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'
'_____________________________________________________________________
'
'      programme sons aleatoires d'oiseaux
'                                        premier mai 2005
'             revision le 17 juin 2006
'_____________________________________________________________________
'declarations
    Dim soundfile As String, worked As Integer
    Dim i As Long, intervalle

'sous programmes actionnes par les touches de tests portant les noms d'animaux

Private Sub Command1_Click()
   End
End Sub

Private Sub Command11_Click()
      Dim i As Long
      i = ExitWindowsEx(1, 0)
End Sub

Private Sub Command12_Click()
   Falco_biarmicus
   Text4 = "Falco biarmicus"
End Sub

Private Sub Command13_Click()
   Falco_cherrug
   Text4 = "Falco cherrug"
End Sub

Private Sub Command14_Click()
   Falco_columbarius
   Text4 = "Falco columbarius"
End Sub

Private Sub Command15_Click()
   Falco_eleonorae
   Text4 = "Falco eleonorae"
End Sub

Private Sub Command16_Click()
   Falco_naumanni
   Text4 = "Falco naumanni"
End Sub

Private Sub Command17_Click()
   Falco_peregrinus
   Text4 = "Falco peregrinus"
End Sub

Private Sub Command18_Click()
   Falco_rusticolus
   Text4 = "Falco rusticolus"
End Sub

Private Sub Command2_Click()
   aquila_heliaca
   Text4 = "Aquila heliaca"
End Sub
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Private Sub Command3_Click()
    aquila_clanga
    Text4 = "Aquila clanga"
End Sub

Private Sub Command4_Click()
   aquila_pomarina
   Text4 = "Aquila pomarina"
End Sub

Private Sub Command5_Click()
   aquila_chrysaetos
   Text4 = "Aquila chrysaetos"
End Sub

Private Sub Command6_Click()
    buteo_buteo
   Text4 = "Buteo buteo"
End Sub

Private Sub Command7_Click()
   buteo_lagopus
   Text4 = "Buteo lagopus"
End Sub

Private Sub Command8_Click()
    buteo_rufinus
    Text4 = "Buteo rufinus"
End Sub

Private Sub Command9_Click()
    fox_yell
    Text4 = "Fox yell"
End Sub

Private Sub Command10_Click()
    fox_prairie
    Text4 = "Fox prairie"
End Sub

Private Sub Command19_Click()
    Renard_1
    Text4 = "Renard 1"
End Sub

Private Sub Command20_Click()
    Renard_2
    Text4 = "Renard 2"
End Sub

Private Sub Command21_Click()
    Faucon
    Text4 = "Faucon"
End Sub

Private Sub Command22_Click()
    Faucon_crecelle
    Text4 = "Faucon crécelle"
End Sub
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Private Sub Command23_Click()
    Buse
    Text4 = "Buse"
End Sub
'_____________________________________________________________________________
'genere des cris d'animaux que de 8 a 21 heures
'genere des nombres aleatoires toutes les 10 secondes
'on risque donc d'entendre des cris d'animaux toutes les dix secondes

Private Sub Form_Load()
    Timer2.Interval = 1000
'declenche le generateur entre 8 heure et 21 heures
    heure = Hour(Time)
    If (1 = 1) Then
'ici le reglage de la periode de tirage de nombres aleatoires (60000 = toutes les  60 secondes)
        intervalle = 30
        Text5 = Str(intervalle) + " seconde(s)."
        intervalle = 1000 * intervalle
        Timer1.Interval = intervalle
        InitRnd
    End If
End Sub

'Private Sub Command19_Click()
'    intervalle = InputBox("Saisie de l'intervalle en secondes (< 60).")
'    Text5 = Str(intervalle) + " seconde(s)."
'    intervalle = 1000 * intervalle
'End Sub

'arrete le PC a 21 heures
' si on allume le PC entre 21 heures et 8 heures du matin et que ce programme
'generateurs aleatoire de cris d'oiseaux est automatiquement demarre lors du demarrage du PC
'le programme aussitot arrete le PC

Private Sub Timer2_Timer()
'affiche l'heure et arrete l'ordinateur
   t$ = Time$
   Text1 = t$
   If (t$ > "21:00:00") Then
      i = ExitWindowsEx(1, 0)
   End If
End Sub

'sous programme principal
Private Sub Timer1_Timer()
    Dim soundfile As String, worked As Integer
    heure_courante = Hour(Time)
    minute_courante = Minute(Time)
    Text2 = Date$
    'on recueille le chiffre des seconde de l'horloge du PC
    'on genere autant de nombre aleatoires que de cris d'animaux
    chiffre0 = minute_courante
    Text6 = minute_courante
    chiffre1 = Fix(Rnd * 100)
    chiffre2 = Fix(Rnd * 100)
    chiffre3 = Fix(Rnd * 100)
    chiffre4 = Fix(Rnd * 100)
    chiffre5 = Fix(Rnd * 100)
    chiffre6 = Fix(Rnd * 100)
    chiffre7 = Fix(Rnd * 100)
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    chiffre8 = Fix(Rnd * 100)
    chiffre9 = Fix(Rnd * 100)
    chiffre10 = Fix(Rnd * 100)
    chiffre11 = Fix(Rnd * 100)
    chiffre12 = Fix(Rnd * 100)
    chiffre13 = Fix(Rnd * 100)
    chiffre14 = Fix(Rnd * 100)
    chiffre15 = Fix(Rnd * 100)
    chiffre16 = Fix(Rnd * 100)
    chiffre17 = Fix(Rnd * 100)
    chiffre18 = Fix(Rnd * 100)
    chiffre19 = Fix(Rnd * 100)
    chiffre20 = Fix(Rnd * 100)
    chiffre21 = Fix(Rnd * 100)

