Public Class Form1

Dim bsx As Integer

Dim bsy As Integer

Private Sub Timer1\_Tick(sender As Object, e As EventArgs) Handles Timer1.Tick

picBall.Left = picBall.Left + bsx \* 3

picBall.Top = picBall.Top + bsy \* 3

If picBall.Top + picBall.Height + 25 > Height Then

bsy = bsy \* -1

End If

If picBall.Left + picBall.Width + 15 > Width Then

bsx = bsx \* -1

End If

If picBall.Top < 0 Then

bsy = bsy \* -1

End If

If picBall.Left < 0 Then

bsx = bsx \* -1

End If

If picBall.Left > Label1.Left Then

If picBall.Left + picBall.Width < Label1.Left + Label1.Width Then

If picBall.Top + picBall.Height > Label1.Top Then

bsy = bsy \* -1

End If

End If

End If

End Sub

Private Sub Form1\_Load(sender As Object, e As EventArgs) Handles MyBase.Load

bsx = 1

bsy = 1

End Sub

Private Sub Form1\_MouseMove(sender As Object, e As MouseEventArgs) Handles Me.MouseMove

Dim x As Integer = e.X

Label1.Left = x

End Sub

Private Sub Form1\_KeyDown(sender As Object, e As KeyEventArgs) Handles Me.KeyDown

If e.KeyCode = Keys.Q Then

End If

End Sub

End Class