

VB 游戏小程序代码

3. 球来回弹

在窗体上添加一 shape 空间，shape 为 circle，计时器空间 interval=10
通用

```
Dim bz
```

```
Private Sub Timer1_Timer()
```

```
    If Shape1.Left >= Form1.ScaleWidth - Shape1.Width Then bz = 1
```

```
    If Shape1.Left <= 0 Then bz = 0
```

```
    If bz = 0 Then Shape1.Left = Shape1.Left + 10
```

```
    If bz = 1 Then Shape1.Left = Shape1.Left - 10
```

```
End Sub
```

注意：bz 的使用（bz 为一临时标志，用于判断移动方向）

2. 六角星

```
Dim i%, j%, k%
```

```
For i = 1 To 10
```

```
    If i < 4 Or i > 6 Then
```

```
        Print Space(20 - i);
```

```
        For j = 1 To i
```

```
            Print "○";
```

```
        Next j
```

```
    Else
```

```
        Print Space(6 + i);
```

```
        For k = 14 - i To 1 Step -1
```

```
            Print "○";
```

```
        Next k
```

```
    End If
```

```
    Print
```

```
Next i
```

```
For i = 3 To 1 Step -1
```

```
Print Space(20 - i);
```

```
For j = 1 To i
```

```
Print "○";
```

```
Next j
```

```
Print
```

```
Next i
```

1. 空心三角形

```
Dim i%, j%
```

```
Print Space(20); "*"
```

```
For i = 2 To 9
```

```

        Print Space(21 - i); "*" ; Space(2 * i - 3); "*"
Next
Print Space(10);
For i = 1 To 10
    Print Space(1); "*" ;
Next
扩展程序
Const n = 15
Dim a(1 To n) As Integer
Dim i%, j%, t%
Randomize
For i = 1 To n
    a(i) = Int(100 * Rnd)      '生成 15 个 0~100 的随机整数存入数组
Next
Print "排序前: "
For i = 1 To n
    Print a(i);
Next
Print
For i = 1 To n - 1
    For j = i + 1 To n
        If a(j) < a(i) Then t = a(j): a(j) = a(i): a(i) = t
    Next
Next
Print "排序后: "
For i = 1 To n
    Print a(i);
Next

```

3. 球来回弹

在窗体上添加一 shape 空间，shape 为 circle，计时器空间 interval=10

通用

```
Dim bz
```

```
Private Sub Timer1_Timer()
    If Shape1.Left >= Form1.ScaleWidth - Shape1.Width Then bz = 1
    If Shape1.Left <= 0 Then bz = 0
    If bz = 0 Then Shape1.Left = Shape1.Left + 10
    If bz = 1 Then Shape1.Left = Shape1.Left - 10
End Sub

```

注意：bz 的使用（bz 为一临时标志，用于判断移动方向）

4. 从大到小再从小到大变化

在窗体添加一标签 label1, autosize=true, caption="★",添加一计时器空间 timer1, interval=100
通用:

```
Dim bz
```

```
Private Sub Timer1_Timer()
```

```
    If Label1.FontSize >= 72 Then bz = 1
```

```
    If Label1.FontSize <= 8 Then bz = 0
```

```
    If bz = 0 Then Label1.FontSize = Label1.FontSize + 2
```

```
    If bz = 1 Then Label1.FontSize = Label1.FontSize - 2
```

```
End Sub
```

5. 在 VB 中用画圆

```
Dim x, y, i As Single
```

```
Cls
```

```
Scale (-15, 15)-(-15, -15) '定义笛卡儿坐标系
```

```
For i = 0 To 6.28 Step 0.05
```

```
    y = 10 * Sin(i)
```

```
    x = 10 * Cos(i)
```

```
    CurrentX = x
```

```
    CurrentY = y
```

```
    Print "*"
```

```
Next
```

6. 四周循环移动

创建一个窗体, 在上面添加“开始”和“停止”两个按钮, 添加一个计时器控件 timer1
在窗体上添加一个 shape 控件, 设置背景不透明, 红色, 调整大小
程序代码如下:

```
Option Explicit
```

```
Dim bz%
```

```
Private Sub Command1_Click() '开始按钮
```

```
    Timer1 = True
```

```
End Sub
```

```
Private Sub Command2_Click() '停止按钮
```

```
    Timer1 = False
```

```
End Sub
```

```
Private Sub Form_Load()
```

```
    Shape1.Left = 0
```

```
    Shape1.Top = 0
```

```
    Timer1 = False
```

```
    Timer1.Interval = 10
```

```
End Sub
```

```
Private Sub Timer1_Timer()
```

```
If Shape1.Left >= Form1.ScaleWidth - Shape1.Width And Shape1.Top <= 0 Then
bz = 1
If Shape1.Top >= Form1.ScaleHeight - Shape1.Height Then bz = 2
If Shape1.Left <= 0 Then bz = 3
If Shape1.Top <= 0 And Shape1.Left <= 0 Then bz = 0
Select Case bz
    Case 0
        Shape1.Left = Shape1.Left + 10
    Case 1
        Shape1.Top = Shape1.Top + 10
    Case 2
        Shape1.Left = Shape1.Left - 10
    Case 3
        Shape1.Top = Shape1.Top - 10
End Select
End Sub
```