

```
1 using System;
2
3 //Nowendig für Visual Studio 2015
4 namespace System.Diagnostics
5 {
6     public enum DebuggerBrowsableState
7     {
8         Never,
9         Collapsed,
10        RootHidden
11    }
12 }
13
14 class Program
15 {
16     private const double PAUSE = 2.0;
17     private BrainPad.Color showColor = new BrainPad.Color();
18     private Random random = new Random();
19     private int helpR, helpG, helpB;
20
21     public void BrainPadSetup()
22     {
23
24     }
25
26     public void BrainPadLoop()
27     {
28         //Farbe Schwarz
29         setGrey();
30         BrainPad.Display.DrawFilledRectangle(12, 59, 10, 10,           ↗
31             BrainPad.Color.Black);
32         BrainPad.Display.DrawRectangle(10, 57, 14, 14, BrainPad.Color.White);
33         BrainPad.Display.DrawText(17, 15, "R 00   G 00   B 00",      ↗
34             BrainPad.Color.White);
35         BrainPad.Wait.Seconds(PAUSE);
36         BrainPad.Display.Clear();
37
38         //Farbe Rot
39         setGrey();
40         BrainPad.Display.DrawFilledRectangle(30, 59, 10, 10,        ↗
41             BrainPad.Color.Red);
42         BrainPad.Display.DrawRectangle(28, 57, 14, 14, BrainPad.Color.White);
43         BrainPad.Display.DrawText(22, 15, "R 31   G 00   B 00",      ↗
44             BrainPad.Color.White);
45         BrainPad.Wait.Seconds(PAUSE);
46         BrainPad.Display.Clear();
47
48         //Farbe Grün
49         setGrey();
50         BrainPad.Display.DrawFilledRectangle(48, 59, 10, 10,       ↗
51             BrainPad.Color.Green);
52         BrainPad.Display.DrawRectangle(46, 57, 14, 14, BrainPad.Color.White);
53         BrainPad.Display.DrawText(22, 15, "R 00   G 63   B 00",      ↗
54             BrainPad.Color.White);
55         BrainPad.Wait.Seconds(PAUSE);
56         BrainPad.Display.Clear();
```

```
51
52     //Farbe Blau
53     setGrey();
54     BrainPad.Display.DrawFilledRectangle(66, 59, 10, 10,           ↗
55         BrainPad.Color.Blue);
56     BrainPad.Display.DrawRectangle(64, 57, 14, 14, BrainPad.Color.White);
57     BrainPad.Display.DrawText(22, 15, "R 00   G 00   B 31",       ↗
58         BrainPad.Color.White);
59     BrainPad.Wait.Seconds(PAUSE);
60     BrainPad.Display.Clear();
61
62     //Farbe Weiss
63     setGrey();
64     BrainPad.Display.DrawFilledRectangle(84, 59, 10, 10,       ↗
65         BrainPad.Color.White);
66     BrainPad.Display.DrawRectangle(82, 57, 14, 14, BrainPad.Color.White);
67     BrainPad.Display.DrawText(22, 15, "R 31   G 63   B 31",       ↗
68         BrainPad.Color.White);
69     BrainPad.Wait.Seconds(PAUSE);
70     BrainPad.Display.Clear();
71
72     //Farbe Cyan
73     setGrey();
74     BrainPad.Display.DrawFilledRectangle(102, 59, 10, 10,     ↗
75         BrainPad.Color.Cyan);
76     BrainPad.Display.DrawRectangle(100, 57, 14, 14, BrainPad.Color.White);
77     BrainPad.Display.DrawText(22, 15, "R 00   G 63   B 31",       ↗
78         BrainPad.Color.White);
79     BrainPad.Wait.Seconds(PAUSE);
80     BrainPad.Display.Clear();
81
82     //Farbe Magenta
83     setGrey();
84     BrainPad.Display.DrawFilledRectangle(120, 59, 10, 10,     ↗
85         BrainPad.Color.Magenta);
86     BrainPad.Display.DrawRectangle(118, 57, 14, 14, BrainPad.Color.White);
87     BrainPad.Display.DrawText(22, 15, "R 31   G 00   B 31",       ↗
88         BrainPad.Color.White);
89     BrainPad.Wait.Seconds(PAUSE);
90     BrainPad.Display.Clear();
91
92     //Farbe Gelb
93     setGrey();
94     BrainPad.Display.DrawFilledRectangle(138, 59, 10, 10,     ↗
95         BrainPad.Color.Yellow);
96     BrainPad.Display.DrawRectangle(136, 57, 14, 14, BrainPad.Color.White);
97     BrainPad.Display.DrawText(22, 15, "R 31   G 63   B 00",       ↗
98         BrainPad.Color.White);
99     BrainPad.Wait.Seconds(PAUSE);
100    BrainPad.Display.Clear();
101
102    //Zufällige RGB-Farben für BGR565
103    for (int i = 0; i < 10; i++)
104    {
105        setGrey();
106        helpR = random.Next(32);
```

```
97         helpG = random.Next(64);
98         helpB = random.Next(32);
99         BrainPad.Display.DrawText(22, 15, "R " + helpR.ToString("D2") + "
           G " + helpG.ToString("D2") + "    B " + helpB.ToString("D2"),
           BrainPad.Color.White);
100        showColor.R = (byte)helpR;
101        showColor.G = (byte)helpG;
102        showColor.B = (byte)helpB;
103        BrainPad.Display.DrawRectangle(60, 100, 40, 15,
           BrainPad.Color.White);
104        BrainPad.Display.DrawFilledRectangle(61, 101, 38, 13, showColor);
105        BrainPad.Wait.Seconds(PAUSE);
106        BrainPad.Display.Clear();
107    }
108 }
109
110 //Graue Quadrate setzen
111 private void setGrey()
112 {
113     BrainPad.Color grey = new BrainPad.Color(7, 15, 7);
114     BrainPad.Display.DrawFilledRectangle(12, 59, 10, 10, grey);
115     BrainPad.Display.DrawFilledRectangle(30, 59, 10, 10, grey);
116     BrainPad.Display.DrawFilledRectangle(48, 59, 10, 10, grey);
117     BrainPad.Display.DrawFilledRectangle(66, 59, 10, 10, grey);
118     BrainPad.Display.DrawFilledRectangle(84, 59, 10, 10, grey);
119     BrainPad.Display.DrawFilledRectangle(102, 59, 10, 10, grey);
120     BrainPad.Display.DrawFilledRectangle(120, 59, 10, 10, grey);
121     BrainPad.Display.DrawFilledRectangle(138, 59, 10, 10, grey);
122 }
123 }
124
125
126
```