

## Week 5

```
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 WindowsFormsApplication2
{
    public partial class Form1 : Form
    {
        int x,y;
        bool movL, movR;
        public Form1()
        {
            InitializeComponent();
            x = panel1.Location.X;
            y = panel1.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;
            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 - 10;
                if (x < 50)
                {
                    x = 50;
                    timer1.Enabled = false;
                    movL = false;
                }
            }
        }
    }
}
```

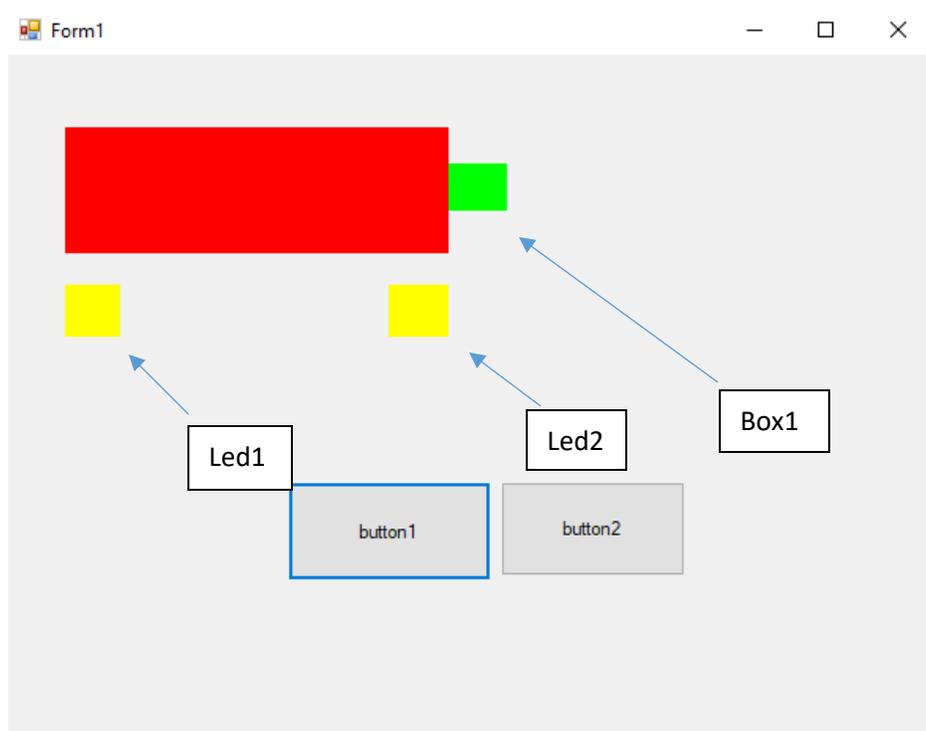
```

    }
}
if (movR)
{
    x = x + 10;
    if (x > 250)
    {
        x = 250;
        timer1.Enabled = false;
        movR = false;
    }
}
if (x == 50)
    led1.BackColor = Color.Blue;
else
    led1.BackColor = Color.Yellow;

if (x == 250)
    led2.BackColor = Color.Blue;
else
    led2.BackColor = Color.Yellow;

panel1.Location = new Point(x, y);
}
}
}

```



# การปรับแต่งคุณสมบัติของวัตถุ

ตำแหน่ง(Location)

สี(Color)

