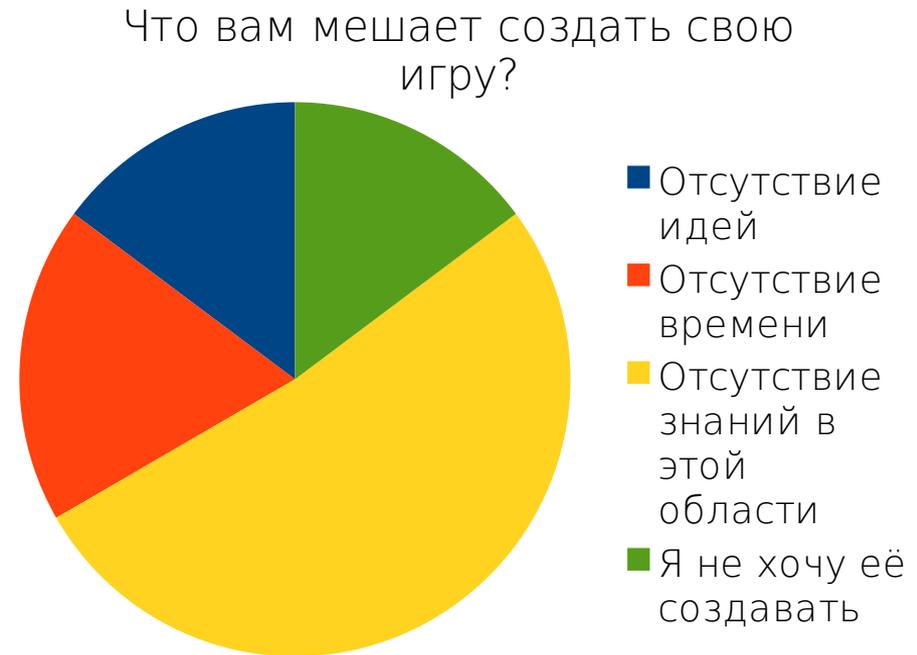
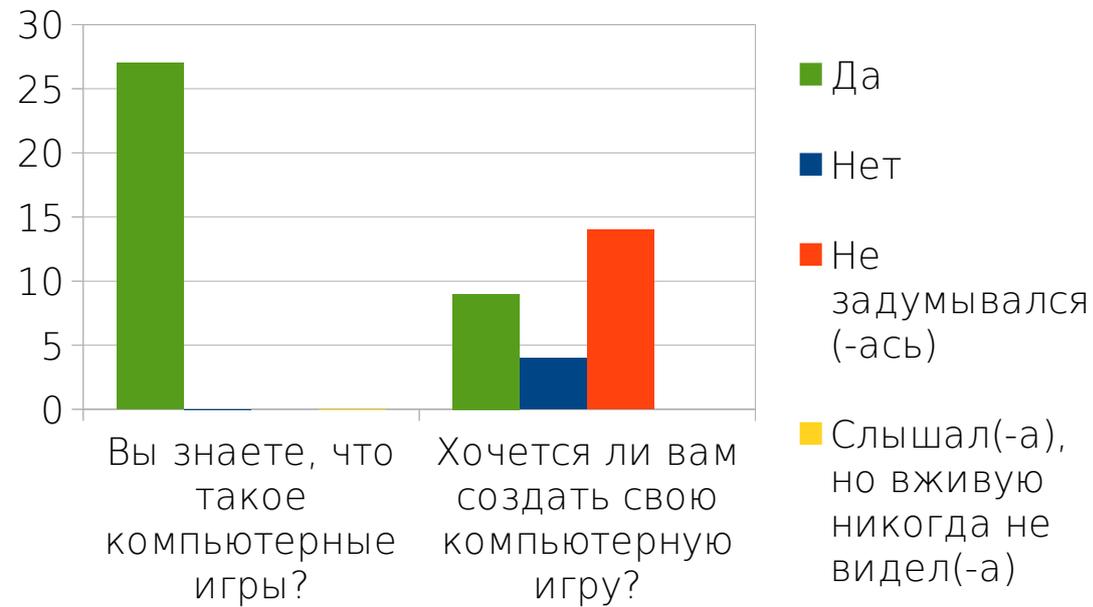


