

Semaforo

Programmazione di un semaforo in c++ con bottone oppure timer di accensione e spegnimento

```
//-----  
  
#include <vcl.h>  
#pragma hdrstop  
  
#include "esercizio4.h"  
//-----  
#pragma package(smart_init)  
#pragma resource "*.dfm"  
TFont1 *Font1;  
//-----  
__fastcall TFont1::TFont1(TComponent* Owner)  
    : TForm(Owner)  
{  
}  
//-----
```

```
void __fastcall TFont1::BottoneClick(TObject *Sender)  
{  
    if(Shape2->Brush->Color==clRed)  
    {  
        Shape4->Brush->Color=clLime;  
        Shape2->Brush->Color=clMaroon;  
        Shape3->Brush->Color=clOlive;  
    }  
    else  
    {  
        if(Shape4->Brush->Color==clLime)  
        {  
            Shape3->Brush->Color=clYellow;  
            Shape4->Brush->Color=clGreen;  
            Shape2->Brush->Color=clMaroon;
```

```

    }
    else
    {
        Shape2->Brush->Color=clRed;
        Shape3->Brush->Color=clOlive;
        Shape4->Brush->Color=clGreen;
    }
}
}
//-----
void __fastcall TFont1::Timer1Timer(TObject *Sender)
{
    if(Shape2->Brush->Color==clRed)
    {
        Shape4->Brush->Color=clLime;
        Shape2->Brush->Color=clMaroon;
        Shape3->Brush->Color=clOlive;
    }
    else
    {
        if(Shape4->Brush->Color==clLime)
        {
            Shape3->Brush->Color=clYellow;
            Shape4->Brush->Color=clGreen;
            Shape2->Brush->Color=clMaroon;
        }
        else
        {
            Shape2->Brush->Color=clRed;
            Shape3->Brush->Color=clOlive;
            Shape4->Brush->Color=clGreen;
        }
    }
}
}
//-----

```