

## 7. pielikums

### Eksperimentu stenda zig-zag šablona koordinātu punktu būvēšanas kods

```
using System;
using System.Collections.Generic;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace UR10.Patterns
{
    public interface IZigZagBuilder
    {
        List<PointF> GetZigZagPoints(PointF center, float step, float maxWidth);
    }
    class ZigZagBuilder: IZigZagBuilder
    {
        public List<PointF> GetZigZagPoints(PointF center, float step, float maxWidth)
        {
            float startX = center.X - maxWidth / 2;
            float startY = center.Y - maxWidth / 2;
            float endY = startY + maxWidth;

            float columns = maxWidth / step;

            List<PointF> zigZagPoints = new List<PointF>();

            for(int q = 0; q <= columns; q++)
            {
                float nextX = startX + q * step;
                zigZagPoints.Add( new PointF(nextX, startY));
                zigZagPoints.Add(new PointF(nextX, endY));
            }

            return zigZagPoints;
        }
    }
}
```