```csharp
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 movL, movR;

        public Form1()

        {

            InitializeComponent();

            x = box1.Location.X;

            y = box1.Location.Y;

        }


        private void button1_Click(object sender, EventArgs e)

        {

            timer1.Enabled = true;

            movL = true;

            movR = false;
```

```csharp
        }

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

        }

        private void timer1_Tick(object sender, EventArgs e)
        {
            if (movL)
            {

                x = x - 100;
                if (x < 50)
                {
                    x = 50;
                    timer1.Enabled = false;
                    movL = false;

                }

            }

            if (movR)
```

```csharp
        {

            x = x + 100;
            if (x > 250)
            {
                x = 250;
                timer1.Enabled = false;
                movR = false;
            }
        }


        if (x == 50)
            led1.BackColor = Color.Red;
        else
            led1.BackColor = Color.Gray;


        if (x == 250)
            led2.BackColor = Color.Red;
        else
            led2.BackColor = Color.Gray
box1.Location = new Point(x, y);


        }
    }
}
```