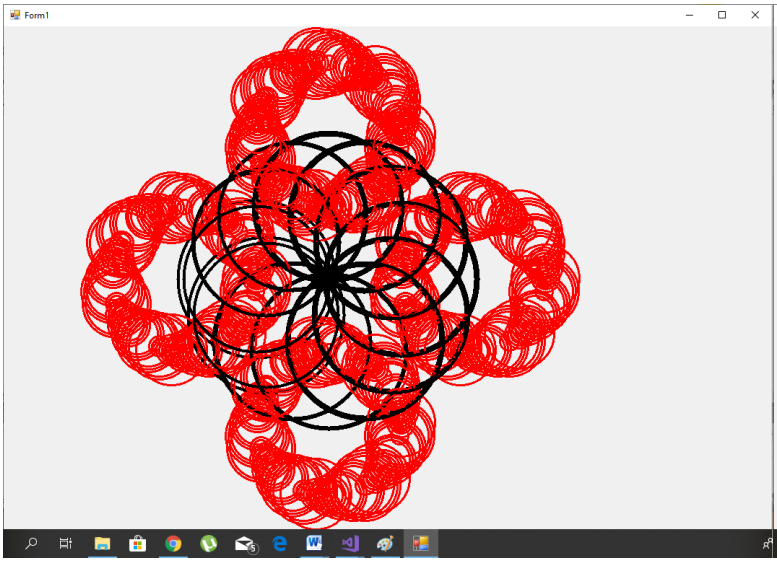
Aplicatie C# Visual Studio

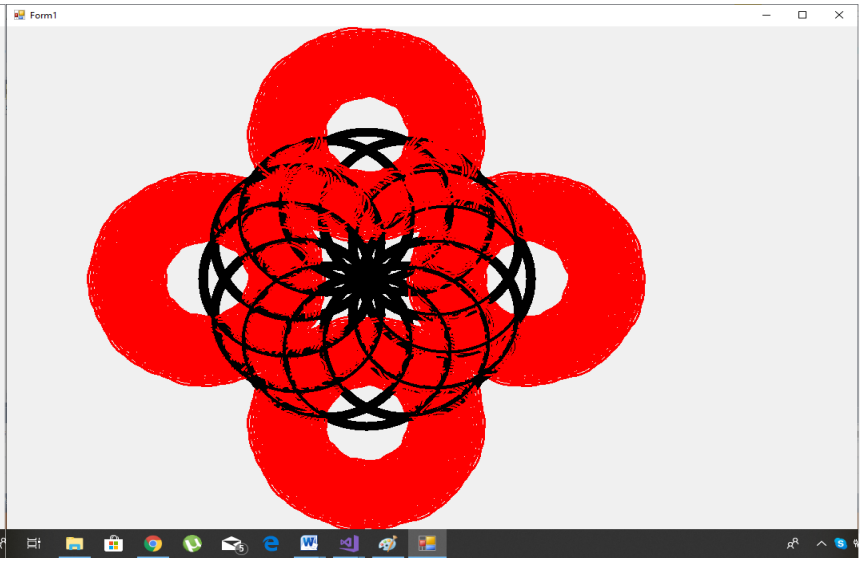
Am creat aceasta aplicatie folosind 2 clase. Una pentru cercurile rosii si una pentru cele negre.Modificand unghiul alfa ieseau diferite forme. Formandu-se o iluzie optica.

