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FIC / UNACH

PROGRAMACION

PROYECTO INDIVIDUAL

DIDACTICA\_2



Este programa está enfocado, a un juego de estudio donde se realizaran preguntas, donde el principal objetivo es que el jugador aprenda las leyes, conceptos y principios básicos de la física y todo aplicado a la ingeniería.



El juego contiene una interfaz muy interactiva y divertida, donde está relacionado al ámbito de la ingeniería civil, por lo cual también esta diseñado para todo el público general.

El objetivo de la física servirá para:

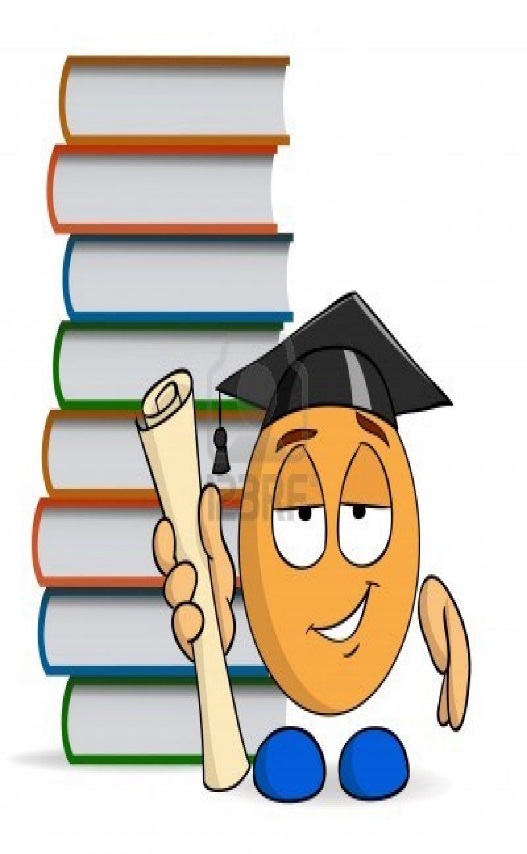
* Conocer y comprender los esquemas conceptuales básicos de la Física
* Conocer, comprender y dominar el uso de los métodos matemáticos y numéricos más comúnmente utilizados en Física.
* Tener una buena comprensión de las leyes físicas más importante
* Saber discutir conceptos, problemas y experimentos defendiendo con solidez y rigor científico sus argumentos

¿Cómo funciona el programa?

Al comenzar el programa saldrá una ventana principal en lo cual te mostrara opciones para poder comenzar a jugar, instrucciones o acerca del programa.

Al jugar el programa te ira haciendo distinta preguntas relacionado a la física y a la ingeniería civil, deberás ir contestando donde consideres que la respuesta es correcta.

Instrucciones dentro del programa.



1. Para comenzar a jugar pulsa el botón jugar.
2. Luego Pulsar el botón prueba mi conocimiento.
3. Aparecerán las preguntas que deberán contestar para poder seguir avanzando.
4. Si contesta correctamente se activara el botón siguiente y podrás seguir avanzando.
5. Si la repuesta no es correcta saldrá una ventada diciendo la respuesta es incorrecta inténtalo de nuevo seleccionando una respuesta diferente
6. Ahora si es la hora….

* Diviértete.
* Juega.
* Aprende.



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit1.h"

#include "Unit2.h"

#include "Unit3.h"

#include "Unit4.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma link "AniGIF\_OCX"

#pragma resource "\*.dfm"

TForm1 \*Form1;

//---------------------------------------------------------------------------

\_\_fastcall TForm1::TForm1(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button2Click(TObject \*Sender)

{

Close();

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button3Click(TObject \*Sender)

{

Form2->Show();

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button4Click(TObject \*Sender)

{

Form3->Show();

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button1Click(TObject \*Sender)

{

Form4->Show();

