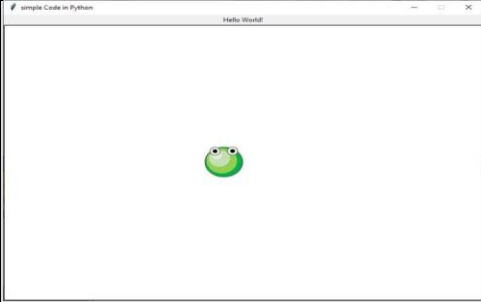


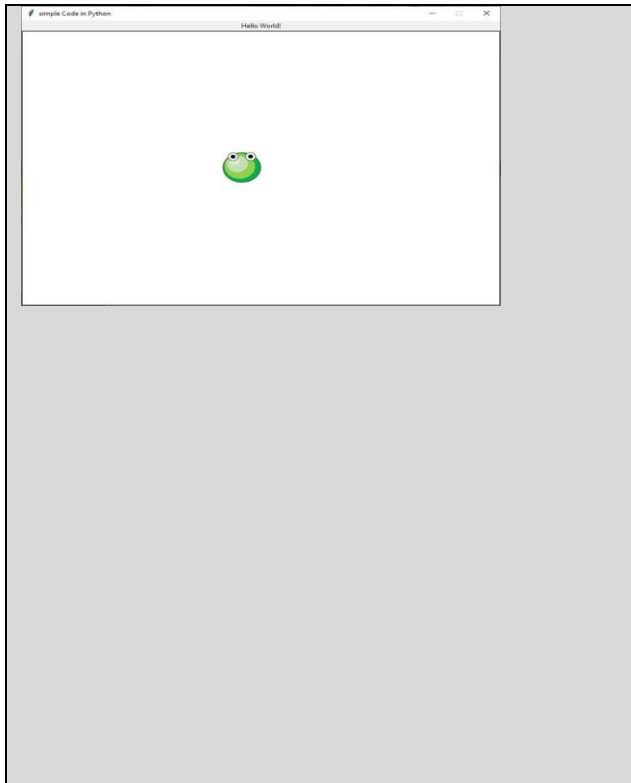
## How to display "Hello World" and move an image in different languages

### AOZ

Program size	6 Ko	Print "Hello World!" Actor "sprite", Image\$="sprite.png", Control\$="Joystick"
Nb of files needed	4	
		

### Python

Program size	5,7Mb	// Prepare the Keyboard and GUI modules, then use this code:
Nb of files needed	2	from tkinter import *  app = Tk( className = "Simple Code in Python" ) app.geometry( "800x600" ) app.resizable( False, False )



```

label = Label( app, text = "Hello World!" ) label.pack()
sprite = PhotoImage( file = "sprite.png" ) def
keydown( e ):
x      = 0  y = 0      if e.keycode == 38:
y      = -8

if e.keycode == 40:
    y = 8

if e.keycode == 37:
    x = -8

if e.keycode == 39:      x =
8

canvas.move( imageFinal, x, y )  canvas.update()

canvas = Canvas( app, width = 800, height = 600, bg = 'white' )
imageFinal = canvas.create_image( 368, 288, image = sprite )

canvas.bind( "<KeyPress>", keydown )
canvas.pack() canvas.focus_set()
app.mainloop()

