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 HW

{

public partial class frm\_Lab4\_Form3 : Form

{

public frm\_Lab4\_Form3()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

if (Player.Top <= 0)

{

MessageBox.Show("stop you cant move!");

}

else

{

Player.Top -= 5;

}

}

private void button8\_Click(object sender, EventArgs e)

{

if (Player.Top + Player.Height >= this.Height)

{

MessageBox.Show("you can not move");

}

else

{

Player.Top += 5;

}

}

private void button5\_Click(object sender, EventArgs e)

{

if (Player.Left + Player.Width >= this.Width)

{

MessageBox.Show("you cann't move");

}

else

{

Player.Left += 5;

}

}

private void button2\_Click(object sender, EventArgs e)

{

if (Player.Left <= 0)

{

MessageBox.Show("stop ! you can not move!");

}

else

{

Player.Left -= 5;

}

}

private void button10\_Click(object sender, EventArgs e)

{

Player.Size = new Size(Player.Width,Player.Height + 5);

}

private void button3\_Click(object sender, EventArgs e)

{

Player.Height -= 5;

}

private void button4\_Click(object sender, EventArgs e)

{

Player.Width -= 5;

}

private void button7\_Click(object sender, EventArgs e)

{

Player.Width += 5;

}

private void button9\_Click(object sender, EventArgs e)

{

if (radioButton1.Checked)

for (int i = 0; i < Top; i++)

{

// MessageBox.Show("Test");

if (Player.Top + Player.Height >= this.Height)

{

MessageBox.Show("you can not move");

return;

}

else

{

if (checkBox1.Checked)

Player.Top -= Convert.ToInt16(checkBox1.Text);

else if (checkBox2.Checked)

Player.Top -= Convert.ToInt32(checkBox2.Text);

else if (checkBox3.Checked)

Player.Top -= Convert.ToInt32(checkBox3.Text);

else if (checkBox4.Checked)

Player.Top -= Convert.ToInt32(checkBox4.Text);

for (int j = 0; j < 100000000; j++) ;

}

}

else if (radioButton2.Checked)

for (int i = 0; i < Top; i++)

{

// MessageBox.Show("Test");

if (checkBox1.Checked)

Player.Top += Convert.ToInt16(checkBox1.Text);

else if (checkBox2.Checked)

Player.Top += Convert.ToInt32(checkBox2.Text);

else if (checkBox3.Checked)

Player.Top += Convert.ToInt32(checkBox3.Text);

else if (checkBox4.Checked)

Player.Top += Convert.ToInt32(checkBox4.Text);

for (int j = 0; j < 100000000; j++) ;

}

}

private void frm\_Lab4\_Form3\_Load(object sender, EventArgs e)

{

}

}

}