

Le tabelline

Programmazione in c++ di un'esercitazione di tabelline per le scuole elementari con valutazioni incorporate

```
//-----  
  
#include <vcl.h>  
#pragma hdrstop  
  
#include "tabbb1.h"  
//-----  
#pragma package(smart_init)  
#pragma link "CSPIN"  
#pragma resource "*.dfm"  
TForm1 *Form1;  
//-----  
__fastcall TForm1::TForm1(TComponent* Owner)  
    : TForm(Owner)  
{  
}  
//-----  
  
void __fastcall TForm1::Button1Click(TObject *Sender)  
{  
    randomize();  
    CSpinEdit1->Value=random(11);  
    CSpinEdit2->Value=random(11);  
    CSpinEdit3->Value=0;  
    CONT=0;  
    Button2->Visible=true;  
}  
//-----  
  
void __fastcall TForm1::Button2Click(TObject *Sender)  
{  
    if(CSpinEdit3->Value==CSpinEdit1->Value*CSpinEdit2->Value)  
    {  
        Label3->Visible=true;  
    }  
}
```

```

Label4->Visible=false;
CONT++;
Button1->Visible=true;
Button2->Visible=false;
CSpinEdit4->Value=CSpinEdit4->Value+1;
}
else
{
Label4->Visible=true;
Label3->Visible=false;
Button2->Visible=true;
Button1->Visible=false;
CSpinEdit5->Value=CSpinEdit5->Value+1;

}

```

```

}
//-----
void __fastcall TForm1::Timer1Timer(TObject *Sender)
{
    if(CONT++==1)
    {
Label5->Visible=true;
Label3->Visible=false;
Label4->Visible=false;
    }
else
{
    if(CONT++>=2&&CONT++<=5)
    {
Label5->Visible=false;
Label6->Visible=true;
Label3->Visible=false;
Label4->Visible=false;
    }
else
{

```

```
if(CONT++>=6&&CONT++<=8)
```

```
{  
  Label6->Visible=false;  
  Label7->Visible=true;  
  Label3->Visible=false;  
  Label4->Visible=false;  
}
```

```
else
```

```
{  
  if(CONT++>=9)  
  {  
    Label7->Visible=false;  
    Label8->Visible=true;  
    Label3->Visible=false;  
    Label4->Visible=false;
```

```
  }
```

```
}
```

```
}
```

```
}
```

```
}
```

```
//-----
```