

โปรแกรม สัปดาห์ ที่ 5

การปรับแต่งคุณสมบัติของวัตถุ ฯ

- ตำแหน่ง (Location)

- สี (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 =newPoint(x,y);
}

privatevoid panel1_Paint_1(object sender, PaintEventArgs e)
    {
    }
}

```







