Week5

การปรับแต่งคุณสุมบัติของวัตถุ

-ตำแหน่ง (location)

- สี (color)

```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 week3
{
 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 timer1_Tick(object sender, EventArgs e)
        {
     if(movL)
            {
                x = x - 20;
       if(x < 50)
                {
                    x = 50;
                    timer1.Enabled = false;
                    movL = false;
```

```csharp
                    }

                }
        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);
          }
    private void button2_Click_1(object sender, EventArgs e)
        {
            timer1.Enabled = true;
            movR = true;
            movL = false;
        }

    private void Form1_Load(object sender, EventArgs e)
        {

        }
      }
}
```

Form1

Panel2

Panel1

Led1

led2

button

button

Form1

button

button