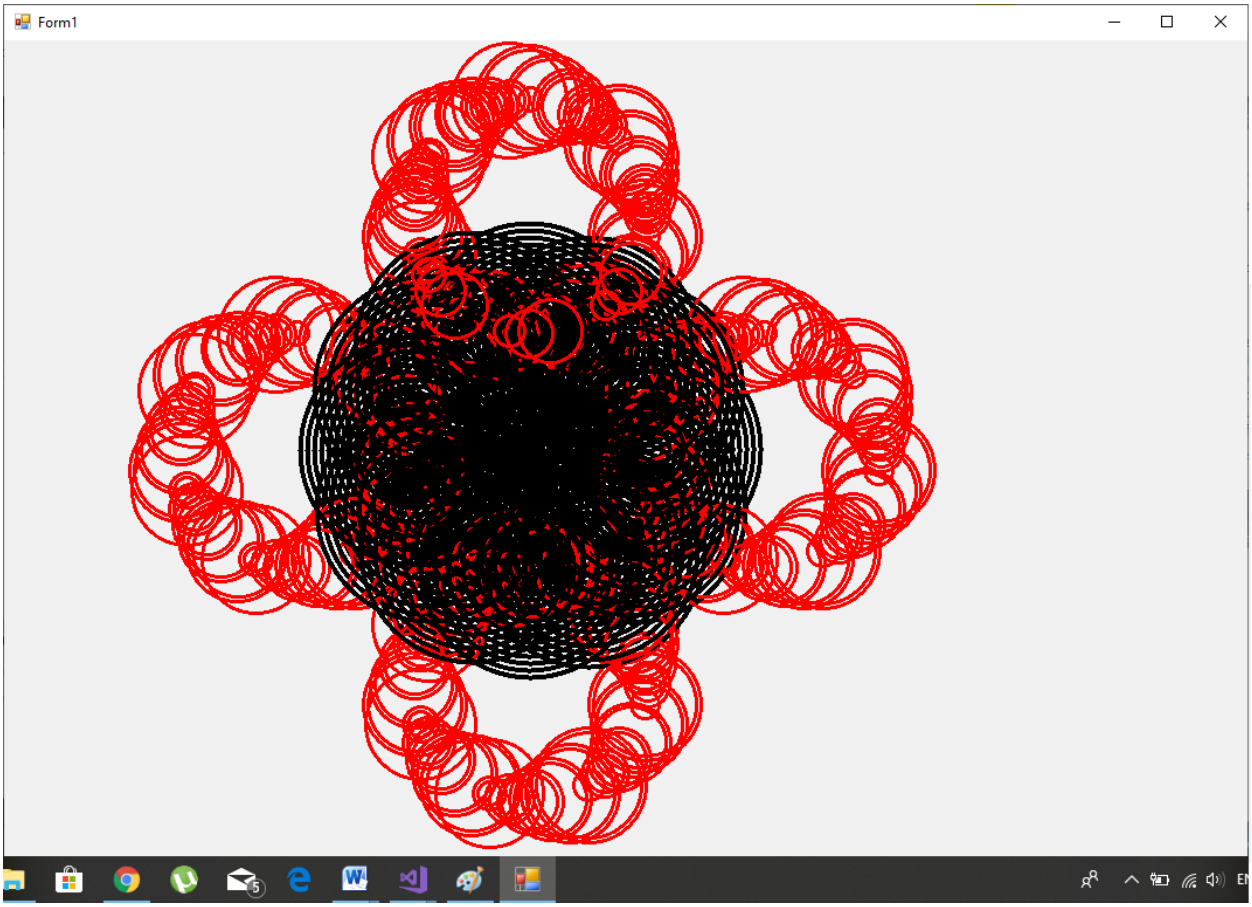
```
public Form1()
        {
            InitializeComponent();
        }
        Graphics desen;
        Pen creion;
        Pen creion_n;
        SolidBrush radiera;
        cerc c1,c2,c3,c4;
        cerc1 k;

        private void Form1_Load(object sender, EventArgs e)
        {
            desen = this.CreateGraphics();
            creion = new Pen(Color.Red, 3);
            radiera = new SolidBrush(this.BackColor);
            creion_n = new Pen(Color.Black, 4);


            c1 = new cerc();
            c1.init(150, 450, 100, 100, 0);
            c2 = new cerc();
            c2.init(550, 450, 100, 100, 0);
            c3 = new cerc();
            c3.init(350, 250, 100, 100, 0);
            c4 = new cerc();
            c4.init(350, 650, 100, 100, 0);
            k = new cerc1();
            k.init(350, 450, 100, 100, 0);
        }
        private void timer1_Tick(object sender, EventArgs e)
        {

            c1.desenez(desen, creion);

            c2.desenez(desen, creion);
           c3.desenez(desen, creion);
            c4.desenez(desen, creion);
            k.desenez(desen, creion_n);

            c2.sterg(desen, radiera); c1.sterg(desen, radiera);
            c3.sterg(desen, radiera);
            c4.sterg(desen, radiera);

            k.sterg(desen, radiera);
        }
        public  class cerc
        {
```

```
            int x, y, rc, rC,alfa=0;
            public void desenez(Graphics desen,Pen creion)
            {
                for (rc = 10; rc < 50; rc+=1)
                {
                    // desen.DrawLine(creion, (int)(x + rC * Math.Cos(Math.PI * alfa /
180)), (int)(y + rC * Math.Sin(Math.PI * alfa / 180)), (int)(x + rC * Math.Cos(Math.PI *
(alfa + 180) / 180)), (int)(y + rC * Math.Sin(Math.PI * (alfa + 180) / 180)));
                    desen.DrawEllipse(creion, (int)(y + rC * Math.Sin(Math.PI * alfa /
180) - rc), (int)(x + rC * Math.Cos(Math.PI * (alfa + 180) / 180) - rc), 2 * rc, 2 * rc);



                    alfa +=50;
                }
            }
            public void sterg(Graphics desen, SolidBrush radiera)
            {
                desen.FillEllipse(radiera, (int)(y + rC * Math.Sin(Math.PI * alfa / 180)
- rc), (int)(x + rC * Math.Cos(Math.PI * (alfa + 180) / 180) - rc), 100 * rc, 100 * rc);
            }
           public  void init(int x0, int y0, int rc0, int rC0,int alfa0)
            {
                x = x0;
                y = y0;
                rC = rC0;
                rc = rc0;
                alfa = alfa0;
            }
        }
        public class cerc1
        {
            int x, y, rc, rC, alfa = 0;
            public void desenez(Graphics desen, Pen creion_n)
            {
                for (rc = 100; rc < 110; rc += 1)
                {
                    // desen.DrawLine(creion, (int)(x + rC * Math.Cos(Math.PI * alfa /
180)), (int)(y + rC * Math.Sin(Math.PI * alfa / 180)), (int)(x + rC * Math.Cos(Math.PI *
(alfa + 180) / 180)), (int)(y + rC * Math.Sin(Math.PI * (alfa + 180) / 180)));
                    desen.DrawEllipse(creion_n, (int)(y + rC * Math.Sin(Math.PI * alfa /
180) - rc), (int)(x + rC * Math.Cos(Math.PI * (alfa + 180) / 180) - rc), 2 * rc, 2 * rc);
                    alfa += 30;
                }
            }
            public void sterg(Graphics desen, SolidBrush radiera)
            {
                desen.FillEllipse(radiera, (int)(y + rC * Math.Sin(Math.PI * alfa / 180)
- rc), (int)(x + rC * Math.Cos(Math.PI * (alfa + 180) / 180) - rc), 100 * rc, 100 * rc);
            }
            public void init(int x0, int y0, int rc0, int rC0, int alfa0)
            {
                x = x0;
                y = y0;
                rC = rC0;
                rc = rc0;
                alfa = alfa0;
            }
```

```
}
```


Form1


Form1


Form1