

l'albero di natale

Programmazione in c++ rappresentante un albero di natale con luci alternate

```
//-----  
  
#include <vcl.h>  
#pragma hdrstop  
  
#include "alberonatale.h"  
//-----  
#pragma package(smart_init)  
#pragma resource "*.dfm"  
TForm1 *Form1;  
//-----  
__fastcall TForm1::TForm1(TComponent* Owner)  
    : TForm(Owner)  
{  
}  
//-----  
  
void __fastcall TForm1::Button1Click(TObject *Sender)  
{  
    if(Shape1->Brush->Color==clRed)  
    {  
        Shape2->Brush->Color=clFuchsia;  
        Shape1->Brush->Color=clMaroon;  
        Shape3->Brush->Color=clSkyBlue;  
        Shape4->Brush->Color=clOlive;  
    }  
    else  
    {  
        if(Shape2->Brush->Color==clFuchsia)  
        {  
            Shape2->Brush->Color=clPurple;  
            Shape1->Brush->Color=clMaroon;  
            Shape3->Brush->Color=clSkyBlue;  
            Shape4->Brush->Color=clYellow;  
        }  
        else
```

```

{
  if(Shape4->Brush->Color==clYellow)
  {
    Shape2->Brush->Color=clPurple;
    Shape1->Brush->Color=clMaroon;
    Shape3->Brush->Color=clAqua;
    Shape4->Brush->Color=clOlive;
  }
  else
  {
    if(Shape3->Brush->Color==clAqua)
    {
      Shape2->Brush->Color=clPurple;
      Shape1->Brush->Color=clRed;
      Shape3->Brush->Color=clSkyBlue;
      Shape4->Brush->Color=clOlive;
    }
  }
}
}
}
}
}
//-----

```

```

void __fastcall TForm1::Timer1Timer(TObject *Sender)
{
  if(Shape1->Brush->Color==clRed)
  {
    Shape2->Brush->Color=clFuchsia;
    Shape1->Brush->Color=clMaroon;
    Shape3->Brush->Color=clSkyBlue;
    Shape4->Brush->Color=clOlive;
  }
  else
  {
    if(Shape2->Brush->Color==clFuchsia)
    {
      Shape2->Brush->Color=clPurple;
      Shape1->Brush->Color=clMaroon;
      Shape3->Brush->Color=clSkyBlue;
      Shape4->Brush->Color=clYellow;
    }
  }
  else

```

```
{
  if(Shape4->Brush->Color==clYellow)
  {
    Shape2->Brush->Color=clPurple;
    Shape1->Brush->Color=clMaroon;
    Shape3->Brush->Color=clAqua;
    Shape4->Brush->Color=clOlive;
  }
  else
  {
    if(Shape3->Brush->Color==clAqua)
    {
      Shape2->Brush->Color=clPurple;
      Shape1->Brush->Color=clRed;
      Shape3->Brush->Color=clSkyBlue;
      Shape4->Brush->Color=clOlive;
    }
  }
}
}
```