}

//---------------------------------------------------------------------------

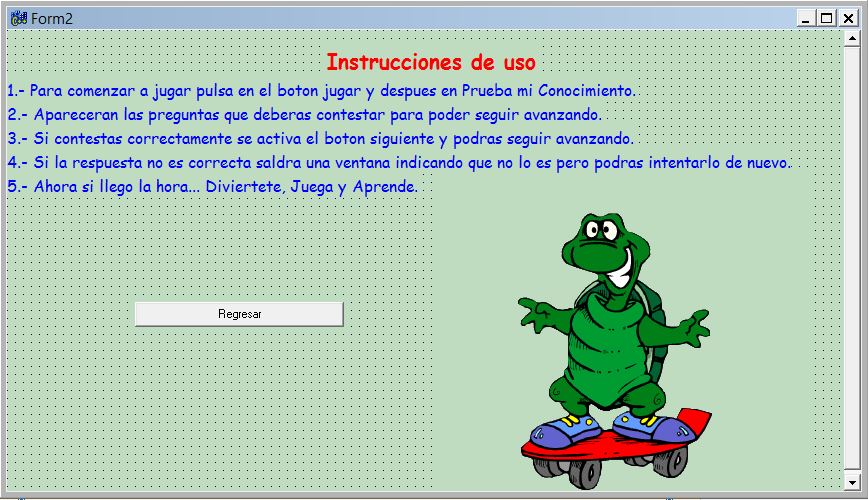
void \_\_fastcall TForm1::FormCreate(TObject \*Sender)

{

gif->Play();

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit2.h"

#include "Unit1.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma link "AniGIF\_OCX"

#pragma resource "\*.dfm"

TForm2 \*Form2;

//---------------------------------------------------------------------------

\_\_fastcall TForm2::TForm2(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm2::Button1Click(TObject \*Sender)

{

Close();

}

//---------------------------------------------------------------------------

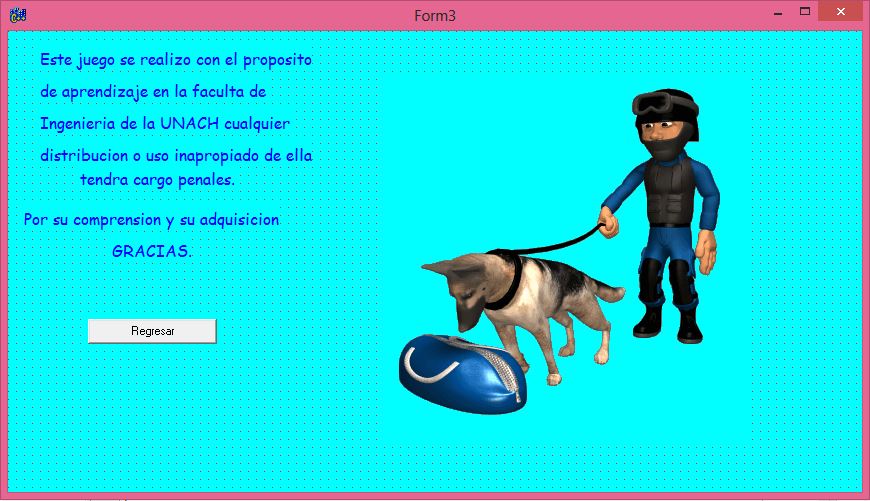
void \_\_fastcall TForm2::FormCreate(TObject \*Sender)

{

gif->Play();

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit3.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma link "AniGIF\_OCX"

#pragma resource "\*.dfm"

TForm3 \*Form3;

//---------------------------------------------------------------------------

\_\_fastcall TForm3::TForm3(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm3::Button1Click(TObject \*Sender)

{

Close();

}

//---------------------------------------------------------------------------

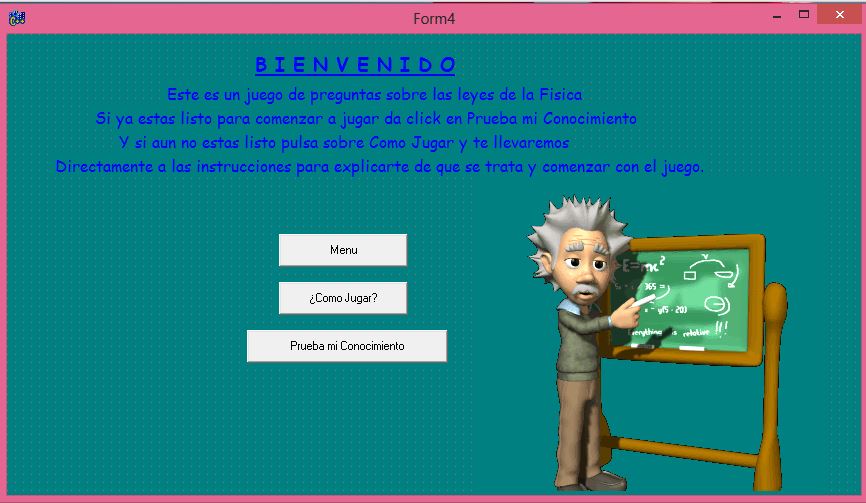
void \_\_fastcall TForm3::FormCreate(TObject \*Sender)

