

การสื่อสารด้วย Protocol

```
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;
using System.Threading;

namespace week_7_protocal
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            serialPort1.Open();
            byte[] data = { 1,0,1 };
            serialPort1.Write(data,0,3);
            Thread.Sleep(100);
            int n = serialPort1.BytesToRead;
            if (n >= 3)
            {
                byte[] rx_data = new byte[n];
                serialPort1.Read(rx_data, 0, n);
                textBox1.Text = rx_data[0].ToString()
                    + rx_data[1].ToString()
                    + rx_data[2].ToString();
            }
            serialPort1.Close();
        }

        private void trackBar1_Scroll(object sender, EventArgs e)
        {
        }

        private void trackBar1_ValueChanged(object sender, EventArgs e)
        {
            serialPort1.Open();
            byte[] data = { 2, (byte)trackBar1.Value, (byte)(2 + trackBar1.Value) };
            serialPort1.Write(data, 0, 3);
            Thread.Sleep(100);
            int n = serialPort1.BytesToRead;
            if (n >= 3)
            {
                byte[] rx_data = new byte[n];
                serialPort1.Read(rx_data, 0, n);
                textBox1.Text = rx_data[0].ToString()
            }
        }
    }
}
```

```
        + rx_data[1].ToString()  
        + rx_data[2].ToString();  
    }  
    serialPort1.Close();  
}  
}  
}
```

