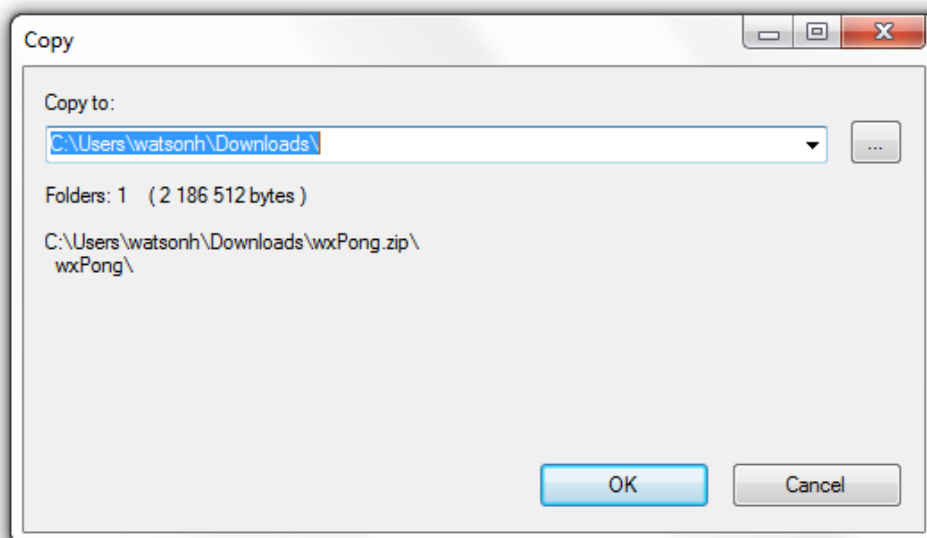
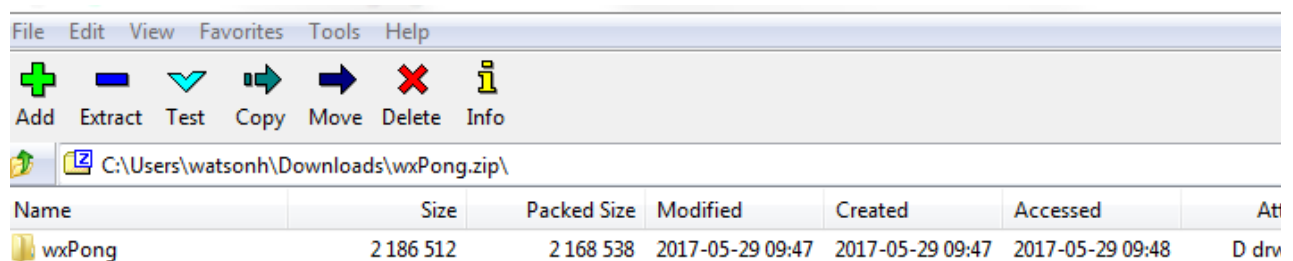


HW9 is the wxPong program. When downloaded it is a complete Code::Blocks Project folder but the Project folder belongs to someone else.

So the challenge is to eliminate the old project file and replace it with a new project file that belongs to you and your computer.

Specifically you're going to have to delete the old project file, create a new empty project file, and then add all the sources and other material in the folder to the new project (which belongs to you).

