**Name: Mohitmaan Singh**

**Student Id: C0732141**

**CSD 3354 Group 04**

**Assignment 02**

**Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace Mohit\_732141\_A2

{

static class Program

{

/// <summary>

/// The main entry point for the application.

/// </summary>

[STAThread]

static void Main()

{

Application.EnableVisualStyles();

Application.SetCompatibleTextRenderingDefault(false);

Application.Run(new Mohitmaan());

}

}

}

**Mohitmaan.cs**

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.Windows.Forms;

namespace Mohit\_732141\_A2

{

public partial class Mohitmaan : Form

{

enum position

{

left,right,up,down

}

private int \_x;

private int \_y;

private position \_objPosition;

public Mohitmaan()

{

\_x = 10;

\_y = 10;

\_objPosition = position.right;

InitializeComponent();

}

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

{

e.Graphics.FillRectangle(Brushes.BlueViolet, \_x, \_y, 60, 60);

}

private void timer1\_Tick(object sender, EventArgs e)

{

if (\_objPosition == position.right)

{

\_x = \_x + 10;

}

else if (\_objPosition == position.left)

{

\_x = \_x - 10;

}

else if (\_objPosition == position.up)

{

\_y = \_y - 10;

}

else if (\_objPosition == position.down)

{

\_y = \_y + 10;

}

Invalidate();

}

private void Mohitmaan\_KeyDown(object sender, KeyEventArgs e)

{

if (e.KeyCode == Keys.Left)

{

\_objPosition = position.left;

}

else if (e.KeyCode == Keys.Right)

{

\_objPosition = position.right;

}

else if (e.KeyCode == Keys.Up)

{

\_objPosition = position.up;

}

else if (e.KeyCode == Keys.Down)

{

\_objPosition = position.down;

}

else if (e.KeyCode == Keys.Escape)

{

timer1.Enabled = false;

}

else if (e.KeyCode == Keys.Enter)

{

timer1.Enabled = true;

}

}

}

}