    'transformation de ces nombre aleatoires en chaines de caracteres pour les afficher
    a$ = chiffre1
    b$ = chiffre2
    c$ = chiffre3
    d$ = chiffre4
    e$ = chiffre5
    f$ = chiffre6
    g$ = chiffre7
    h$ = chiffre8
    k$ = chiffre9
    l$ = chiffre10
    m$ = chiffre11
    n$ = chiffre12
    o$ = chiffre13
    p$ = chiffre14
    q$ = chiffre15
    r$ = chiffre16
    t$ = chiffre17
    u$ = chiffre18
    v$ = chiffre19
    w$ = chiffre20
    x$ = chiffre21

    'affichage des tous ces nombres aleatoires
    Text3 = a$ + " " + b$ + " " + c$ + " " + d$ + " " + e$ + " " + f$ + " " + g$ + " " + g$ + " " + k$ + " " + l$
+ " " + m$ + " " + n$ + " " + o$ + " " + p$ + " " + q$ + " " + r$ + " " + s$ + " " + t$ + " " + u$ + " " + v$ + " "
+ w$ + " " + x$
    'si un des nombres aleatoires est egal au nombre des seconde, on declenche un cri d'animal
correspondant
    If (chiffre0 = chiffre1) Then
        Command12_Click
    End If

    If (chiffre0 = chiffre2) Then
        Command13_Click
    End If

    If (chiffre0 = chiffre3) Then
        Command14_Click
    End If

    If (chiffre0 = chiffre4) Then
        Command15_Click
    End If
```

```
If (chiffre0 = chiffre5) Then
   Command16_Click
End If

If (chiffre0 = chiffre6) Then
   Command17_Click
End If

If (chiffre0 = chiffre7) Then
   Command18_Click
End If

If (chiffre0 = chiffre8) Then
   Command2_Click
End If

If (chiffre0 = chiffre9) Then
   Command3_Click
End If

If (chiffre0 = chiffre10) Then
   Command4_Click
End If

If (chiffre0 = chiffre11) Then
   Command5_Click
End If

If (chiffre0 = chiffre12) Then
   Command6_Click
End If

If (chiffre0 = chiffre13) Then
   Command7_Click
End If

If (chiffre0 = chiffre14) Then
   Command8_Click
End If

If (chiffre0 = chiffre15) Then
   Command9_Click
End If

If (chiffre0 = chiffre16) Then
   Command10_Click
End If

If (chiffre0 = chiffre17) Then
   Command19_Click
End If

If (chiffre0 = chiffre18) Then
   Command20_Click
End If

If (chiffre0 = chiffre19) Then
   Command21_Click
End If
```

```
    If (chiffre0 = chiffre20) Then
        Command22_Click
    End If

    If (chiffre0 = chiffre21) Then
        Command23_Click
    End If

End Sub

'_____________________________________________________________________________

'chaque sous programme declenche le fichier son correspondant a un cri d'animal

Public Sub aquila_heliaca()
    soundfile = "c:\oiseaux\Aquila.heliaca.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub aquila_clanga()
    soundfile = "c:\oiseaux\Aquila.clanga.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub aquila_pomarina()
    soundfile = "c:\oiseaux\Aquila.pomarina.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub aquila_chrysaetos()
    soundfile = "c:\oiseaux\Aquila.chrysaetos.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub buteo_buteo()
    soundfile = "c:\oiseaux\buteo.buteo.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub buteo_lagopus()
    soundfile = "c:\oiseaux\buteo.lagopus.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub buteo_rufinus()
    soundfile = "c:\oiseaux\buteo.rufinus.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub fox_yell()
    soundfile = "c:\oiseaux\fox.yell.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub fox_prairie()
    soundfile = "c:\oiseaux\fox.prairie.wav"
    worked = sndplaysound(soundfile, 1)
End Sub
```

```
Public Sub Falco_biarmicus()
    soundfile = "c:\oiseaux\Falco.biarmicus.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Falco_cherrug()
    soundfile = "c:\oiseaux\Falco.cherrug.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Falco_columbarius()
    soundfile = "c:\oiseaux\Falco.columbarius.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Falco_eleonorae()
    soundfile = "c:\oiseaux\Falco.eleonorae.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Falco_naumanni()
    soundfile = "c:\oiseaux\Falco.naumanni.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Falco_peregrinus()
    soundfile = "c:\oiseaux\Falco.peregrinus.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Falco_rusticolus()
    soundfile = "c:\oiseaux\Falco.rusticolus.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Renard_1()
    soundfile = "c:\oiseaux\renard_1.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Renard_2()
    soundfile = "c:\oiseaux\renard_2.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Faucon()
    soundfile = "c:\oiseaux\faucon.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Faucon_crecelle()
    soundfile = "c:\oiseaux\faucon_crecelle.wav"
    worked = sndplaysound(soundfile, 1)
End Sub

Public Sub Buse()
    soundfile = "c:\oiseaux\buse.wav"
    worked = sndplaysound(soundfile, 1)
End Sub
```

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‘
‘_____________________________________________________________________
‘MODULE

#If Win32 Then
Declare Function sndplaysound Lib "winmm" Alias "sndPlaySoundA" (ByVal lpsound As String, ByVal
flag As Integer) As Long


#ElseIf Win16 Then
Declare Function sndplaysound Lib "MMSYSTEM" (ByVal lpszSound As String, ByVal uflag As
Integer) As Integer

#End If

Public Declare Function ExitWindowsEx Lib "user32" (ByVal uFlags As Long, ByVal dwReserved As
Long) As Long

'pour generer des nombres aleatoires differents a chaque demarrages

Public Sub InitRnd()
    Randomize Timer
End Sub
```