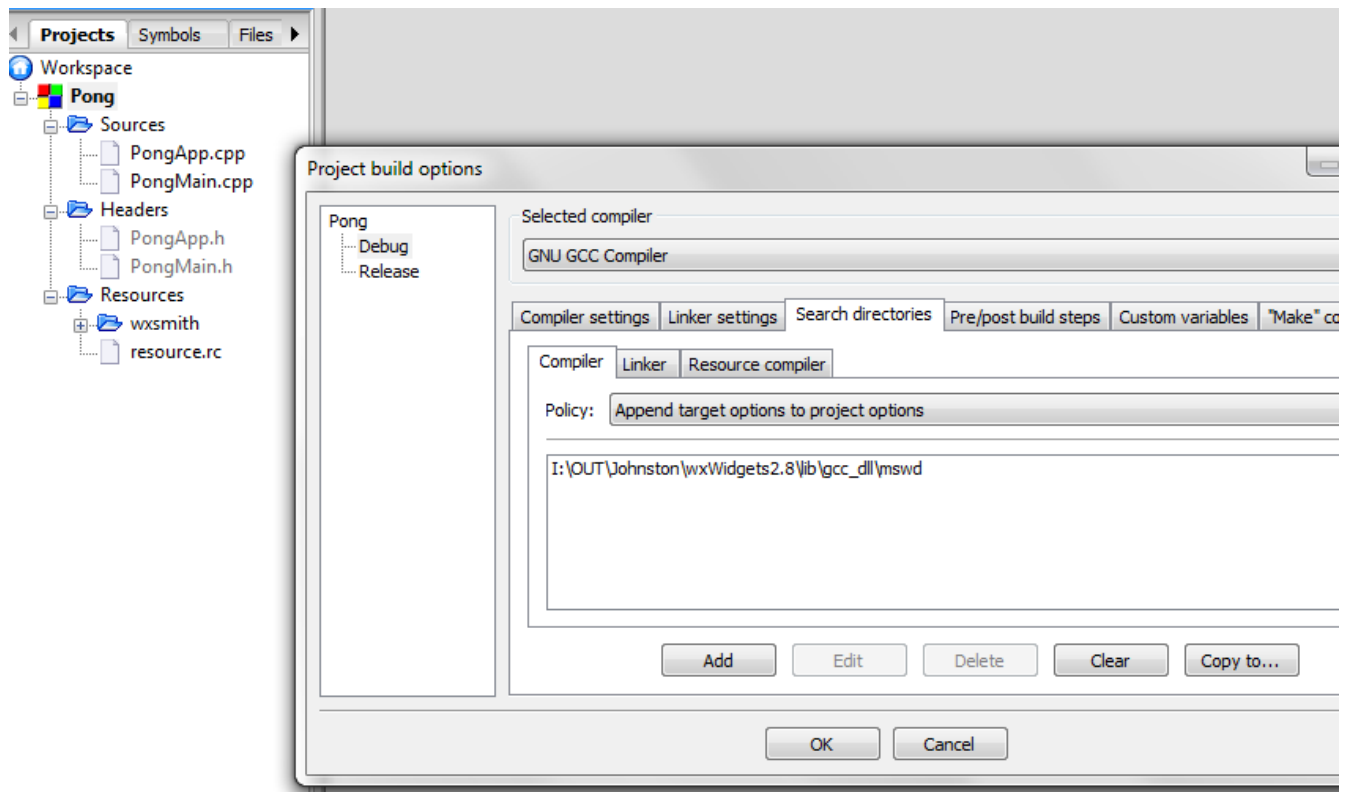
First step is to download The wxPong project file to the Downloads folder and unzip it.



Inside the wxPong folder, you will see a `Pong.cbp` file. This is the Code::Blocks configuration file which is an XML database file containing all the settings for the Project. Unfortunately this file belongs to someone else.

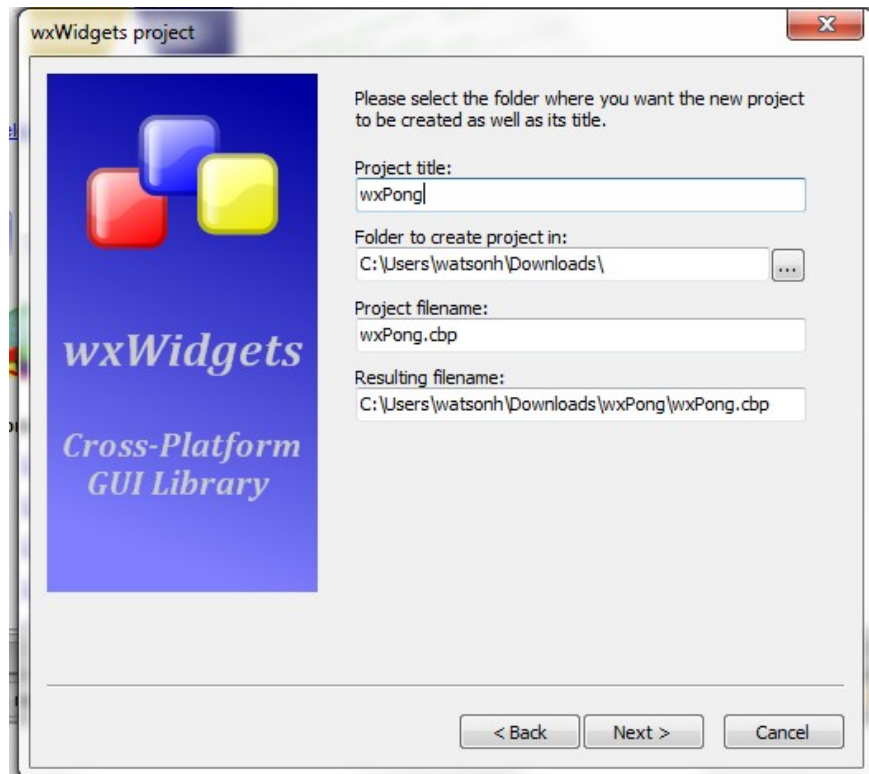
Open Code::Blocks and then `File` → `Open`. Go to `C:\Users\YourComputer\Downloads\wxPong` folder and click on the '`Pong.cbp`' file.

