

Week5

การปรับแต่งคุณสมบัติของวัตถุ

```
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 week5
{
    public partial class Form1 : Form
    {
        int x, y;
        bool L, R;
        public Form1()
        {
            InitializeComponent();
            x = box1.Location.X;
            y = box1.Location.Y;
        }

        private void button1_Click(object sender, EventArgs e)
        {
            timer1.Enabled = true;
            L = true;
            R = false;
        }

        private void button2_Click(object sender, EventArgs e)
        {
            timer1.Enabled = true;
            R = true;
            L = false;
        }

        private void timer1_Tick(object sender, EventArgs e)
        {
            if (L)
            {
                x = x - 10;
                if (x <= 68)
                {
                    x = 68;
                    timer1.Enabled = false;
                    L = false;
                }
            }
        }
    }
}
```

```

    }
}

if (R)
{
    x = x + 10;
    if (x > 160)
    {
        x = 160;
        timer1.Enabled = false;
        R = false;
    }
}

if ( x == 68)
    led1.BackColor = Color.Red;
else
    led1.BackColor = Color.Gray;
if ( x == 160)
    led2.BackColor = Color.Red;
else
    led2.BackColor = Color.Gray;

box1.Location = new Point(x, y);
}
}
}

```



