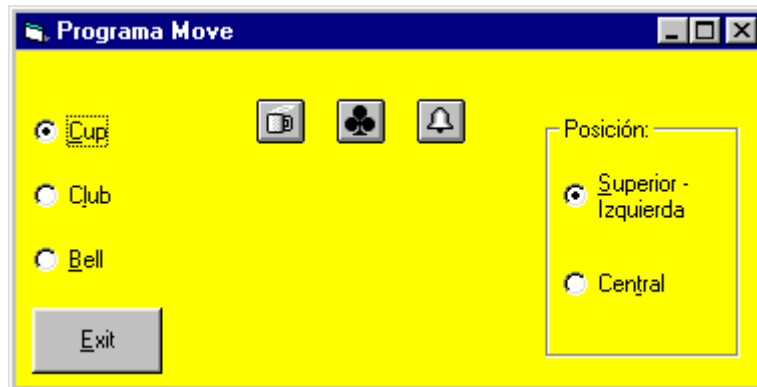


Práctica 7: Mouse 1.

1.- El programa Move.



El código:

Option Explicit

```
Private Sub cmdExit_Click()
    End
End Sub
```

```
Private Sub Form_MouseDown(Button As Integer, Shift As Integer, X As Single, Y As Single)
    If optSupIzq.Value = True Then
        MoveObj X, Y
    Else
        MoveObj X - imgCup.Width / 2, Y - imgCup.Height / 2
    End If
End Sub
```

```
Private Sub MoveObj(X As Single, Y As Single)
    If optBell.Value = True Then
        imgBell.Move X, Y
    ElseIf optClub.Value = True Then
        imgClub.Move X, Y
    Else
        imgCup.Move X, Y
    End If
End Sub
```

2.- El programa Pintar.



Option Explicit

```
Private Sub cmdExit_Click()
    End
End Sub
```

```
Private Sub Form_MouseDown(Button As Integer, Shift As Integer, X As Single, Y As Single)
```

*'Cambiar las coordenadas de CurrentX y CurrentY
'por las actuales de X y Y del Mouse.*

```
frmDraw.CurrentX = X
frmDraw.CurrentY = Y
```

```
End Sub
```

```
Private Sub Form_MouseMove(Button As Integer, Shift As Integer, X As Single, Y As Single)
```

*'Si el botón izquierdo está oprimido actualmente
'dibuja una línea.*

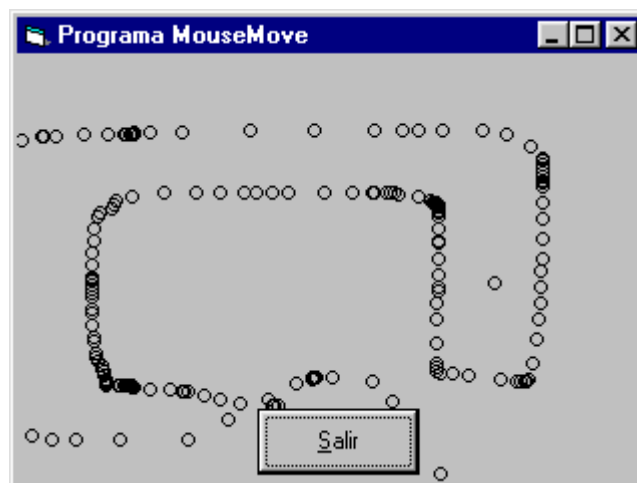
```
If Button = vbLeftButton Then
```

```
    frmDraw.Line (frmDraw.CurrentX, frmDraw.CurrentY)-(X, Y), QBColor(0)
```

```
End If
```

```
End Sub
```

3.- El programa MouseMove.



Option Explicit

Private Sub cmdExit_Click()

End

End Sub

Private Sub Form_MouseMove(Button As Integer, Shift As Integer, X As Single, Y As Single)

'Dibuja un círculo con un radio de 40 unidades.

frmHowOften.Circle (X, Y), 40

End Sub