{

gif->Play();

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit4.h"

#include "Unit2.h"

#include "Unit5.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma link "AniGIF\_OCX"

#pragma resource "\*.dfm"

TForm4 \*Form4;

//---------------------------------------------------------------------------

\_\_fastcall TForm4::TForm4(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm4::Button1Click(TObject \*Sender)

{

Form2->Show();

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm4::Button2Click(TObject \*Sender)

{

Form5->Show();

Close();

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm4::Button3Click(TObject \*Sender)

{

Close();

}

//---------------------------------------------------------------------------

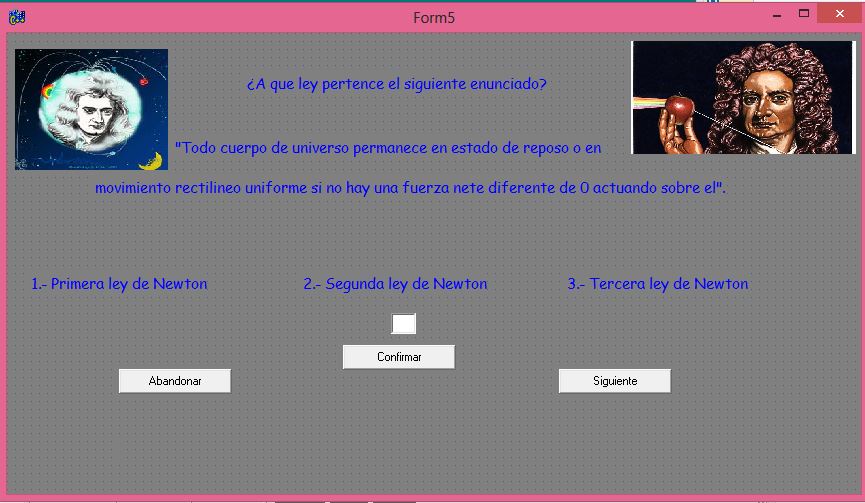
void \_\_fastcall TForm4::FormCreate(TObject \*Sender)

{

gif->Play();

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit5.h"

#include "Unit1.h"

#include "Unit8.h"

#include "Unit7.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm5 \*Form5;

//---------------------------------------------------------------------------

\_\_fastcall TForm5::TForm5(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm5::Button1Click(TObject \*Sender)

{

Form1->Show();

Close();

Label2->Caption="";

Edit1->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm5::Button2Click(TObject \*Sender)

{

a=Edit1->Text.ToInt();

if(a==1)

{

Label7->Caption="Tu respuesta es Correcta pulsar el botón siguiente ";

}

if(a==2)

{

Form7->Show();

}

if(a==3)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm5::Button3Click(TObject \*Sender)

{

if(a==1)

{

Form8->Show();

Close();

Label7->Caption="";

Edit1->Text="";

}

}

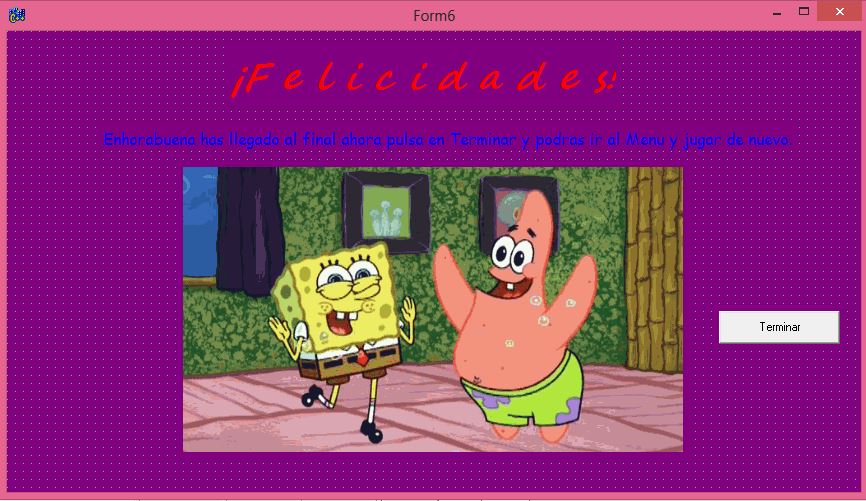
//---------------------------------------------------------------------------

void \_\_fastcall TForm5::FormCreate(TObject \*Sender)