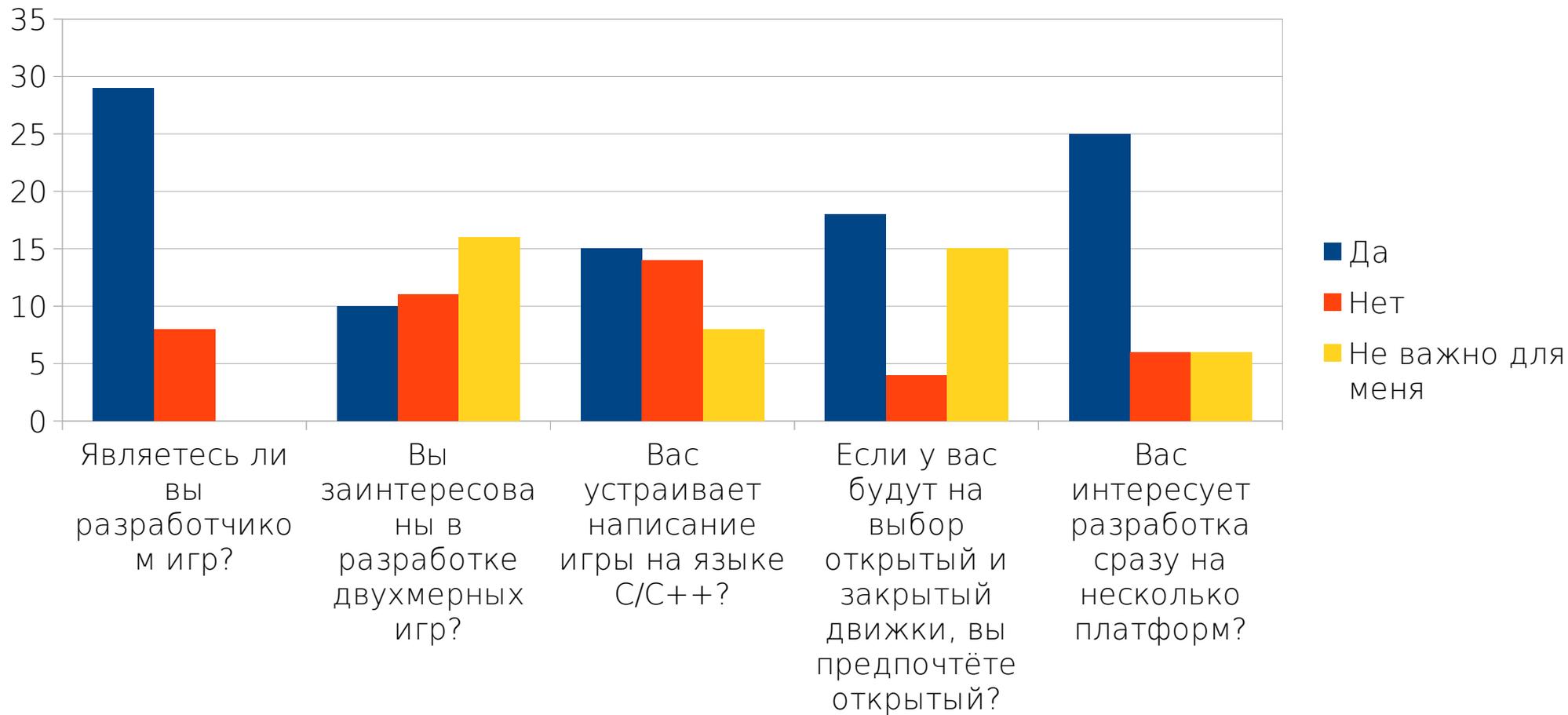
Создание открытого двухмерного игрового движка

Проект выполнил: ученик 9 „А“ класса Гайворонский А. М.

