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\_Lab5\_Form2 : Form

{

public frm\_Lab5\_Form2()

{

InitializeComponent();

}

private void frm\_Lab5\_Form2\_Load(object sender, EventArgs e)

{

this.Top = 0;

this.Left = 0;

this.Width = this.Width + 100;

this.Height = this.Height + 100;

this.Size = new Size(this.Width + 100, this.Height + 100);

}

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

{

btnPlayer.Top -= 5;

}

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

{

btnPlayer.Top += 5;

}

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

{

btnPlayer.Left += 5;

}

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

{

btnPlayer.Left -= 5;

}

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

{

btnPlayer.Width -= 5;

}

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

{

btnPlayer.Height -= 5;

}

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

{

btnPlayer.Width += 5;

}

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

{

btnPlayer.Height += 5;

}

private void button6\_Click(object sender, EventArgs e)

{

timer1.Start();

}

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

{

timer1.Stop();

}

bool f = true;

private void timer1\_Tick(object sender, EventArgs e)

{

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

f = false;

else if (btnPlayer.Left <= 0)

f = true;

if (f)

btnPlayer.Left += 30;

else

btnPlayer.Left -= 30;

}

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

{

}

}

}