```

## JAVA

Program size	46Mb	<pre> package org.aozstudio.simplecode; import org.aozstudio.simplecode.assets.ImageProvider; </pre>
Nb of files needed	13	



```
import javax.swing.*;
import java.awt.*;
import java.awt.event.KeyEvent;

import
java.awt.event.KeyListener;

public class Main extends
JFrame{   JLabel sprite = null;

    public static void main( String args[] )
    {
        Main main = new Main();
    }

    public Main()
    {
        super();
        this.setSize( 800, 640 );
this.setResizable( false );    this.setLayout(
null );
        this.setTitle( "Simple Code in Java" );

        // Print "Hello World!"
        JLabel label = new JLabel( "Hello
World!" );    label.setLocation( 0, 0 );
label.setSize( 200, 24 );    this.add( label );

        this.sprite = new JLabel();
        ImageIcon icon = new ImageIcon( ImageProvider.getUrl("sprite.png" ) );
this.sprite.setSize( 64, 64 );
        this.sprite.setLocation( new Point( 368,288 )
);    this.sprite.setIcon( icon );
this.sprite.setText( null );    this.add( this.sprite
);    this.setVisible( true );
```



```
this.addKeyListener(new KeyListener() {  
    @Override  
    public void keyTyped(KeyEvent e) {}  
  
    @Override  
    public void keyPressed(KeyEvent e) {  
if( e.getKeyCode() == 38 )  
        {  
            moveUp();  
        };  
  
        if( e.getKeyCode() == 40 )  
        {  
            moveDown();  
        };  
    }  
});
```

```
        if( e.getKeyCode() == 37 )
        {
            moveLeft();
        };

        if( e.getKeyCode() == 39 )
        {
            moveRight();
        };
    }

    @Override
    public void keyReleased(KeyEvent e) {}
} );

public void moveUp()
{
    this.sprite.setLocation( this.sprite.getLocation().x, this.sprite.getLocation().y - 8 );
}

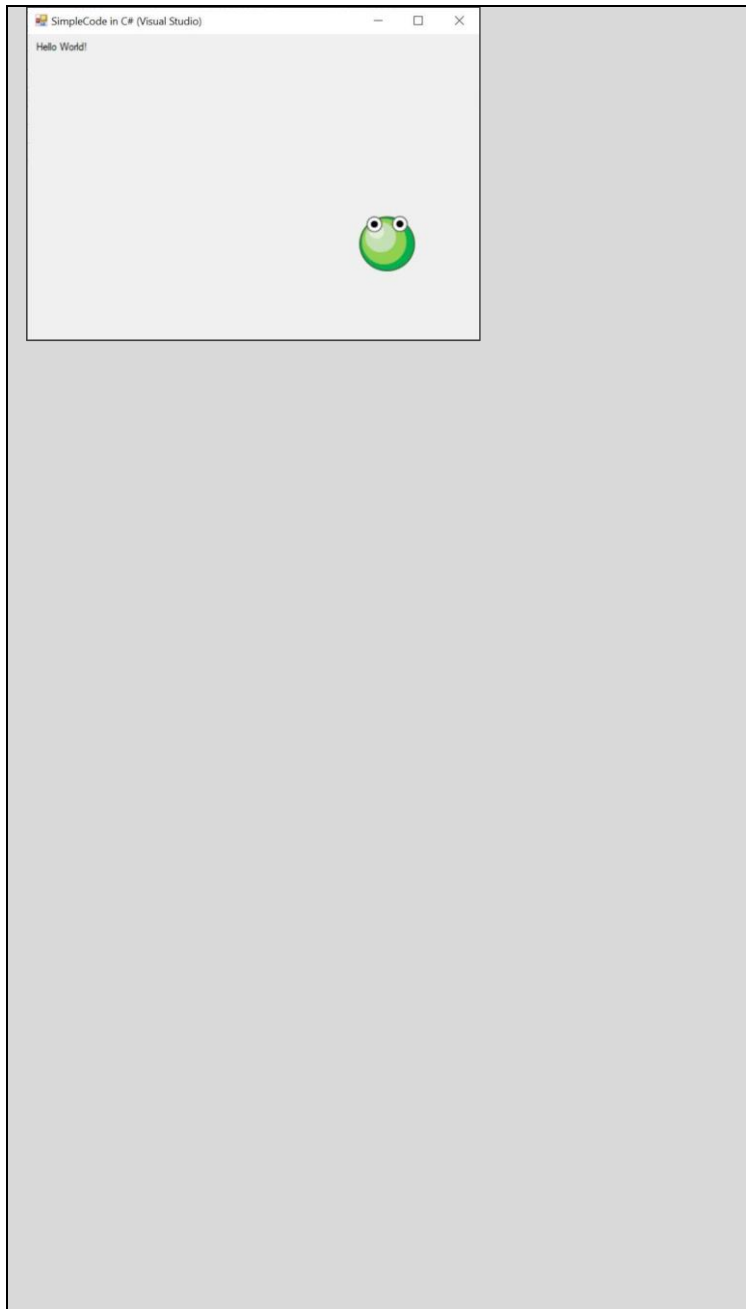
public void moveDown()
{
    this.sprite.setLocation( this.sprite.getLocation().x, this.sprite.getLocation().y + 8 );
}

public void moveLeft()
{
    this.sprite.setLocation( this.sprite.getLocation().x - 8, this.sprite.getLocation().y );
}

public void moveRight()
{
    this.sprite.setLocation( this.sprite.getLocation().x + 8, this.sprite.getLocation().y );
}
}
```

