

Mastermind in Visual Basic 3.0

Color Madness

Klaus Peterka



Das Programm besteht aus den 3 Formularen ABOUT.FRM, GAME.FRM und TIMEINFO.FRM. Für den Ablauf entscheidend ist das Formular GAME.FRM. Um Platz zu sparen, wurde auf den Nachdruck der Eingeschafenenlisten der einzelnen Objekte in einem Formular verzichtet und nur der Programmcode wiedergegeben.

'GAME.FRM

```
Dim vorgabe(0 To 4)'Zu Erratende Kombination
Dim vorgabel(0 To 4)
Dim sstift(0 To 4)'Setzstift 4:Position 0-4
Dim lstift(0 To 4)'Lösungsstift ----'----
Dim player As String
Dim position As Integer
Dim runde As Integer
Dim yposi As Integer
Dim i As Integer
Dim z As Integer
Dim b As Integer
Dim min As Integer
Dim sek As Integer
Dim percent As Integer
Dim games As Integer
Const Meldung = "Game Over!"
Const Meldung2 = "Victory!!"
Const Titel = "CoLoR mAdNeSs"
```

Sub auswertung ()

```
Erase lstift
z = 0
vorgabel(0) = vorgabe(0)
vorgabel(1) = vorgabe(1)
vorgabel(2) = vorgabe(2)
vorgabel(3) = vorgabe(3)
vorgabel(4) = vorgabe(4)
For i = 0 To 4
    Select Case sstift(i)
        Case vorgabel(i)
            lstift(z) = 2
            vorgabel(i) = 15
            sstift(i) = 20
            percent = percent + 20
            z = z + 1
    End Select
Next i
For i = 0 To 4
    Select Case sstift(i)
        Case vorgabel(0)
            lstift(z) = 1
            vorgabel(0) = 15
            sstift(i) = 20
            percent = percent + 20
            z = z + 1
        Case vorgabel(1)
            lstift(z) = 1
            vorgabel(1) = 15
```

```
        sstift(i) = 20
        percent = percent + 10
        z = z + 1
    Case vorgabel(2)
        lstift(z) = 1
        vorgabel(2) = 15
        sstift(i) = 20
        percent = percent + 10
        z = z + 1
    Case vorgabel(3)
        lstift(z) = 1
        vorgabel(3) = 15
        sstift(i) = 20
        percent = percent + 10
        z = z + 1
    Case vorgabel(4)
        lstift(z) = 1
        vorgabel(4) = 15
        sstift(i) = 20
        percent = percent + 10
        z = z + 1
    End Select
Next i
Gauge1.Value = percent
percent = 0
If lstift(0) = 2 And lstift(1) = 2 And
lstift(2) = 2 And lstift(3) = 2 And
lstift(4) = 2 Then
    'Spiel gewonnen!
    MsgBox Meldung2, 48, Titel
```

```
Cls
Call program_end
Call Show Solution
End If
If runde = 21 Then
    Call game_over
End If
If runde = 7 Or runde = 14 Then
    '7 Reihen fertig bestückt
    yposi = 0
End If
End Sub
```

Sub Blau_Click ()

