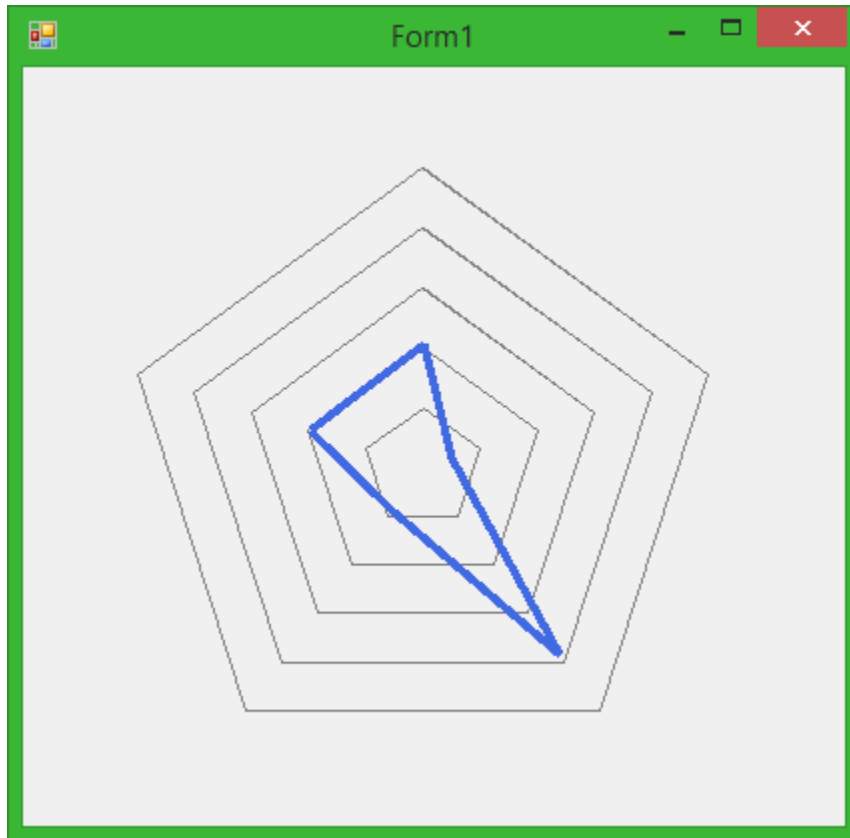
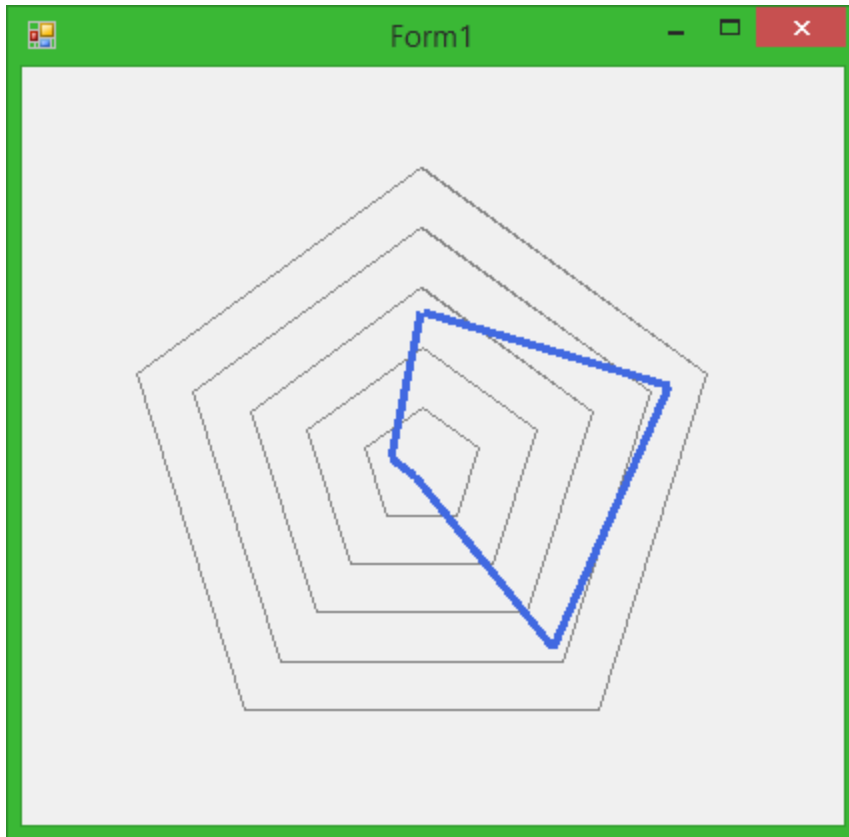


Am creat o clasa care afiseaza un graphic de tip pentagon. Genul acesta de graphic este deseori folosit inb jocurile de fotbal pentru aq arata abilitatile jucatorilor (AGI,OFF,DEF etc.)





Cod sursa :

```
Graphics drawArea;
Pen pen = new Pen(Color.Gray);
Pen pen2 = new Pen(Color.RoyalBlue,4);
graph one;

private void timer1_Tick(object sender, EventArgs e)
{
    drawArea = this.CreateGraphics();
    one.draw(drawArea, pen, this.BackColor);
    one.fillgraph(drawArea, pen2);
}

public class graph {
    int x0, y0, r0;
    Random nr = new Random();
    int[] val = new int[6];
    public void fillgraph(Graphics drawarea, Pen pen) {
        int alfa = -90;
        for (int i = 0; i < 5; i++) {
            val[i] = nr.Next(0, r0);
        }
        val[5] = val[0];
        for (int i = 0; i < 5; i++) {
            drawarea.DrawLine(pen, (int)(x0 + val[i] * Math.Cos(Math.PI * alfa / 180)), (int)(y0 + val[i] * Math.Sin(Math.PI * alfa / 180)), (int)(x0 + val[i+1] * Math.Cos(Math.PI * (alfa + 72) / 180)), (int)(y0 + val[i+1] * Math.Sin(Math.PI * (alfa + 72) / 180)));
        }
    }
}
```

```

        alfa += 72;
    }
}
public void draw(Graphics drawarea, Pen pen, Color color) {
    drawarea.Clear(color);
    for (int i = -90; i < 360; i += 72)
    {
        for (int r = r0 / 5; r <= r0; r += r0 / 5)
        {
            drawarea.DrawLine(pen, (int)(x0 + r * Math.Cos(Math.PI * i /
180)), (int)(y0 + r * Math.Sin(Math.PI * i / 180)), (int)(x0 + r * Math.Cos(Math.PI * (i
+ 72) / 180)), (int)(y0 + r * Math.Sin(Math.PI * (i + 72) / 180)));
        }
    }
}
public void init(int x, int y, int r) {
    x0 = x; y0 = y; r0 = r;
}

```