

Week 5

การปรับแต่งคุณสมบัติขิงวัตถุ

- 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 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 == 200)
        led2.BackColor = Color.Red;
    else
        led2.BackColor = Color.Gray;

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

```