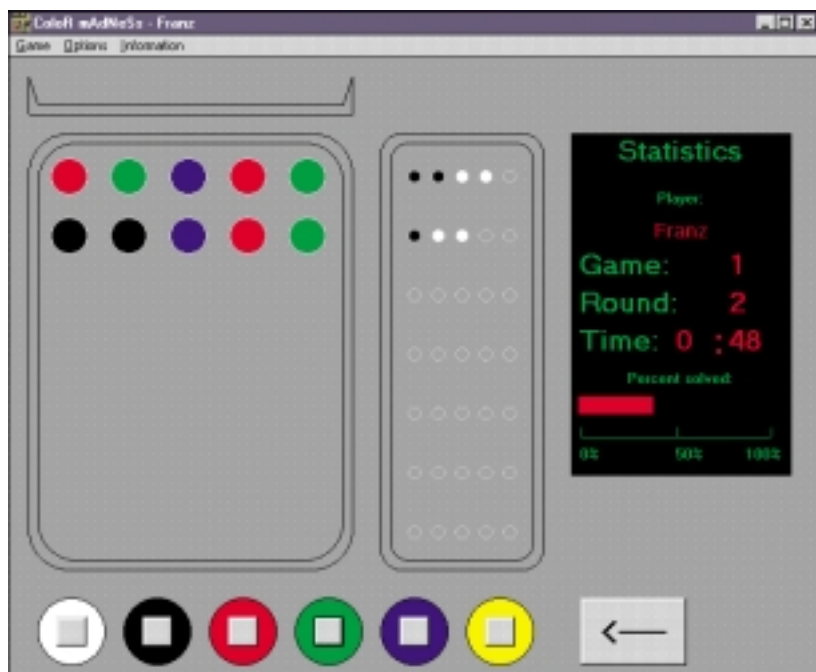
```
position = position + 1
Call roundfinished
fillcolor = RGB(0, 0, 255)
Circle (50 * position + 50, _
50 * yposi + 50), 15
sstift(position) = 4
If position = 4 Then
    Call auswertung
End If
Call clearall
End Sub
```

Sub clearall ()

```
If position = 0 Then
    For i = 1 To 4
        fillcolor = &H808080
        Circle (50 * i + 50, _
60 * yposi + 50), 15, &H808080
    Next i
    For i = 0 To 4
        Circle (340 + 20 * i, _
50 * yposi + 50), 5
    Next i
End If
End Sub
```