## Microsoft Visual Studio Community C#

Program size	100-760 Mb	using System; using
Nb of files needed	28	System.Collections.Generic; using System.ComponentModel; using System.Data; using System.Drawing; using System.Linq; using System.Text;



```
using
System.Threading.Tasks;
using
System.Windows.Forms;

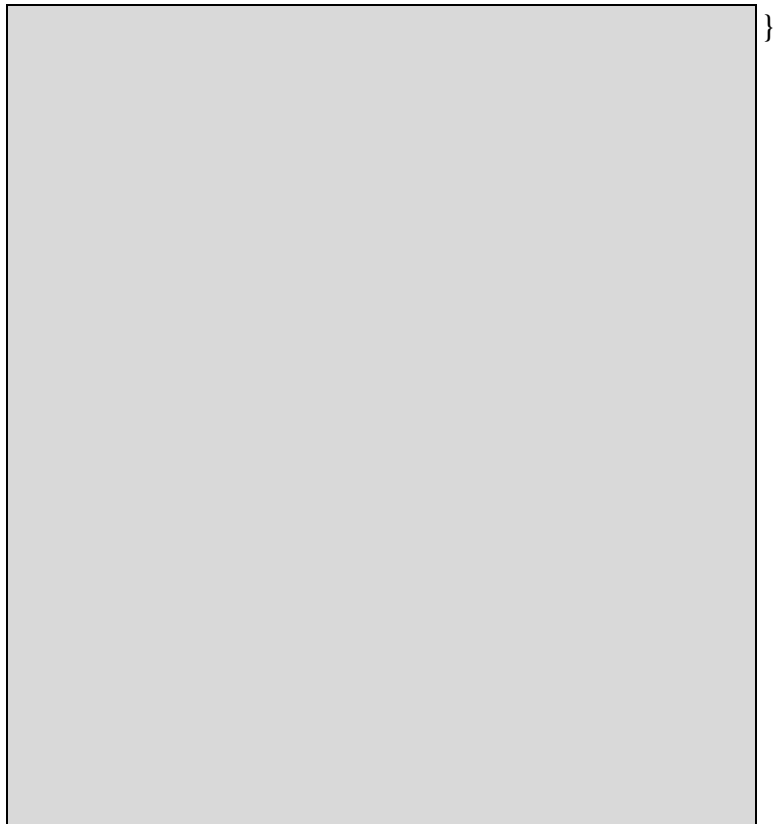
namespace SimpleCodeVS_CSharp
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_KeyDown(object sender,
        KeyEventArgs e) {
            Console.Out.Write(e);
            if (e.KeyCode == Keys.Up)
            {
                this.sprite.Top = this.sprite.Top - 8;
            }

            if (e.KeyCode == Keys.Down)
            {
                this.sprite.Top = this.sprite.Top + 8;
            }

            if (e.KeyCode == Keys.Left)
            {
                this.sprite.Left = this.sprite.Left - 8;
            }

            if (e.KeyCode == Keys.Right)
            {
                this.sprite.Left = this.sprite.Left + 8;
            }
        }
    }
}
```