{

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit6.h"

#include "Unit1.h"

#include "Unit8.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma link "AniGIF\_OCX"

#pragma resource "\*.dfm"

TForm6 \*Form6;

//---------------------------------------------------------------------------

\_\_fastcall TForm6::TForm6(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm6::Button1Click(TObject \*Sender)

{

Form1->Show();

Close();

}

//---------------------------------------------------------------------------

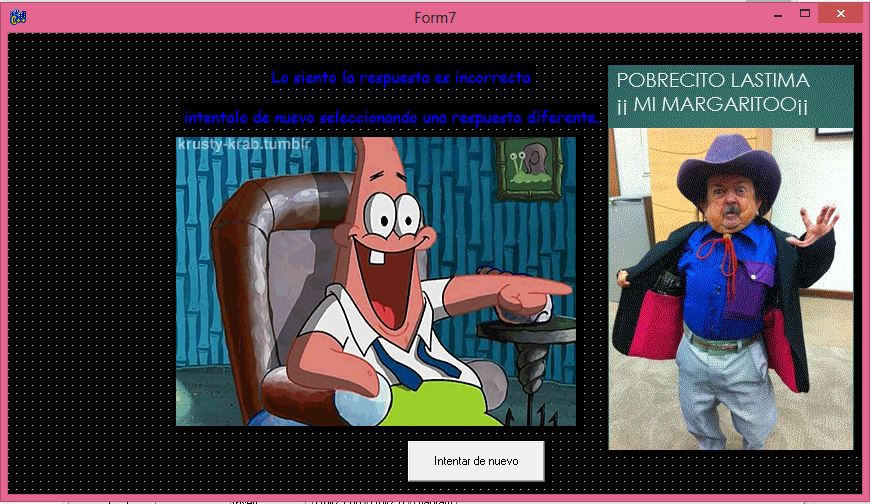
void \_\_fastcall TForm6::FormCreate(TObject \*Sender)

{

gif->Play();

}

//-------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit7.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma link "AniGIF\_OCX"

#pragma resource "\*.dfm"

TForm7 \*Form7;

//---------------------------------------------------------------------------

\_\_fastcall TForm7::TForm7(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm7::Button1Click(TObject \*Sender)

{

Close();

}

//---------------------------------------------------------------------------

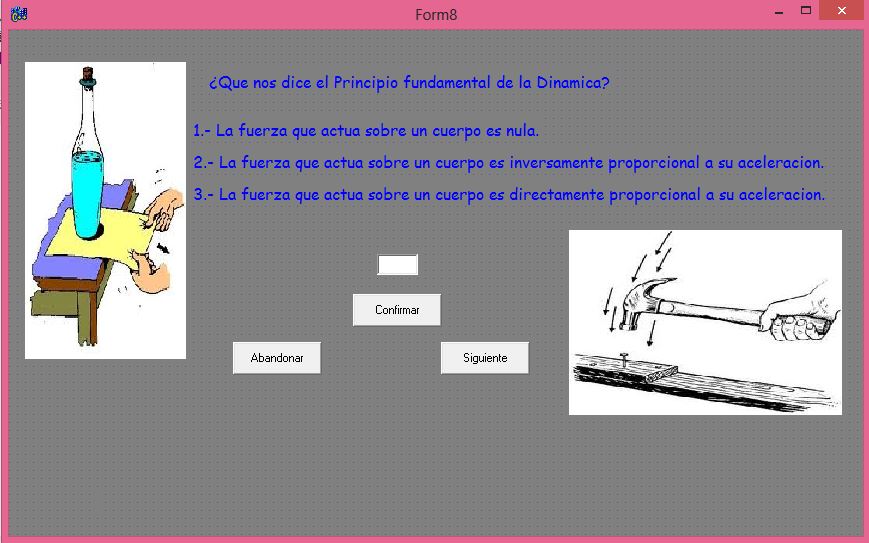
void \_\_fastcall TForm7::FormCreate(TObject \*Sender)

{

gif->Play();

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit8.h"

#include "Unit1.h"

#include "Unit7.h"

#include "Unit9.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm8 \*Form8;