Right click on the Pong → Build Options → Search directories and you will see that this Project belongs to Johnston who used wxWidgets 2.8 on his 'I' drive. Guaranteed this is not **your** Project.



Below are the steps to make this Project yours. First you will create an empty project with the same EXACT name as the Project folder and then add all the existing source and header files to the Project.

1. Start Code::Blocks
2. Create New Project
3. wxWidgets Project
4. Same name and location as wxPong



Continue on with the Wizard steps and then Create an Empty Project.

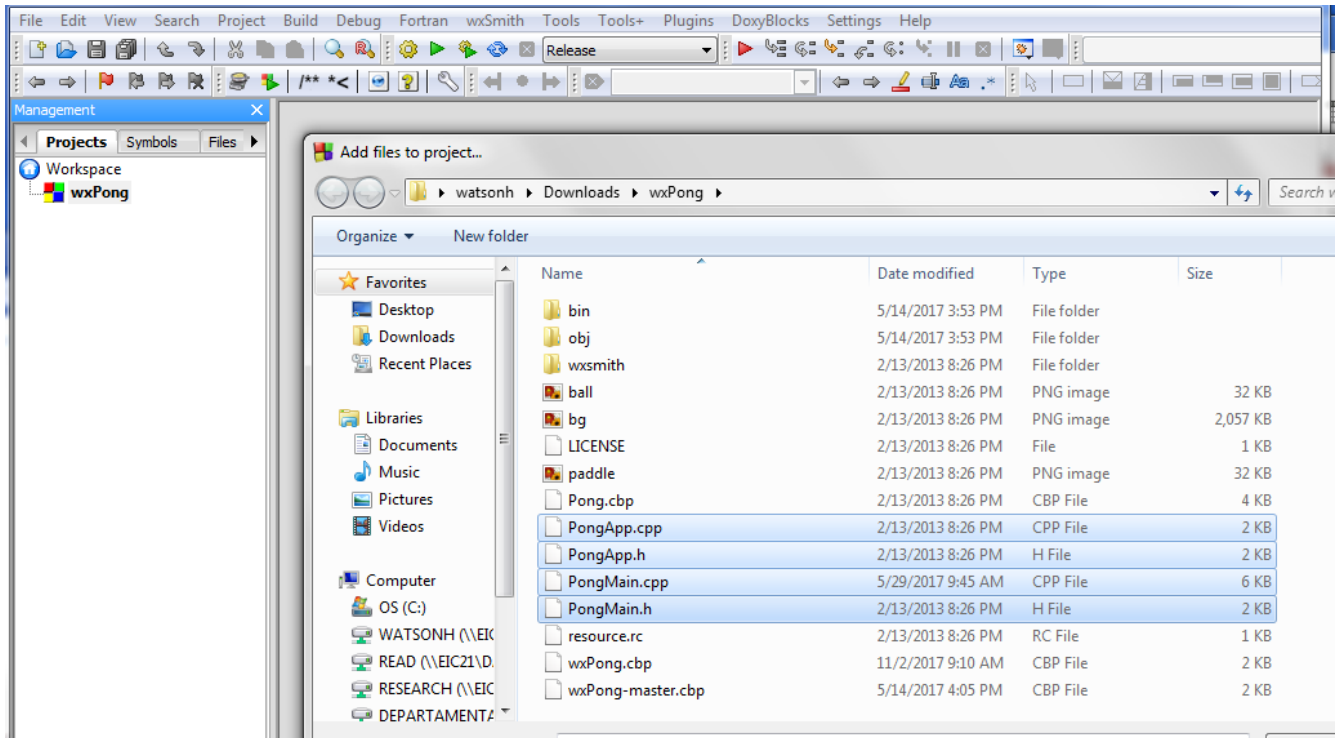


Once the Project is created and opens, then:

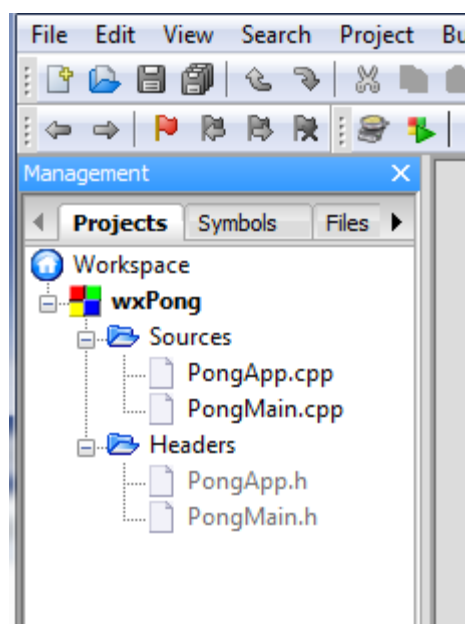
Project → Add Files

Then select the cpp and h files

Make sure you see the ball, bg, and paddle image files in the same folder as the source folder.

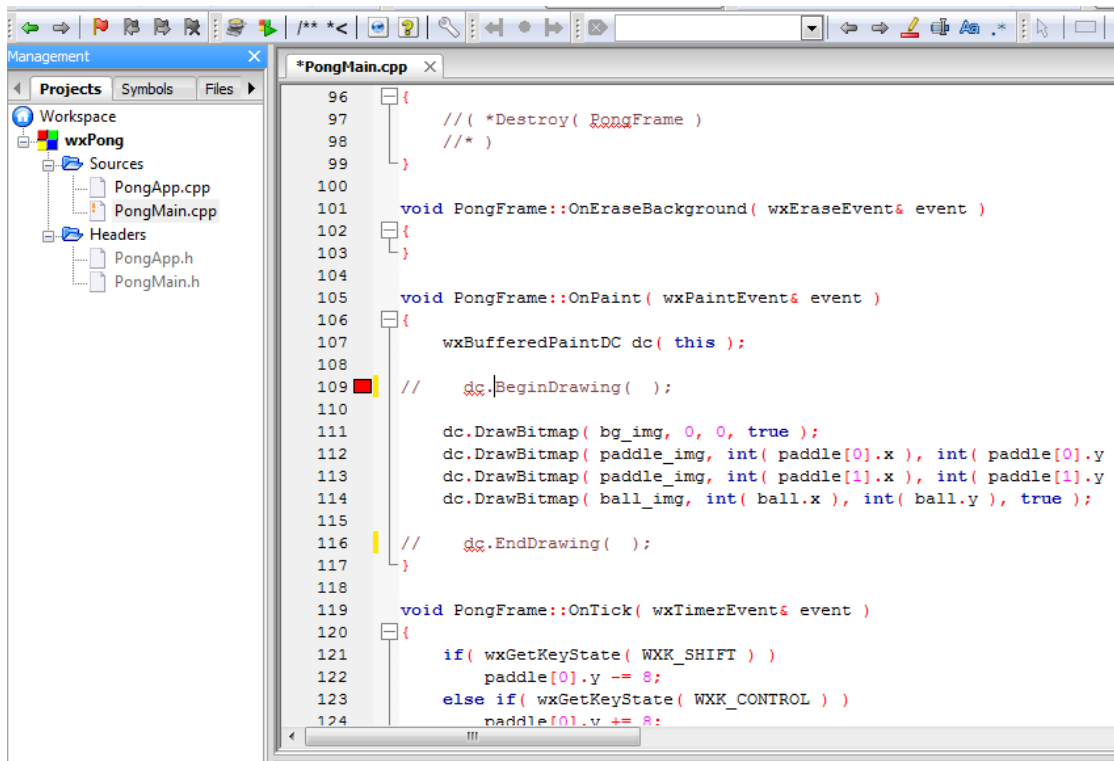


You will now see the source and header files as part of **your** wxPong project.