Sub Form Load ()

```
b = 0
games = 0
ScaleMode = 3
FillStyle = 0
Weiß.Enabled = False
Schwarz.Enabled = False
```



```
Rot.Enabled = False
Grün.Enabled = False
Blau.Enabled = False
Gelb.Enabled = False
Call nameEntry
End Sub
```

```
Sub game_over ()
timer1.Enabled = False
Weiß.Enabled = False
Schwarz.Enabled = False
Rot.Enabled = False
Grün.Enabled = False
Blau.Enabled = False
Gelb.Enabled = False
'Game Over anzeigen
MsgBox Meldung, 48, Titel
Cls
Start.Visible = True
Call Show_Solution
End Sub
```

```
Sub Gelb_Click ()
position = position + 1
Call roundfinished
fillcolor = RGB(255, 255, 0)
Circle (50 * position + 50,
50 * yposi + 50), 15
sstift(position) = 5
If position = 4 Then
Call auswertung
End If
Call clearall
End Sub
```

```
Sub Grün_Click ()
position = position + 1
Call roundfinished
fillcolor = RGB(0, 255, 0)
Circle (50 * position + 50,
50 * yposi + 50), 15
sstift(position) = 3
If position = 4 Then
Call auswertung
End If
Call clearall
End Sub
```

```
Sub menuInformationAbout_Click _
(Index As Integer)
About.Show
End Sub
```

```
Sub menuInformationTime_Click _
(Index As Integer)
TimeInfo.Show
End Sub
```

```
Sub menuNew_Click (Index As Integer)
Call newgame
End Sub
```

```
Sub menuOptionsAutoRedraw_Click ()
If b = 1 Then
game.AutoRedraw = False
b = 0
menuOptionsAutoRedraw.Checked = False
MsgBox "Auto Redraw Disabled", 64,
"AutoRedraw"
Else
game.AutoRedraw = True
b = 1
menuOptionsAutoRedraw.Checked = True
MsgBox "Auto Redraw Enabled", 64,
"AutoRedraw"
End If
End Sub
```

```
Sub menuOptionsName_Click ()
Call nameEntry
End Sub
```

```
Sub menuPictureLoad_Click
(Index As Integer)
CMDialog1.InitDir = "C:\\"
CMDialog1.DefaultExt = ".BMP"
CMDialog1.Filter = _
```

```
"BMP-Pictures (*.BMP)|*.BMP|"
CMDialog1.Action = 1
game.Picture = _
LoadPicture(CMDialog1.FileName)
End Sub
```

```
Sub menuQuit_Click (Index As Integer)
End
End Sub
```

```
Sub menuSolutionShow_Click _
(Index As Integer)
Call Show_Solution
End Sub
```

```
Sub nameEntry ()
player =
InputBox("Please enter your Name:", _
"CoLoR mAdNeSs", "Nobody")
Label12.Caption = player
game.Caption =
"CoLoR mAdNeSs - " & player
End Sub
```

```
Sub newgame ()
sek = 0
min = 0
percent = 0
games = games + 1
position = -1
runde = 1
yposi = 1
Erase lstift
Erase sstift
Erase vorgabe
game2.Caption = games
round.Caption = runde
Cls
'Lösung durch Zufallsgenerator
Randomize
For i = 0 To 4
vorgabe(i) = Int(6 * (Rnd(5)))
Next i
Start.Visible = False
fillcolor = &H808080
For y = 1 To 7
For i = 0 To 4
Circle (340 + 20 * i,
50 * y + 50), 5
Next i
Next y
Weiß.Enabled = True
Schwarz.Enabled = True
Rot.Enabled = True
Grün.Enabled = True
Blau.Enabled = True
Gelb.Enabled = True
timer1.Enabled = True
End Sub
```

```
Sub program_end ()
timer1.Enabled = False
Start.Visible = True
Weiß.Enabled = False
Schwarz.Enabled = False
Rot.Enabled = False
Grün.Enabled = False
Blau.Enabled = False
Gelb.Enabled = False
End Sub
```

```
Sub Rot_Click ()
position = position + 1
Call roundfinished
fillcolor = RGB(255, 0, 0)
Circle (50 * position + 50, _
50 * yposi + 50), 15
sstift(position) = 2
If position = 4 Then
Call auswertung
End If
Call clearall
End Sub
```

```
Sub roundfinished ()
'Eine Reihe fertig bestückt
If position > 4 Then
```

```
runde = runde + 1
yposi = yposi + 1
position = 0
round.Caption = runde
End If
End Sub
```

```
Sub Schwarz_Click ()
position = position + 1
Call roundfinished
fillcolor = RGB(0, 0, 0)
Circle (50 * position + 50, _
50 * yposi + 50), 15
sstift(position) = 0
If position = 4 Then
Call auswertung
End If
Call clearall
End Sub
```

```
Sub Show_Solution ()
For i = 0 To 4
Select Case vorgabe(i)
Case 0
fillcolor = RGB(0, 0, 0)
Case 1
fillcolor = RGB(255, 255, 255)
Case 2
fillcolor = RGB(255, 0, 0)
Case 3
fillcolor = RGB(0, 255, 0)
Case 4
fillcolor = RGB(0, 0, 255)
Case 5
fillcolor = RGB(255, 255, 0)
End Select
Circle (50 + 50 * i, 20), 15
Next i
End Sub
```

```
Sub Start_Click ()
Call newgame
End Sub
```

```
Sub Timer1_Timer ()
If sek = 59 Then
min = min + 1
sek = 0
Else
sek = sek + 1
End If
minbox.Caption = min
sekbox.Caption = sek
End Sub
```

```
Sub Undo_Click ()
If position < 0 Or position = 4 Then
Else
position = position - 1
fillcolor = &H808080
Circle (50 * position + 100,
50 * yposi + 50), 15 'zeichnet Stift
End If
End Sub
```

```
Sub Weiß_Click ()
position = position + 1
Call roundfinished
fillcolor = RGB(255, 255, 255)
'Spielfarbe
Circle (50 * position + 50,
50 * yposi + 50), 15 'zeichnet Stift
sstift(position) = 1
If position = 4 Then
Call auswertung
End If
Call clearall
End Sub
```