//---------------------------------------------------------------------------

\_\_fastcall TForm8::TForm8(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm8::Button1Click(TObject \*Sender)

{

a=Edit2->Text.ToInt();

if(a==3)

{

Label5->Caption="Tu respuesta es Correcta pulsar el botón siguiente ";

}

if(a==2)

{

Form7->Show();

}

if(a==1)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm8::Button2Click(TObject \*Sender)

{

Form1->Show();

Close();

Label5->Caption="";

Edit2->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm8::Button3Click(TObject \*Sender)

{

if(a==3)

{

Form9->Show();

Close();

Label5->Caption="";

Edit2->Text="";

}

}

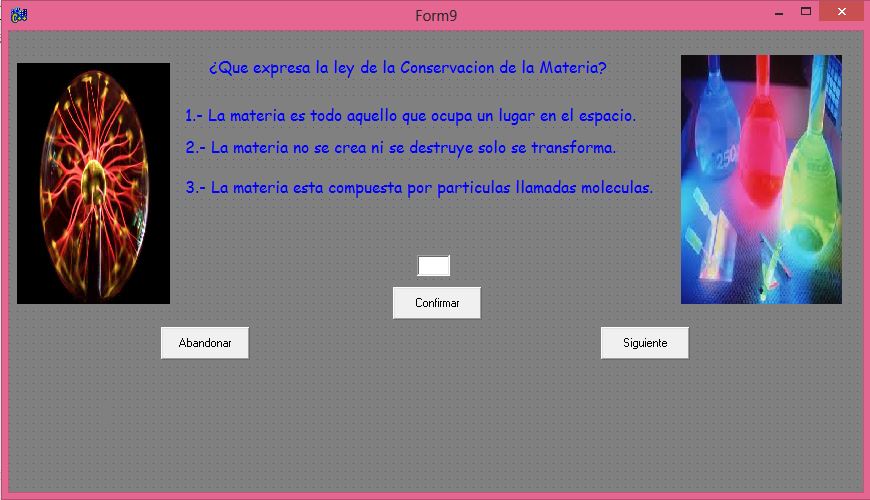
//---------------------------------------------------------------------------

void \_\_fastcall TForm8::FormCreate(TObject \*Sender)

{

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit9.h"

#include "Unit10.h"

#include "Unit7.h"

#include "Unit1.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm9 \*Form9;

//---------------------------------------------------------------------------

\_\_fastcall TForm9::TForm9(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm9::Button2Click(TObject \*Sender)

{

Form1->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm9::Button1Click(TObject \*Sender)

{

a=Edit1->Text.ToInt();

if(a==2)

{

Label5->Caption="Tu respuesta es Correcta pulsar el boton siguiente ";

}

if(a==3)

{

Form7->Show();

}

if(a==1)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm9::Button3Click(TObject \*Sender)

{

if(a==2)

{

Form10->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

}

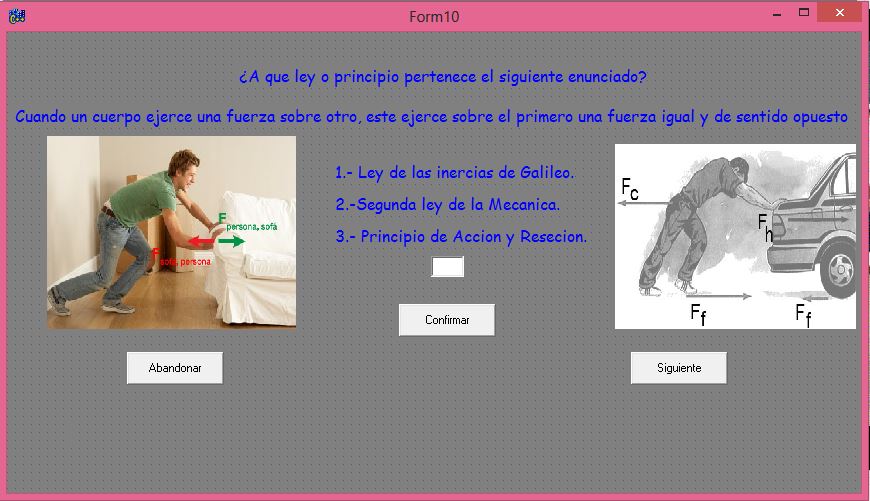
//---------------------------------------------------------------------------

void \_\_fastcall TForm9::FormCreate(TObject \*Sender)

