

ДОДАТОК А
Код програми

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Reflection.Emit;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using static System.Net.Mime.MediaTypeNames;

namespace Telemetry
{
    public partial class DashCompass : UserControl
    {
        private float radius = 80;
        private float arrowAngle = 45;

        public DashCompass()
        {
            InitializeComponent();
        }

        private void myPanel1_Paint(object sender, PaintEventArgs e)
        {
            float arcWidth = 10;
            float arrowLength = radius - 5;
            float arrowWidth = 10;
```

```

e.Graphics.SmoothingMode = System.Drawing.Drawing2D.SmoothingMode.AntiAlias;

//Рисуємо шкалу
Graphics g = e.Graphics;
Pen pen_shkala = new Pen(Color.LightGray, arcWidth);
Pen pen_arrow = new Pen(Color.Red, 1);
Pen pen_line = new Pen(Color.Black, 2);
Brush brush = new SolidBrush(Color.Red);

// Центр форми
Point centerPoint = new Point(this.ClientSize.Width / 2, this.ClientSize.Height / 2);

for (float angle = 0; angle <= 360; angle += 6)
{
    // Обчислення прямокутника для малювання дуги
    float rectWidth = 2 * radius;
    float rectHeight = 2 * radius;
    float rectX = centerPoint.X - radius;
    float rectY = centerPoint.Y - radius;
    g.DrawArc(pen_shkala, rectX, rectY, rectWidth, rectHeight, angle, 2);
}

//draw line
g.DrawLine(pen_line, centerPoint.X, centerPoint.Y, centerPoint.X, centerPoint.Y - radius +
35);
g.DrawLine(pen_line, centerPoint.X, centerPoint.Y, centerPoint.X, centerPoint.Y + radius -
35);
g.DrawLine(pen_line, centerPoint.X, centerPoint.Y, centerPoint.X - radius + 35,
centerPoint.Y);
g.DrawLine(pen_line, centerPoint.X, centerPoint.Y, centerPoint.X + radius - 35,
centerPoint.Y);

//draw text

```

```

// Колір тексту
Brush brush_Text1 = new SolidColorBrush(Color.Red);
Brush brush_Text2 = new SolidColorBrush(Color.Black);

// Вивід тексту
// Встановлення шрифту
System.Drawing.Font font;
try
{
    font = new System.Drawing.Font("Square721 BT", 14);
}
catch (ArgumentException)
{
    // У випадку, якщо шрифт не знайдено, використовуємо стандартний шрифт
    font = new System.Drawing.Font(FontFamily.GenericSansSerif, 12);
}
g.DrawString("N", font, brush_Text1, centerPoint.X - 10, centerPoint.Y - radius + 10);
g.DrawString("S", font, brush_Text2, centerPoint.X - 10, centerPoint.Y + radius - 30);
g.DrawString("W", font, brush_Text2, centerPoint.X - radius + 8 , centerPoint.Y - 10);
g.DrawString("E", font, brush_Text2, centerPoint.X + radius - 30, centerPoint.Y - 10);

//Рисуємо вказівник =====
// Обчислення вершин трикутника (стрілки компаса)
float radians = arrowAngle * (float)Math.PI / 180;

PointF tipPoint = new PointF(
    centerPoint.X + arrowLength * (float)Math.Cos(radians),
    centerPoint.Y - arrowLength * (float)Math.Sin(radians)
);

PointF leftBasePoint = new PointF(

```

```

        centerPoint.X + arrowWidth / 2 * (float)Math.Sin(radians),
        centerPoint.Y + arrowWidth / 2 * (float)Math.Cos(radians)
    );

    PointF rightBasePoint = new PointF(
        centerPoint.X - arrowWidth / 2 * (float)Math.Sin(radians),
        centerPoint.Y - arrowWidth / 2 * (float)Math.Cos(radians)
    );

    PointF[] arrowPoints = { leftBasePoint, rightBasePoint, tipPoint };

    // Малюємо трикутник
    g.FillPolygon(brush, arrowPoints);

    //----
    // draw pint of center
    int dotDiameter = 20;
    int dotX = centerPoint.X - dotDiameter / 2;
    int dotY = centerPoint.Y - dotDiameter / 2;
    Brush brushPoint = new SolidBrush(Color.Black);
    g.FillEllipse(brushPoint, dotX, dotY, dotDiameter, dotDiameter);
}