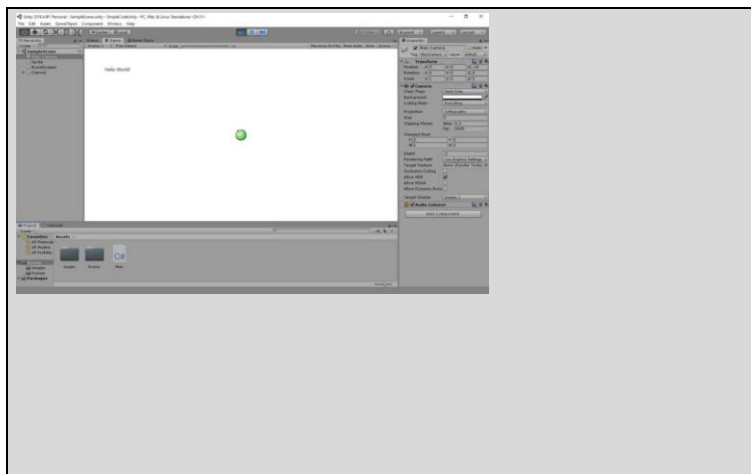


## Unity C#

Program size	55 Mb
Nb of files needed	500+

```
// First set the scene, the object and set the parameters, than use this code:  
using System.Collections;  
using
```





```
System.Collections.Generic;  
using UnityEngine;
```

```
public class Main : MonoBehaviour
```

```
{
```

```
    public float speed = 1.5f;
```

```
    void Update ()
```

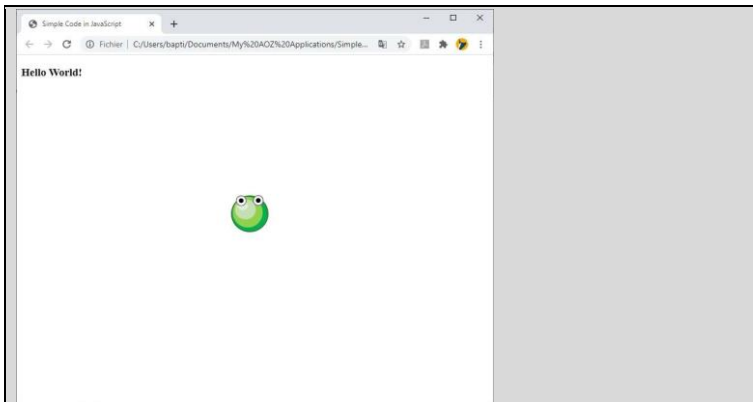
```
{
```

```
        var move = new Vector3(Input.GetAxis("Horizontal"),  
Input.GetAxis("Vertical"), 0);    transform.position += move * speed *  
Time.deltaTime;    }
```

```
}
```

## HTML 5 / JavaScript

Program size	6,5Mb	<!DOCTYPE html> <html lang="en">
Nb of files needed	2	<head> <title>Simple Code in JavaScript</title>



```
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8"/>
```

```
<meta http-equiv="cache-control" content="no-cache" />
```

```
<meta http-equiv="pragma" content="no-cache">
```

```
<meta http-equiv="expires" content="-1">
```

```
<meta name="viewport" content="width=device-width, user-scalable=no,
minimum-scale=1.0, maximumscale=1.0,viewport-fit=cover">
```

```
<meta name="apple-mobile-web-app-capable" content="yes" />
```

```
<meta name="apple-mobile-web-app-status-bar-style"
content="black" /> </head>
```

```
<body>
```

```
<h3>Hello World!</h3>
```

```
<script>
```

```
var x = ( window.innerWidth - 64
) / 2; var y = (
window.innerHeight - 64 ) / 2;
```

```
var sprite = document.createElement( 'img' ); sprite.width = 64; sprite.height
= 64; sprite.setAttribute( 'id', 'sprite' ); sprite.setAttribute( 'src', 'sprite.png' );
sprite.setAttribute( 'style', 'position: absolute; left: ' + x + 'px; top: ' + y + 'px;
width:
64px; height: 64px;' );
```

```
document.body.appendChild( sprite );
```

```
window.addEventListener( 'keydown', function( event )
{
event.preventDefault();
```

```
switch( event.keyCode )
```

```
{
case
38: y =
y - 8;
```

```
break;
case 40:
y = y +
8;
break;
case 37:
x = x -
8;
break;
case 39:
x = x +
8;
break;
}

sprite.style.left = x + 'px';
sprite.style.top = y + 'px';
```

```
}, false );
</script>
</body>
</html>
```