{

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit10.h"

#include "Unit1.h"

#include "Unit7.h"

#include "Unit11.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm10 \*Form10;

//---------------------------------------------------------------------------

\_\_fastcall TForm10::TForm10(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm10::Button2Click(TObject \*Sender)

{

Form1->Show();

Close();

Label6->Caption="";

Edit1->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm10::Button1Click(TObject \*Sender)

{

a=Edit1->Text.ToInt();

if(a==3)

{

Label6->Caption="Tu respuesta es Correcta pulsar el botón siguiente ";

}

if(a==2)

{

Form7->Show();

}

if(a==1)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm10::Button3Click(TObject \*Sender)

{

if(a==3)

{

Form11->Show();

Close();

Label6->Caption="";

Edit1->Text="";

}

}

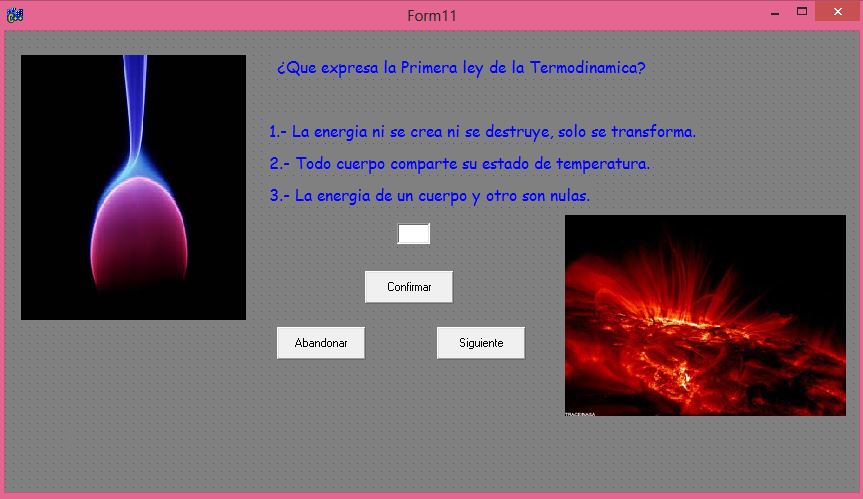
//---------------------------------------------------------------------------

void \_\_fastcall TForm10::FormCreate(TObject \*Sender)

{

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit11.h"

#include "Unit1.h"

#include "Unit7.h"

#include "Unit12.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm11 \*Form11;

//---------------------------------------------------------------------------

\_\_fastcall TForm11::TForm11(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm11::Button2Click(TObject \*Sender)

{

Form1->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm11::Button1Click(TObject \*Sender)

{

a=Edit1->Text.ToInt();

if(a==1)

{

Label5->Caption="Tu respuesta es Correcta pulsar el botón siguiente ";

}

if(a==2)

{

Form7->Show();

}

if(a==3)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm11::Button3Click(TObject \*Sender)

{

if(a==1)

{

Form12->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

}

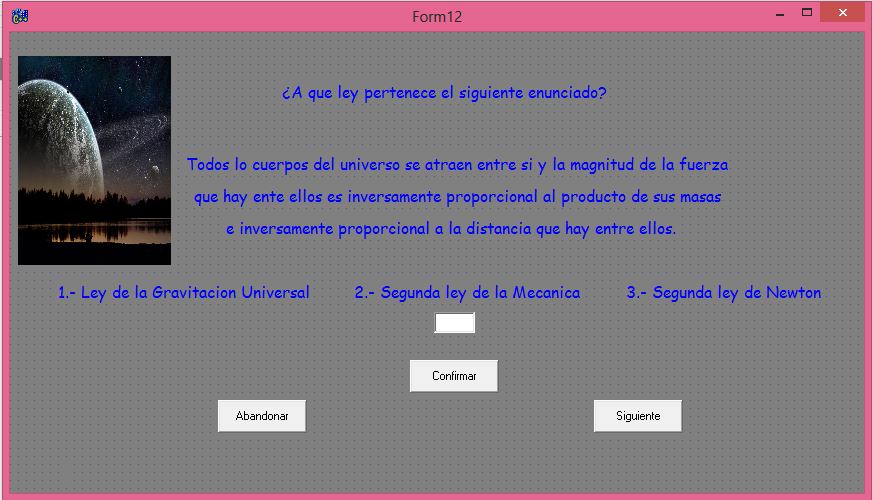
//---------------------------------------------------------------------------

void \_\_fastcall TForm11::FormCreate(TObject \*Sender)

