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.Drawing;

using System.Windows.Forms;

using System.Drawing.Drawing2D;

using System.Threading;

namespace ProyectoU4

{

public partial class Form1 : Form

{

delegate void dele(PictureBox pb, int laX, int vel);

public Form1()

{

InitializeComponent();

}

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

{

CheckForIllegalCrossThreadCalls = false;

}

private void Form1\_Paint(object sender, PaintEventArgs e)

{

Graphics g;

g = this.CreateGraphics();

GraphicsPath graphPath = new GraphicsPath();

Pen Lapiz = new Pen(Color.White, 3);

g.DrawLine(Lapiz, new Point(30,390), new Point(30, 49));

g.DrawLine(Lapiz, new Point(170, 390), new Point(170, 170));

g.DrawLine(Lapiz, new Point(30, 49), new Point(370, 49));

g.DrawLine(Lapiz, new Point(170, 170), new Point(230, 170));

g.DrawLine(Lapiz, new Point(370, 49), new Point(370, 285));

g.DrawLine(Lapiz, new Point(230, 170), new Point(230, 390));

g.DrawLine(Lapiz, new Point(230, 390), new Point(555, 390));

g.DrawLine(Lapiz, new Point(370, 285), new Point(400, 285));

g.DrawLine(Lapiz, new Point(400, 285), new Point(400, 49));

g.DrawLine(Lapiz, new Point(555, 390), new Point(555, 170));

g.DrawLine(Lapiz, new Point(400, 49), new Point(620, 49));

g.DrawLine(Lapiz, new Point(555, 170), new Point(620, 170));

}

public void Metodo()

{

int num = 1000000000;

dele elDelegado = new dele(Mover);

dele elDelegado1 = new dele(Mover1);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

elDelegado.Invoke(pictureBox1, pictureBox1.Location.X, num);

MessageBox.Show("HA LLEGADO LA NAVE 1");

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

elDelegado1.Invoke(pictureBox2, pictureBox2.Location.X, num);

MessageBox.Show("HA LLEGADO LA NAVE 2");

}

else

{

// No hay más hilos.

}

this.Inicar.Enabled = true;

this.Salir.Enabled = true;

}

public void Mover(PictureBox pb, int laX, int velocidad)

{

Random rd = new Random();

int num1, num2;

int meta = 127;

for (int l = 401; l > meta; l--)

{

pb.Location = new Point(laX, l);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int y = pb.Location.Y;

for (int i = pb.Location.X; i < 240; i++)

{

pb.Location = new Point(i, y);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int x = pb.Location.X;

for (int j = pb.Location.Y; j < 340; j++)

{

pb.Location = new Point(x, j);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int y1 = pb.Location.Y;

for (int i = pb.Location.X; i < 498; i++)

{

pb.Location = new Point(i, y1);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int x1 = pb.Location.X;

for (int l = pb.Location.Y; l > 127; l--)

{

pb.Location = new Point(x1, l);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int y2 = pb.Location.Y;

for (int i = pb.Location.X; i < 615; i++)

{

pb.Location = new Point(i, y2);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

}

public void Mover1(PictureBox pb, int laX, int velocidad)

{

Random rd = new Random();

int num1, num2;

int meta = 60;

for (int l = 401; l > meta; l--)

{

pb.Location = new Point(laX, l);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int y = pb.Location.Y;

for (int i = pb.Location.X; i < 300; i++)

{

pb.Location = new Point(i, y);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int x = pb.Location.X;

for (int j = pb.Location.Y; j < 285; j++)

{

pb.Location = new Point(x, j);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int y1 = pb.Location.Y;

for (int i = pb.Location.X; i < 420; i++)

{

pb.Location = new Point(i, y1);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int x1 = pb.Location.X;

for (int l = pb.Location.Y; l > 60; l--)

{

pb.Location = new Point(x1, l);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

int y2 = pb.Location.Y;

for (int i = pb.Location.X; i < 615; i++)

{

pb.Location = new Point(i, y2);

num1 = rd.Next(10);

num2 = rd.Next(10);

if (Thread.CurrentThread.Name.Equals("Nave0"))

{

Thread.Sleep(num1);

}

else if (Thread.CurrentThread.Name.Equals("Nave1"))

{

Thread.Sleep(num2);

}

else

{

// No hay más hilos.

}

}

}

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

{

this.Inicar.Enabled = false;

this.Salir.Enabled = false;

this.pictureBox3.Visible = true;

Thread[] hilos = new Thread[2];

for (int i = 0; i < hilos.Length; i++)

{

hilos[i] = new Thread(Metodo);

hilos[i].Name = "Nave" + i;

hilos[i].Start();

}

}

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

{

DialogResult dialogo = MessageBox.Show("¿Desea salir del sistema?", "Salir", MessageBoxButtons.OKCancel, MessageBoxIcon.Question);

if (dialogo == DialogResult.OK)

{

Application.Exit();

}

}

private void Form1\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void Form1\_FormClosing(object sender, FormClosingEventArgs e)

{

Application.Exit();

}

private void pictureBox3\_Click(object sender, EventArgs e)

{}

}

}