**視窗程式設計第七次作業**

將課本runner.sln增加功能:

1. 現場僅一個按鈕，具”開始”、”暫停”、”繼續跑步等功能”
2. 人物會左右來回跑
3. 滑鼠移到小人上；按住左鍵，會暫停，並且”罵人”；放開左鍵，小人繼續前進；雙點左鍵，小人會向後轉

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|  |  |
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需要宣告變數

int num;

**int picX; //圖框的X位置(左上角)**

**int picY; //圖框的Y位置(左上角)**

string LR = "toleft"; // LR是向左跑或向右跑

private void TmrRun\_Tick(object sender, EventArgs e) **//輪播圖片(原地跑)，分向左向右**

{

if (LR == **"toleft"**)

{

PicRun.Image = ImgRun.Images[num];

if (num == 3)

num = 0;

else

num++;

}

else

{

PicRun.Image = imgback.Images[num];

}

}

private void TmrMove\_Tick(object sender, EventArgs e) **//跑步也分向左向右**

{

if (LR == **"toleft"**)

{

PicRun.Left -= 20;

if (PicRun.Left <= 0)

LR = "toright";

// break;

}

else

{

}

}

private void Button1\_Click(object sender, EventArgs e)

{

if (button1.Text == "開始")

{

button1.Text = "暫停";

tmrRun.Start();

}

else if (button1.Text == "暫停")

{

}

else

{

}

}

private void PicRun\_MouseDown(object sender, MouseEventArgs e)

{

picX = PicRun.Location.X;

label1.Location = new Point(picX, picY - 30);

label1.Text = "放開,矬蛋!";

if (button1.Text == "暫停")

{

}

}

private void PicRun\_MouseUp(object sender, MouseEventArgs e)

{

label1.Text = "";

tmrRun.Start();

tmrMove.Start();

}

private void PicRun\_DoubleClick(object sender, EventArgs e)

{

if (LR == "toleft")

{

}

else

{

}

}