

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

## Python

**Program size**

**5,7Mb**

**Nb of files needed**

**2**

// Prepare the Keyboard and GUI modules, then use this code:

```
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

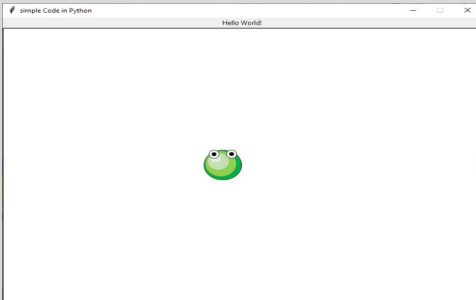
    if e.keycode == 39:
        x = 8

    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()
```



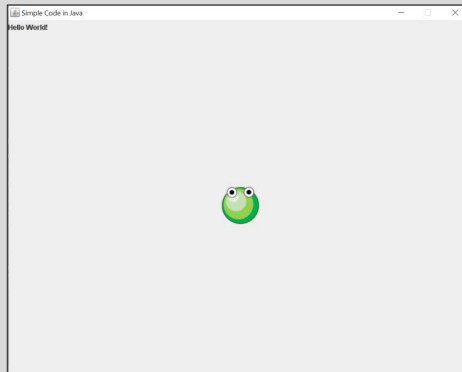
# JAVA

**Program size**

**46Mb**

**Nb of files needed**

**13**



```
package org.aozstudio.simplecode;

import org.aozstudio.simplecode.assets.ImageProvider;

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**

**Nb of files needed**

**28**

```
using System;
using 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;

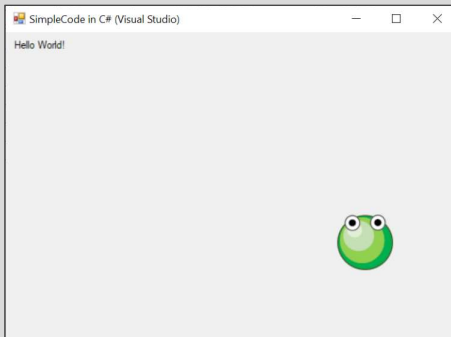
namespace SimpleCodeVS_CSharp
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_KeyDown(object sender, KeyEventArgs e)
        {
            Console.Out.WriteLine(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**

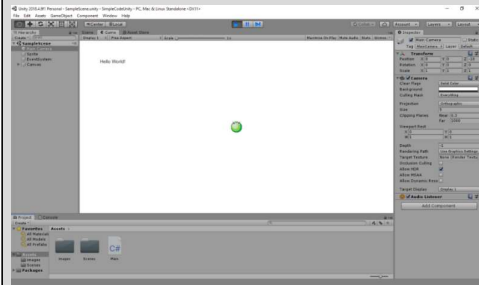
**500+**

// 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;
    }
}
```



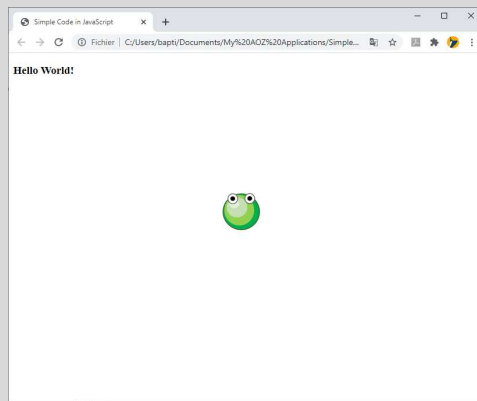
# HTML 5 / JavaScript

**Program size**

**6,5Mb**

**Nb of files needed**

**2**



```
<!DOCTYPE html>
<html lang="en">

<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, maximum-
scale=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>
```

# AOZ

**Program size**

**7 Ko**

**Nb of files needed**

**4**

```
Print "Hello World!"  
Do  
  With Bob( bob1, 368, 288, "image1" ) //set image1.jpg as bob1, position on screen at 368, 268  
    Add "Joystick Movement" //Bob 1 will move with joystick and cursor keys default parameters  
  End With  
Loop
```