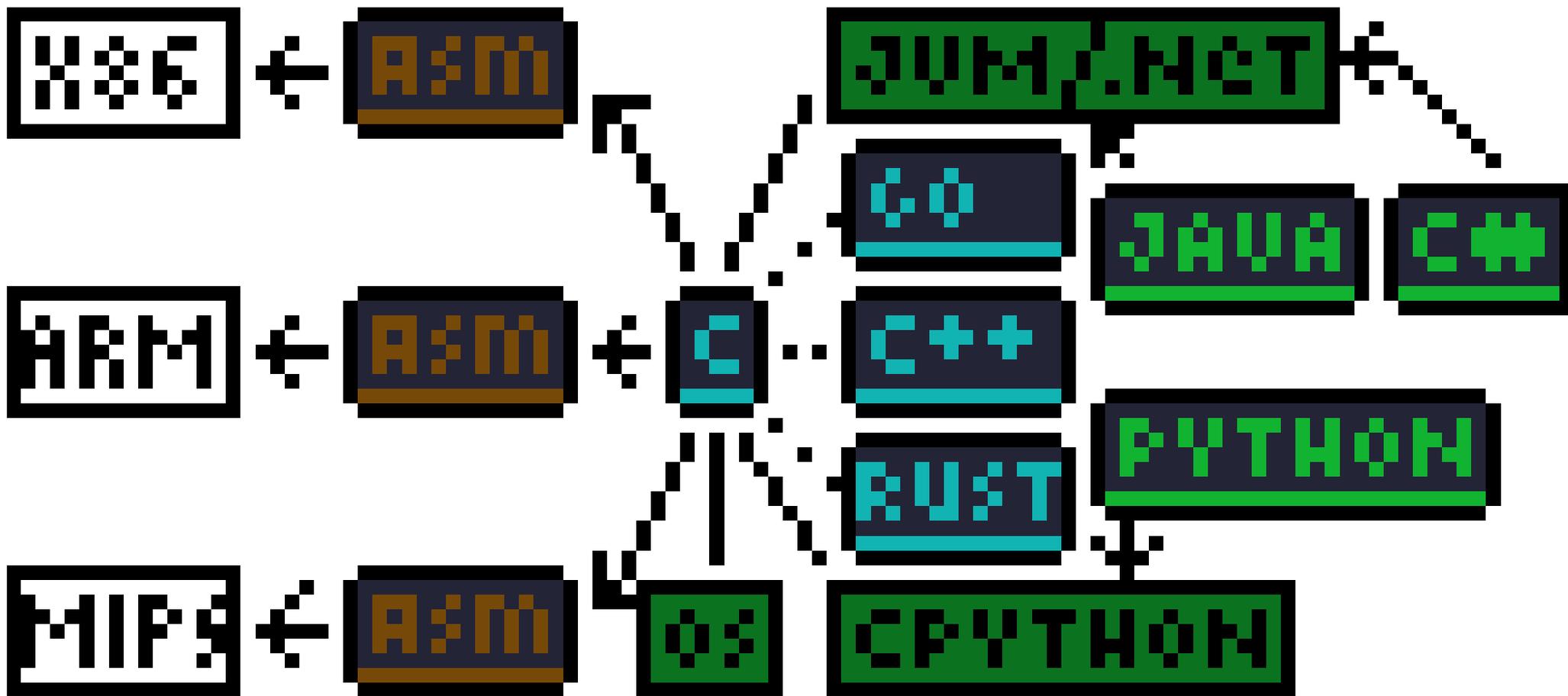
Социальный опрос среди друзей и одноклассников



Социальный опрос среди разработчиков



Портируемость языков программирования



TestProject

```
onetothreecreator /media/data/onetothreecreator/C++Projects/build-Debug/bin $ ./TestProject
Enter the number of function
[0] Exit
[1] Basic calculator
[2] Basic gravity
: 1

Enter first double value: 2

Enter one of the following mathematical operator (+, -, *, /, ^): *

Enter second double value: 3

2 * 3 = 6

Enter the number of function
[0] Exit
[1] Basic calculator
[2] Basic gravity
: 2
Enter the initial height of the tower in meters
: 100

At 1 seconds, the ball is at height: 95.09999999999999meters, has falling with speed 4.9000000000000006m/s
At 2 seconds, the ball is at height: 75.5meters, has falling with speed 19.599999999999999m/s
At 3 seconds, the ball is at height: 31.4meters, has falling with speed 44.1m/s
At 4 seconds, the ball is on the ground

Enter the number of function
[0] Exit
[1] Basic calculator
[2] Basic gravity
: 0
```

Один из первых проектов.
Функции:

1. Простой калькулятор
2. Простой расчёт времени падения шара с башни

Hello Window

Hello, window



Реализован на C с
применением OpenGL и GLFW

CoffeeChain. Разработка.

The screenshot displays the CodeLite IDE interface. The top menu bar includes File, Edit, View, Search, Workspace, Build, Debugger, Plugins, Perspective, Settings, PHP, and Help. The main editor window shows the file `test/main.c` with the following code:

