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 Arvinderc0731720\_A2

{

public partial class ArvinderVForm : Form

{

enum Position

{

Left,Right,Up,Down

}

private int \_x;

private int \_y;

private Position \_objPosition;

public ArvinderVForm()

{

InitializeComponent();

\_x = 10;

\_y = 13;

\_objPosition = Position.Right;

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void ArvinderVForm\_Paint(object sender, PaintEventArgs e)

{

e.Graphics.FillRectangle(Brushes.Blue, \_x, \_y, 50, 50);

}

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

{

if (\_objPosition == Position.Right)

{

\_x = \_x + 10;

}

else if (\_objPosition == Position.Left)

{

\_x = \_x - 10;

}

else if (\_objPosition == Position.Up)

{

\_y = \_y - 10;

}

else if (\_objPosition == Position.Down)

{

\_y = \_y + 10;

}

Invalidate();

}

private void ArvinderVForm\_KeyDown(object sender, KeyEventArgs e)

{

if(e.KeyCode==Keys.Left)

{

\_objPosition = Position.Left;

}

else if (e.KeyCode == Keys.Right)

{

\_objPosition = Position.Right;

}

else if (e.KeyCode == Keys.Up)

{

\_objPosition = Position.Up;

}

else if (e.KeyCode == Keys.Down)

{

\_objPosition = Position.Down;

}

else if (e.KeyCode == Keys.Escape)

{

timer1.Enabled=false;

}

else if (e.KeyCode == Keys.Enter)

{

timer1.Enabled = true;

}

}

}

}