{

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit12.h"

#include "Unit1.h"

#include "Unit7.h"

#include "Unit13.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm12 \*Form12;

//---------------------------------------------------------------------------

\_\_fastcall TForm12::TForm12(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm12::Button2Click(TObject \*Sender)

{

Form1->Show();

Close();

Label8->Caption="";

Edit1->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm12::Button1Click(TObject \*Sender)

{

a=Edit1->Text.ToInt();

if(a==1)

{

Label8->Caption="Tu respuesta es Correcta pulsar el botón siguiente ";

}

if(a==2)

{

Form7->Show();

}

if(a==3)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm12::Button3Click(TObject \*Sender)

{

if(a==1)

{

Form13->Show();

Close();

Label8->Caption="";

Edit1->Text="";

}

}

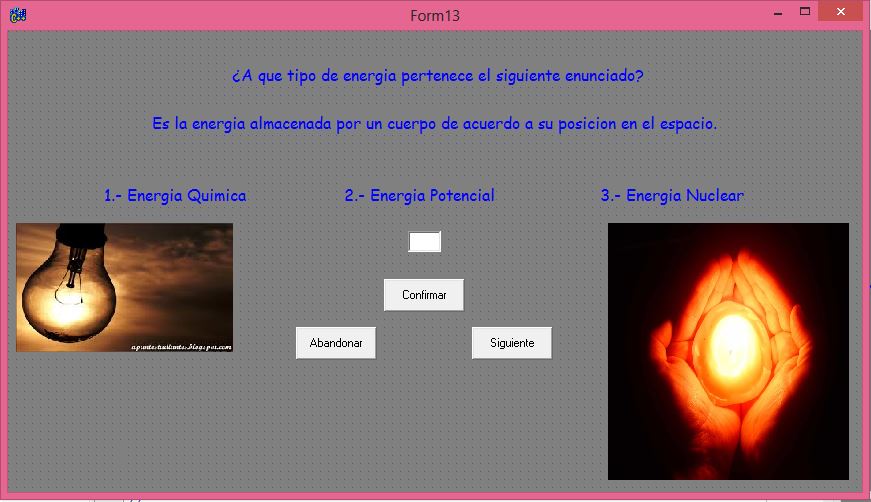
//---------------------------------------------------------------------------

void \_\_fastcall TForm12::FormCreate(TObject \*Sender)

{

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit13.h"

#include "Unit1.h"

#include "Unit7.h"

#include "Unit14.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm13 \*Form13;

//---------------------------------------------------------------------------

\_\_fastcall TForm13::TForm13(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm13::Button2Click(TObject \*Sender)

{

Form1->Show();

Close();

Label6->Caption="";

Edit1->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm13::Button1Click(TObject \*Sender)

{

a=Edit1->Text.ToInt();

if(a==2)

{

Label6->Caption="Tu respuesta es Correcta pulsar el botón siguiente ";

}

if(a==3)

{

Form7->Show();

}

if(a==1)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm13::Button3Click(TObject \*Sender)

{

if(a==2)

{

Form14->Show();

Close();

Label6->Caption="";

Edit1->Text="";

}

}

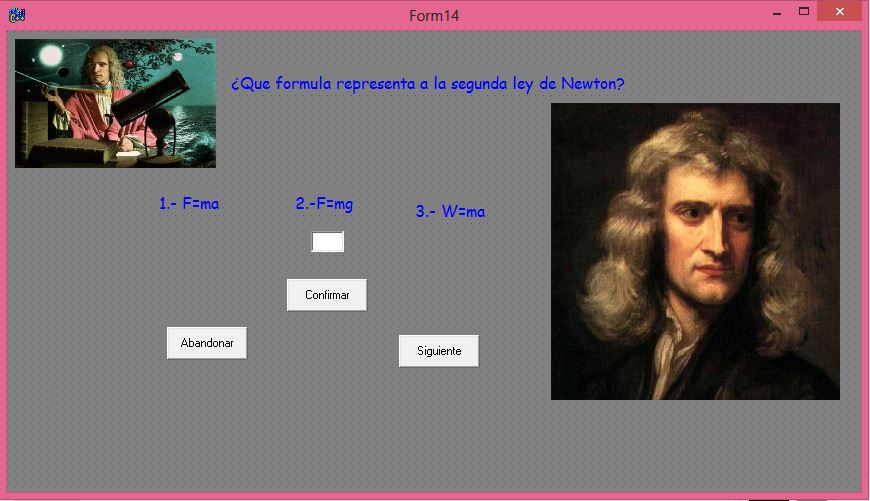
//---------------------------------------------------------------------------

void \_\_fastcall TForm13::FormCreate(TObject \*Sender)

