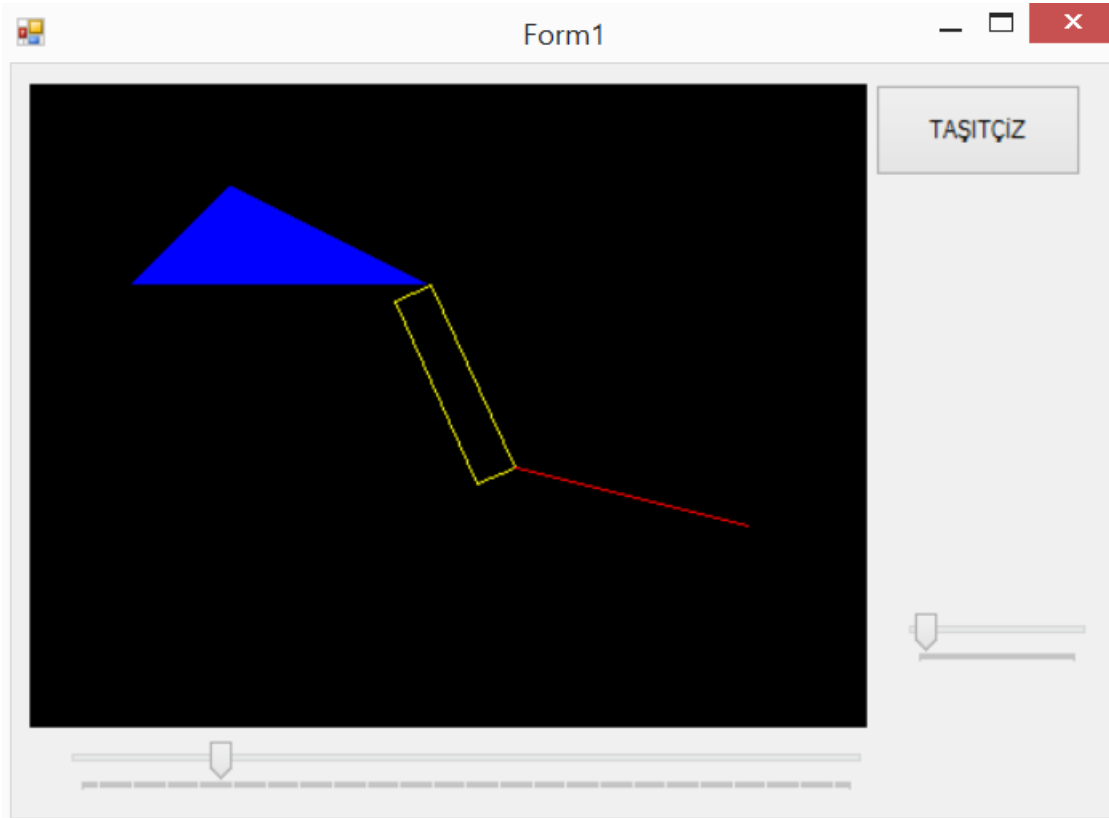


## EKSKAVATÖR ÇİZİMİ VE KONTROLÜ



```
using System;  
using System.Collections.Generic;  
using System.ComponentModel;  
using System.Data;  
using System.Drawing;  
using System.Linq;  
using System.Text;  
using System.Threading.Tasks;  
using System.Windows.Forms;
```

```
namespace WindowsFormsApplication24
```

```
{  
    public partial class Form1 : Form  
    {  
        public Form1()  
        {  
            InitializeComponent();  
        }  
        Graphics CizimAlani;  
        Pen Kalem1 = new Pen(Color.Yellow, 1);  
        Pen Kalem2 = new Pen(Color.Red, 1);  
  
        SolidBrush Firca1 = new SolidBrush(Color.Blue);  
  
        int R = 100;
```

```
int Aci1 = 0;
int Aci2 = 0;
int X1 = 200, X2 = 0, X3 = 0, X4 = 0, X5 = 0;
int Y1 = 100, Y2 = 0, Y3 = 0, Y4 = 0, Y5 = 0;

private void button1_Click(object sender, EventArgs e)
{
    TasitCiz();
    KolCiz1(Aci1);
    KolCiz2(Aci2);
}

public double RadyanDonustur(int DereceAci)
{
    double RadyanAci = DereceAci * 2 * Math.PI / 360;

    return RadyanAci;
}

private void Form1_Load(object sender, EventArgs e)
{
    CizimAlani = pictureBox1.CreateGraphics();
}

private void trackBar1_Scroll(object sender, EventArgs e)
{
    pictureBox1.Refresh();
    Aci1 = trackBar1.Value;

    TasitCiz();
    KolCiz1(Aci1);
    KolCiz2(Aci2);
}

private void trackBar2_Scroll(object sender, EventArgs e)
{
    pictureBox1.Refresh();
    Aci2 = trackBar2.Value;

    TasitCiz();
    KolCiz1(Aci1);
    KolCiz2(Aci2);
}

public void KolCiz1(int Aci1)
{
    X2 = Convert.ToInt16(X1 + Math.Cos(RadyanDonustur(Aci1)) * 100);
    Y2 = Convert.ToInt16(Y1 + Math.Sin(RadyanDonustur(Aci1)) * 100);

    X3 = Convert.ToInt16(X1 + Math.Cos(RadyanDonustur(Aci1 + 90)) * 20);
```

```
Y3 = Convert.ToInt16(Y1 + Math.Sin(RadyanDonustur(Aci1 + 90)) * 20);
```

```
X4 = Convert.ToInt16(X1 + Math.Cos(RadyanDonustur(Aci1 + 12)) * 102);
```

```
Y4 = Convert.ToInt16(Y1 + Math.Sin(RadyanDonustur(Aci1 + 12)) * 102);
```

```
CizimAlani.DrawLine(Kalem1, X1, Y1, X2, Y2);
```

```
CizimAlani.DrawLine(Kalem1, X1, Y1, X3, Y3);
```

```
CizimAlani.DrawLine(Kalem1, X3, Y3, X4, Y4);
```

```
CizimAlani.DrawLine(Kalem1, X2, Y2, X4, Y4);
```

```
}
```

```
public void KolCiz2(int Acı2)
```

```
{
```

```
X5 = Convert.ToInt16(X2 + Math.Cos(RadyanDonustur(Acı2)) * 120);
```

```
Y5 = Convert.ToInt16(Y2 + Math.Sin(RadyanDonustur(Acı2)) * 120);
```

```
CizimAlani.DrawLine(Kalem2, X2, Y2, X5, Y5);
```

```
}
```

```
public void TasitCiz()
```

```
{
```

```
Point[] Nokta = new Point[10];
```

```
Nokta[0].X = 50;
```

```
Nokta[0].Y = 100;
```

```
Nokta[1].X = 200;
```

```
Nokta[1].Y = 100;
```

```
Nokta[2].X = 100;
```

```
Nokta[2].Y = 50;
```

```
Nokta[3].X = 50;
```

```
Nokta[3].Y = 100;
```

```
CizimAlani.FillPolygon(Firca1, Nokta);
```

```
}
```

```
}
```

```
}
```