

```
1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Data;
5 using System.Drawing;
6 using System.IO.Ports;
7 using System.Linq;
8 using System.Text;
9 using System.Threading.Tasks;
10 using System.Windows.Forms;
11
12 namespace CIPProjectTeamA5
13 {
14     public partial class Form1 : Form
15     {
16         string[] arr = { "", "", "" };
17         string distanse ;
18         SerialPort port = null;
19         delegate void serialCalback(string val);
20
21         public Form1()
22         {
23             InitializeComponent();
24             refresh_com();
25         }
26
27         private void button1_Click(object sender, EventArgs e)
28         {
29             Led_OFF();
30         }
31
32         private void BtnStop_Click(object sender, EventArgs e)
33         {
34             Stop();
35         }
36
37         private void Btnled_Click(object sender, EventArgs e)
38         {
39             Led_on();
40         }
41
42         private void BtnConnect_Click(object sender, EventArgs e)
43         {
44             connect();
45
46
47         }
48
49         private void BtnSensor_Click(object sender, EventArgs e)
```

```
50     {
51         //string sensorData = port.ReadExisting();
52         //LblResult.Text = sensorData;
53         distance();
54         textBox1.Text = distanse;
55         //distanse = "A";
56     }
57
58
59     private void DataReceived(object sender, SerialDataReceivedEventArgs e)
60     {
61         try
62         {
63             SerialPort sp = (SerialPort)sender;
64             //String temp = sp.ReadExisting();
65             //arr[0] = temp;
66             string incomSting = sp.ReadLine();
67             setText(incomSting);
68         }
69         catch (Exception ex)
70         {
71             MessageBox.Show(ex.Message);
72         }
73     }
74
75     private void setText(string val)
76     {
77         if (this.textBox1.InvokeRequired)
78         {
79             serialCallback scb = new serialCallback(setText);
80             this.Invoke(scb, new object[] { val });
81         }
82         else
83         {
84             {
85                 distanse = val;
86             }
87         }
88     }
89     private void refresh_com()
90     {
91         comboBox1.DataSource = SerialPort.GetPortNames();
92     }
93     private void connect()
94     {
95
96         port = new SerialPort(comboBox1.SelectedItem.ToString());
97         port.BaudRate = 9600;
```

```
98     port.DataBits = 8;
99     port.StopBits = StopBits.One;
100
101     try
102     {
103         if (!port.IsOpen)
104         {
105             port.Open();
106             label3.Text = "connected";
107             label3.ForeColor = Color.Green;
108             MessageBox.Show("Connected Successfully");
109         }
110
111
112     }
113     catch (Exception ex)
114     {
115         MessageBox.Show(ex.Message);
116     }
117     port.DataReceived += new
        System.IO.Ports.SerialDataReceivedEventHandler
        (DataReceived);
118 }
119 private void disconnect()
120 {
121     try
122     {
123         if (port.IsOpen)
124         {
125             port.Close();
126             label3.Text = "disconnected";
127             label3.ForeColor = Color.Red;
128             MessageBox.Show("Disconnected Successfully");
129         }
130     }
131     catch (Exception ex)
132     {
133         MessageBox.Show(ex.Message);
134     }
135 }
136 private void button2_Click(object sender, EventArgs e)
137 {
138     disconnect();
139 }
140 private void button3_Click(object sender, EventArgs e)
141 {
142     refresh_com();
143 }
144 private void comboBox1_SelectedIndexChanged(object sender,
```

```
EventArgs e)
145     {
146
147     }
148     private void up()
149     {
150         try
151         {
152             port.Write("F");
153         }
154         catch (Exception ex)
155         {
156             MessageBox.Show(ex.Message);
157         }
158     }
159     private void back()
160     {
161         try
162         {
163             port.Write("B");
164         }
165         catch (Exception ex) {
166             MessageBox.Show(ex.Message);
167         }
168     }
169     private void right()
170     {
171         try
172         {
173             port.Write("R");
174         }
175         catch (Exception ex) {
176             MessageBox.Show(ex.Message);
177         }
178     }
179     private void left()
180     {
181         try
182         {
183             port.Write("F");
184         }
185         catch (Exception ex) {
186             MessageBox.Show(ex.Message);
187         }
188     }
189     private void Stop()
190     {
191         try
192         {
```

```
193         port.Write("S");
194     }
195     catch (Exception ex) {
196         MessageBox.Show(ex.Message);
197     }
198 }
199 private void Led_on()
200 {
201     try
202     {
203         port.Write("X");
204     }
205     catch (Exception ex) {
206         MessageBox.Show(ex.Message);
207     }
208 }
209 private void Led_OFF()
210 {
211     try
212     {
213         port.Write("Z");
214     }
215     catch (Exception ex) {
216         MessageBox.Show(ex.Message);
217     }
218 }
219 private void distance()
220 {
221     try
222     {
223         port.Write("D");
224     }
225     catch (Exception ex)
226     {
227         MessageBox.Show(ex.Message);
228     }
229 }
230
231 private void button4_Click(object sender, EventArgs e)
232 {
233     up();
234 }
235
236 private void button5_Click(object sender, EventArgs e)
237 {
238     left();
239 }
240
241 private void BtnRight_Click_1(object sender, EventArgs e)
```

```
242     {
243         right();
244     }
245
246     private void button6_Click(object sender, EventArgs e)
247     {
248         back();
249     }
250
251     private void pictureBox1_Click(object sender, EventArgs e)
252     {
253
254     }
255 }
256 }
257
```