{

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit14.h"

#include "Unit1.h"

#include "Unit7.h"

#include "Unit15.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm14 \*Form14;

//---------------------------------------------------------------------------

\_\_fastcall TForm14::TForm14(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm14::Button1Click(TObject \*Sender)

{

a=Edit1->Text.ToInt();

if(a==1)

{

Label5->Caption="Tu respuesta es Correcta pulsar el botón siguiente ";

}

if(a==2)

{

Form7->Show();

}

if(a==3)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm14::Button2Click(TObject \*Sender)

{

Form1->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm14::Button3Click(TObject \*Sender)

{

if(a==1)

{

Form15->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

}

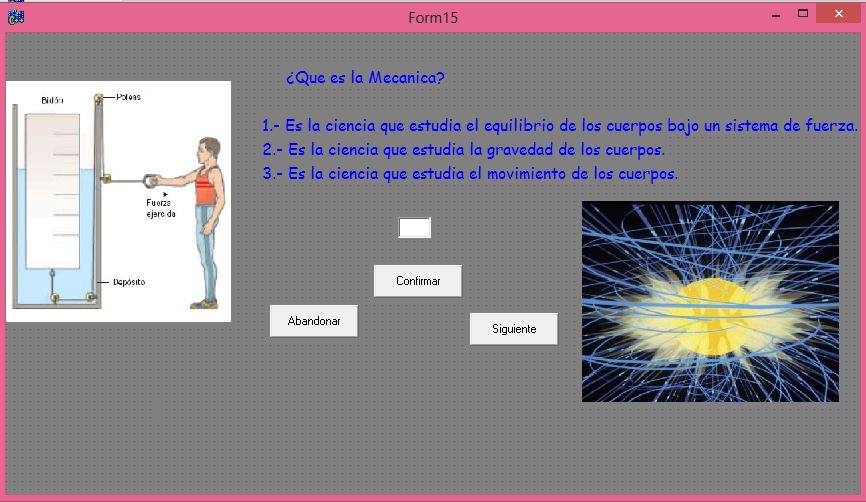
//---------------------------------------------------------------------------

void \_\_fastcall TForm14::FormCreate(TObject \*Sender)

{

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit15.h"

#include "Unit1.h"

#include "Unit7.h"

#include "Unit16.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm15 \*Form15;

//---------------------------------------------------------------------------

\_\_fastcall TForm15::TForm15(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm15::Button2Click(TObject \*Sender)

{

Form1->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm15::Button1Click(TObject \*Sender)

{

a=Edit1->Text.ToInt();

if(a==3)

{

Label5->Caption="Tu respuesta es Correcta pulsar el botón siguiente ";

}

if(a==2)

{

Form7->Show();

}

if(a==1)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm15::Button3Click(TObject \*Sender)

{

if(a==3)

{

Form16->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm15::FormCreate(TObject \*Sender)

{

}

//---------------------------------------------------------------------------



//---------------------------------------------------------------------------

#include <vcl.h>

#pragma hdrstop

#include "Unit16.h"

#include "Unit1.h"

#include "Unit7.h"

#include "Unit6.h"

//---------------------------------------------------------------------------

#pragma package(smart\_init)

#pragma resource "\*.dfm"

int a;

TForm16 \*Form16;

//---------------------------------------------------------------------------

\_\_fastcall TForm16::TForm16(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm16::Button2Click(TObject \*Sender)

{

Form1->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm16::Button1Click(TObject \*Sender)

{

a=Edit1->Text.ToInt();

if(a==2)

{

Label5->Caption="Tu respuesta es Correcta pulsar el botón siguiente ";

}

if(a==3)

{

Form7->Show();

}

if(a==1)

{

Form7->Show();

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm16::Button3Click(TObject \*Sender)

{

if(a==2)

{

Form6->Show();

Close();

Label5->Caption="";

Edit1->Text="";

}

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm16::FormCreate(TObject \*Sender)

{

}

//----------------------------------------------------------------------------