

ໂປຣແກຣມ ສັບປາທໍາ ທີ 5

ກາຮປະຈົບແຕ່ງຄຸນສົມບັດຂອງວັດຖຸ ຂ

- ຕຳແໜ່ງ (Location)

- ຄື (Color)

```
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 poom_1
{
    public partial class Form1 : Form
    {
        int x, y;
        bool movL, movR;
        public Form1()
        {
            InitializeComponent();
            x = box1.Location.X;
            y = box1.Location.Y;
        }

        private void Form1_Load(object sender, EventArgs e)
        {

        }

        private void panel1_Paint(object sender, PaintEventArgs e)
        {

        }

        private void button1_Click(object sender, EventArgs e)
        {
            timer1.Enabled = true;
            movL = true;

        }

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

        private void timer1_Tick(object sender, EventArgs e)
        {
```

```

if(movL)
{
    x = x -20;
if(x < 50)
{
    x = 50;
    timer1.Enabled =false;
    movL =false;
    Led1.BackColor =Color.Red;
}
}

if(movR)
{
    x = x +20;
if(x > 250)
{
    x = 250;
    timer1.Enabled =false;
    movR =false;
}
}

if(x ==50)
    Led1.BackColor =Color.Red;
else
    Led1.BackColor =Color.Green;

if(x ==250)
    led2.BackColor =Color.Red;
else
    led2.BackColor =Color.Green;

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

}

private void panel1_Paint_1(object sender, PaintEventArgs e)
{
}

}
}

```

The screenshot shows the Microsoft Visual Studio interface with the following details:

- Menu Bar:** FILE, EDIT, VIEW, PROJECT, BUILD, DEBUG, TEAM, TOOLS, TEST, ANALYZE, WINDOW, HELP.
- Toolbox:** General
- Error List:** No errors or warnings.
- Form1.cs [Design]:** The code defines a Windows Form named Form1. It includes event handlers for Form1_Load, panel1_Paint, button1_Click, and button2_Click. It also includes a timer1_Tick handler.
- Solution Explorer:** Shows the project 'poom 1' with files Form1.cs and Program.cs.
- Properties:** Viewed.
- Output:** The program has exited with code 0 (0x0).
- Status Bar:** Ready, Ln 42, Col 10, Ch 10, INS.

```
using System;
using System.Collections.Generic;
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using System.Drawing;
using System.Linq;
using System.Text;
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namespace poom_1
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        {
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        }

        private void Form1_Load(object sender, EventArgs e)
        {

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        private void panel1_Paint(object sender, PaintEventArgs e)
        {

        }

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

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

        private void timer1_Tick(object sender, EventArgs e)
        {
            if (movL)
            {
                x = x - 20;
                if (x < 50)
                {
                    x = 50;
                    timer1.Enabled = false;
                    movL = false;
                    Led1.BackColor = Color.Red;
                }
            }
        }
    }
}
```

The screenshot shows the Microsoft Visual Studio interface with the following details:

- Menu Bar:** FILE, EDIT, VIEW, PROJECT, BUILD, DEBUG, TEAM, TOOLS, TEST, ANALYZE, WINDOW, HELP.
- Toolbox:** General
- Error List:** No errors or warnings.
- Form1.cs [Design]:** The code now includes logic for moving the box left and right based on the timer ticks and button clicks.
- Solution Explorer:** Shows the project 'poom 1' with files Form1.cs and Program.cs.
- Properties:** Viewed.
- Output:** The program has exited with code 0 (0x0).
- Status Bar:** Ready, Ln 42, Col 10, Ch 10, INS.

```
using System;
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        {
            timer1.Enabled = true;
            movR = true;
        }

        private void timer1_Tick(object sender, EventArgs e)
        {
            if (movL)
            {
                x = x - 20;
                if (x < 50)
                {
                    x = 50;
                    timer1.Enabled = false;
                    movL = false;
                    Led1.BackColor = Color.Red;
                }
            }
            if (movR)
            {
                x = x + 20;
                if (x > 450)
                {
                    x = 450;
                    timer1.Enabled = false;
                    movR = false;
                    Led2.BackColor = Color.Red;
                }
            }
        }
    }
}
```





