Week5

การปรับปรุงคุณสมบัติ

-ตำแหน่ง (location)

- ปรับแต่งสี

```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;


        }

        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 - 20;
                if (x < 50)
                {
                    x = 50;
                    timer1.Enabled = false;
```

```
                movl = false;

            }

        }
        if (movR)
        {
            x = x + 20;
            if (x > 200)
            {
                x = 200;
                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);


    }
  }
}
```

Form1

box

Led2    Led1

button1    button2