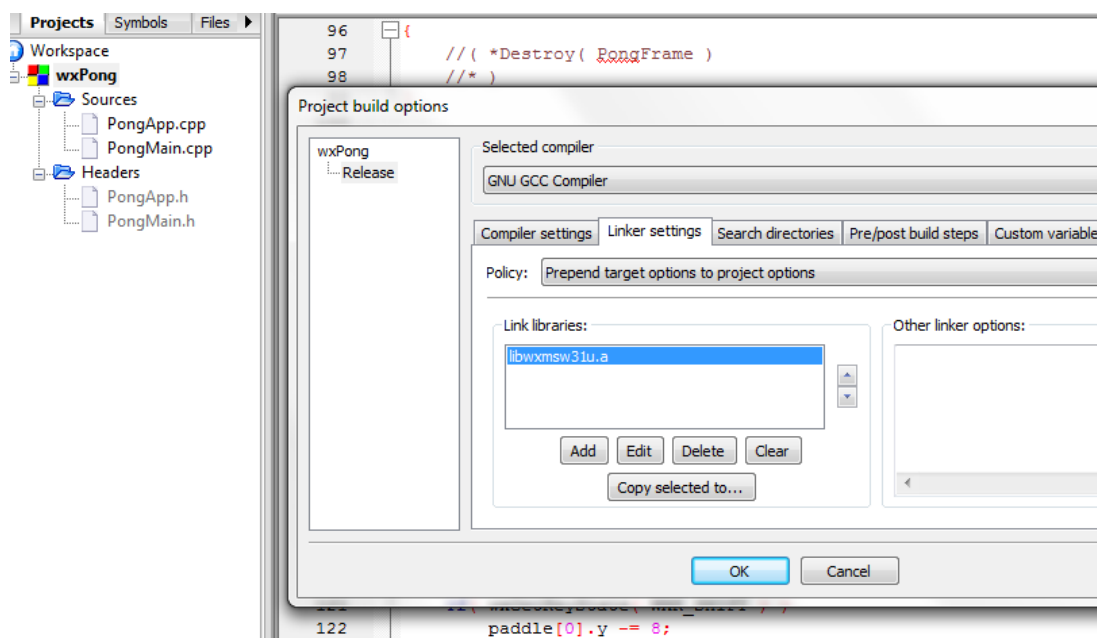
Try to compile. You will see an error message because the `BeginDrawing` and `EndDrawing` members have been deprecated in the `wxWidgets 3.1` version.

Comment out those two lines and recompile.



```
96 {
97     //( *Destroy( PongFrame )
98     /** )
99 }
100
101 void PongFrame::OnEraseBackground( wxEraseEvent& event )
102 {
103 }
104
105 void PongFrame::OnPaint( wxPaintEvent& event )
106 {
107     wxBufferedPaintDC dc( this );
108
109     // dc.BeginDrawing( );
110
111     dc.DrawBitmap( bg_img, 0, 0, true );
112     dc.DrawBitmap( paddle_img, int( paddle[0].x ), int( paddle[0].y )
113     dc.DrawBitmap( paddle_img, int( paddle[1].x ), int( paddle[1].y )
114     dc.DrawBitmap( ball_img, int( ball.x ), int( ball.y ), true );
115
116     // dc.EndDrawing( );
117 }
118
119 void PongFrame::OnTick( wxTimerEvent& event )
120 {
121     if( wxGetKeyState( WVK_SHIFT ) )
122         paddle[0].y -= 8;
123     else if( wxGetKeyState( WVK_CONTROL ) )
124         paddle[0].y += 8;
```

Make sure you selected the `wxWidgets 3.1` library for the build



Make a screen shot of the running game with the Date and Time.
Turn in that screen shot.
Have fun.