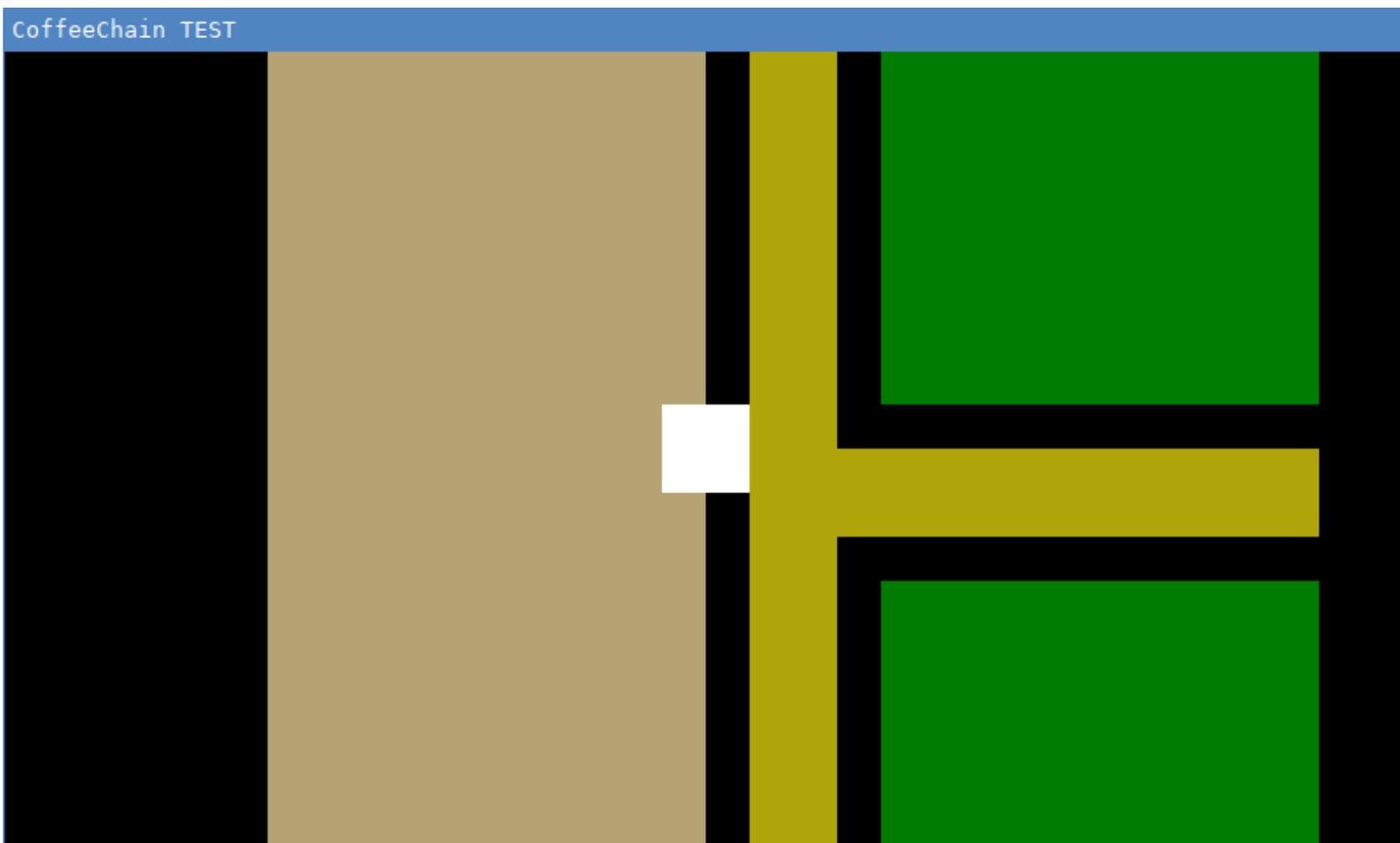
```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4
5 #include <coffeechain/map2D/base_actions.h>
6 #include <coffeechain/engine_common.h>
7 #include <coffeechain/map2D/map2D.h>
8 #include <coffeechain/path_getters.h>
9
10 int main (int argc, char **argv)
11 {
12     char path[256];
13     if (argc < 2)
14     {
15         getCurrentPath(path, 256);
16     }
17     else
18     {
19         if (argc > 2 || (argc == 2 && (!strcmp(argv[1], "-h") || !strcmp(argv[1], "--help"))))
20         {
21             printf("Usage: %s [PATH_TO_ENGINE_RESOURCES]\nWhen PATH_TO_ENGINE_RESOURCES is not provided, current directory is assumed.", argv[0]);
22             exit(argc > 2);
23         }
24         if (argv[1][0] != '/')
25         {
26             char *appendString = argv[1];
27             appendString += (appendString[0] == '.') * 2;
28             getCurrentPath(path, 256);
29             strcat(path, appendString, 256 - strlen(path, 256));
30         }
31     }
32     const uint32_t globalBoolsQuantity = 32768u;
33     if (initEngine2D(globalBoolsQuantity, 48u, 48u, "CoffeeChain TEST", path) != 0)
```

The bottom Output View shows the following build output:

```
cd /media/data/onetothreecreator/CoffeeChain/cmake-build-Debug/engine && /usr/bin/make -j4 -e
Consolidate compiler generated dependencies of target CoffeeChain
[ 8%] Building C object CMakeFiles/CoffeeChain.dir/src/maps/base_actions.c.o
[16%] Linking C shared library libCoffeeChain.so
[100%] Built target CoffeeChain
====0 errors, 0 warnings====
```

CodeLite
IDE

CoffeeChain. Пробный запуск



Спасибо за внимание!