

```

1  using System;
2  using System.Drawing;
3  using System.Threading;
4  using System.Windows.Forms;
5  using Timer = System.Threading.Timer;
6
7  namespace Lumberjack
8  {
9      class Program
10     {
11         static void Main(string[] args)
12         {
13             Timer timer = new Timer(TimerTick, null, 3000, 185);
14             while (true) Console.ReadKey(true);
15         }
16
17         static readonly Rectangle bounds = Screen.GetBounds(Point.Empty);
18         static void TimerTick(object state)
19         {
20             using (Bitmap bitmap = new Bitmap(bounds.Width, bounds.Height))
21             {
22                 using (Graphics g = Graphics.FromImage(bitmap))
23                     g.CopyFromScreen(Point.Empty, Point.Empty, bounds.Size);
24
25                 if (Decide(bitmap))
26                 {
27                     SendKeys.SendWait("{RIGHT}");
28                     Thread.Sleep(25);
29                     SendKeys.SendWait("{RIGHT}");
30                 }
31                 else
32                 {
33                     SendKeys.SendWait("{LEFT}");
34                     Thread.Sleep(25);
35                     SendKeys.SendWait("{LEFT}");
36                 }
37             }
38         }
39
40         static bool Decide(Bitmap bitmap)
41         =>
42             bitmap.GetPixel(900, 640).B < 200 ||
43             bitmap.GetPixel(900, 630).B < 200 ||
44             bitmap.GetPixel(900, 620).B < 200 ||
45             bitmap.GetPixel(900, 610).B < 200 ||
46             bitmap.GetPixel(900, 600).B < 200 ||
47             bitmap.GetPixel(900, 585).B < 200 ||
48             bitmap.GetPixel(900, 590).B < 200 ||
49             bitmap.GetPixel(1115, 720).B < 200 &&
50             (bitmap.GetPixel(900, 710).B < 200 ||
51             bitmap.GetPixel(900, 700).B < 200 ||
52             bitmap.GetPixel(900, 690).B < 200 ||
53             bitmap.GetPixel(900, 680).B < 200 ||
54             bitmap.GetPixel(900, 670).B < 200 ||
55             bitmap.GetPixel(900, 660).B < 200 ||
56             bitmap.GetPixel(900, 650).B < 200 ||
57             bitmap.GetPixel(900, 640).B < 200);
58     }
59 }
60

```