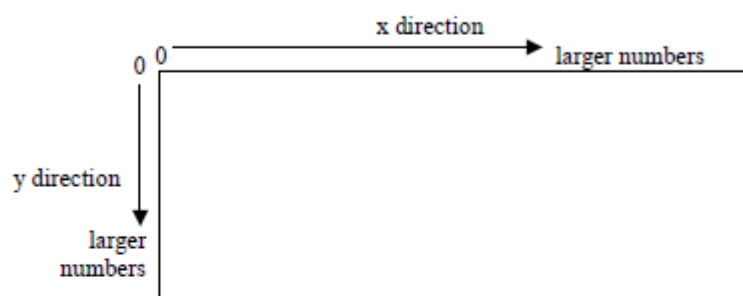# X, Y COORDINATES

C# uses Coordinates to describe the location of objects on screen.

- We first need to determine the location of the picture box and assign those coordinate values to an x and y variable.

```
x = pic.Location.X

y = pic.Location.Y
```

- Depending on how we want the image to move, we need to either add or subtract from the x or y axis.
- To go down, we want to add to the y axis to move it away from the top.

```
y = y + 10
```

- Finally, we need to place the picturebox at its new coordinates.

```
picObject.Location = new Point(x, y)
```

LEFT AND TOP PROPERTIES

- Using the Left and Top properties of your object, you can move them in any direction.

To move **Left**:   `object.left = object.left - value`

To move **Right**:   `object.left = object.left + value`

To move **Up**:   `object.top = object.top - value`

To move **Down**:   `object.top = object.top + value`