public void update(int value)
{
    this.arrowAngle = value;
    myPanel1.Refresh();
}
}
}

```

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Drawing.Printing;
using System.Linq;
using System.Reflection.Metadata;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Telemetry
{
    public partial class DashHalfCycle : UserControl
    {
        //private float length = 20;
        //private float distanceFromCenter = 70;
        private float startAngle = 0;
        private float endAngle = 180;
        private float angleStep = 5;
        private float arcWidth = 25;
        private float radius = 80;
        private int value = 10;
        private int minValue = 0;
        private int maxValue = 100;
        private string title = "Speed, m/s";

        public DashHalfCycle()
        {
            InitializeComponent();
        }
    }
}
```

```
}
```

```
private void myPanel1_Paint(object sender, PaintEventArgs e)
```

```
{
```

```
    e.Graphics.SmoothingMode = System.Drawing.Drawing2D.SmoothingMode.AntiAlias;
```

```
    //Calc scale
```

```
    int lineCount = (int)((endAngle - startAngle) / angleStep);
```

```
    float scale = ((maxValue - minValue) / lineCount);
```

```
    int porog = (int) (value / scale);
```

```
    Graphics g = e.Graphics;
```

```
    Pen pen_back = new Pen(Color.LightGray, arcWidth);
```

```
    Pen pen_value = new Pen(Color.Green, arcWidth);
```

```
    Pen pen_value_min = new Pen(Color.Green, arcWidth);
```

```
    Pen pen_value_mid = new Pen(Color.Orange, arcWidth);
```

```
    Pen pen_value_max = new Pen(Color.Red, arcWidth);
```

```
    // Кольор форми
```

```
    Point centerPoint = new Point(this.ClientSize.Width / 2, this.ClientSize.Height / 2);
```

```
    centerPoint.Y = centerPoint.Y + (int)(centerPoint.Y / 2.5);
```

```
    int porog_1 = 15;
```

```
    int porog_2 = 30;
```

```
    int curLine= 1;
```

```
    for (float angle = startAngle + 180; angle <= endAngle + 180; angle += angleStep)
```

```
    {
```

```
        // Обчислення прямокутника для малювання дуги
```

```
        float rectWidth = 2 * radius;
```

```
        float rectHeight = 2 * radius;
```

```
        float rectX = centerPoint.X - radius;
```

```
float rectY = centerPoint.Y - radius;

// Малюємо дугу
if (curLine > porog)
{
    g.DrawArc(pen_back, rectX, rectY, rectWidth, rectHeight, angle, angleStep - 2);
}
else
{
    if (curLine < porog_1) g.DrawArc(pen_value_min, rectX, rectY, rectWidth,
rectHeight, angle, angleStep - 2);
    else if (curLine < porog_2) g.DrawArc(pen_value_mid, rectX, rectY, rectWidth,
rectHeight, angle, angleStep - 2);
    else g.DrawArc(pen_value_max, rectX, rectY, rectWidth, rectHeight, angle, angleStep
- 2);
}
curLine++;
}
}

public void update (int value, int minValue, int maxValue)
{
    this.value = value;
    this.minValue = minValue;
    this.maxValue = maxValue;

    startAngle = 0;
    endAngle = 180;

    label1.Text = String.Format("{0:D3}", value);

    myPanel1.Refresh();
}
```

```
    }  
  
    private void DashHalfCycle_Load(object sender, EventArgs e)  
    {  
        label1.Text = String.Format("{0:D3}", value);  
        label2.Text = title;  
    }  
}  
}
```

```
using System;  
using System.Collections.Generic;  
using System.ComponentModel;  
using System.Data;  
using System.Drawing;  
using System.Drawing.Printing;  
using System.Linq;  
using System.Text;  
using System.Threading.Tasks;  
using System.Windows.Forms;
```

```
namespace Telemetry  
{  
    public partial class DashHorizontal : UserControl  
    {  
        private int value = 80;  
        private int minValue = 0;  
        private int maxValue = 100;  
        private string title = "Temperature, C";  
  
        public DashHorizontal()
```

```
{
    InitializeComponent();
}

private void myPanel1_Paint(object sender, PaintEventArgs e)
{
    e.Graphics.SmoothingMode = System.Drawing.Drawing2D.SmoothingMode.AntiAlias;

    float lineCount = 30;
    int arcWidth = 4;
    float scale = ((maxValue - minValue) / lineCount);
    int porog = (int)(value / scale);
    int porog_1 = 10;
    int porog_2 = 21;
    int margin = 20;
    int margin_y = 40;

    Graphics g = e.Graphics;
    Pen pen_back = new Pen(Color.LightGray, arcWidth);
    Pen pen_value_min = new Pen(Color.Green, arcWidth);
    Pen pen_value_mid = new Pen(Color.Orange, arcWidth);
    Pen pen_value_max = new Pen(Color.Red, arcWidth);

    int lineSpacing = (this.ClientSize.Width - 2 * margin) / 30;
    int lineHeight = this.ClientSize.Height - 7 * margin;
    float lineWidth = this.ClientSize.Width / 50f;

    // Встановлення пера для малювання ліній
    Pen pen = new Pen(Color.Black, lineWidth);

    for (int i = 0; i < 30; i++)
```

```

{
    int x = margin + i * lineSpacing;

    if (i >= porog)
    {
        g.DrawLine(pen_back, x, margin_y, x, margin_y + lineHeight);
    }
    else
    {
        if (i < porog_1) g.DrawLine(pen_value_min, x, margin_y, x, margin_y + lineHeight);
        else if (i < porog_2) g.DrawLine(pen_value_mid, x, margin_y, x, margin_y +
lineHeight);
        else g.DrawLine(pen_value_max, x, margin_y, x, margin_y + lineHeight);
    }
}
}

```

```

private void DashHorizontal_Load(object sender, EventArgs e)

```

```

{
    label1.Text = String.Format("{0:D3}", value);
    label2.Text = title;
    label3.Text = minValue.ToString();
    label4.Text = maxValue.ToString();
}

```

```

public void update(int value, int minValue, int maxValue, string title)

```

```

{
    this.value = value;
    this.minValue = minValue;
    this.maxValue = maxValue;
    this.title = title;
}

```

```
label1.Text = String.Format("{0:D3}", value);  
label2.Text = title;  
label3.Text = minValue.ToString();  
label4.Text = maxValue.ToString();  
  
myPanel1.Refresh();  
}  
}  
}
```

ДОДАТОК Б
Демонстраційний матеріал

