

Week 5

การปรับแต่งคุณสมบัติของวัตถุ

- 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 week_5
{
    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 < 70)
                {
                    x = 70;
                    timer1.Enabled = false;
                    movL = false;
                }
            }
        }
    }
}
```

```
    }  
  }  
  if (movR)  
  {  
    x = x + 20;  
    if (x > 250)  
    {  
      x = 250;  
      timer1.Enabled = false;  
      movR = false;  
    }  
  }  
  }  
  if (x == 70)  
    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, 142);  
  }  
  }  
}
```

