

Project: Po1

Date: čtvrtek 28. února 2019 18:56:35

Window1

Class Window1

Inherits Window

Events

```
Sub Open()  
    Zelena  
End Sub
```

Methods

```
Sub Cervena()  
    Oval1.FillColor = Color.Red  
    Oval2.FillColor = Color.Gray  
    Oval3.FillColor = Color.Gray
```

```
End Sub
```

```
Sub Zelena()  
    Oval1.FillColor = Color.Gray  
    Oval2.FillColor = Color.Gray  
    Oval3.FillColor = Color.Green  
End Sub
```

```
Sub Zluta()  
    Oval1.FillColor = Color.Gray  
    Oval2.FillColor = Color.Yellow  
    Oval3.FillColor = Color.Gray  
End Sub
```

Window1 Control Oval1:

```
Function MouseDown(X As Integer, Y As Integer) As Boolean
    Cervená
End Function
```

```
Sub MouseEnter()
    MouseCursor=System.Cursors.FingerPointer
End Sub
```

```
Sub MouseExit()
    MouseCursor=System.Cursors.StandardPointer
End Sub
```

Window1 Control Oval2:

```
Function MouseDown(X As Integer, Y As Integer) As Boolean
    Zluta
End Function
```

```
Sub MouseEnter()
    MouseCursor=System.Cursors.FingerPointer
End Sub
```

```
Sub MouseExit()
    MouseCursor=System.Cursors.StandardPointer
End Sub
```

Window1 Control Oval3:

```
Function MouseDown(X As Integer, Y As Integer) As Boolean
    Zelena
End Function
```

```
Sub MouseEnter()
    MouseCursor=System.Cursors.FingerPointer
End Sub
```

```
Sub MouseExit()
    MouseCursor=System.Cursors.StandardPointer
End Sub
```

Window1 Control Label1:

```
Function MouseDown(X As Integer, Y As Integer) As Boolean  
    Window1.Close
```

```
End Function
```

```
Sub MouseEnter()  
    Label1.TextColor = Color.blue  
    MouseCursor=System.Cursors.FingerPointer
```

```
End Sub
```

```
Sub MouseExit()  
    Label1.TextColor = Color.red  
    MouseCursor=System.Cursors.StandardPointer  
End Sub  
End Class
```