

```
1 Public Class Form1
2     Dim direction As String
3     Dim score As Integer
4     Private Sub Timer1_Tick(sender As Object, e As EventArgs) Handles Timer1.Tick
5         If direction = "Up" Then
6             If Panel1.Location.Y <= 0 Then
7                 Panel1.Location = New Point(Panel1.Location.X, 0)
8             Else
9                 checkScore()
10                Panel1.Location = New Point(Panel1.Location.X, Panel1.Location.Y - 5)
11            End If
12        ElseIf direction = "Down" Then
13            If Panel1.Location.Y >= 400 Then
14                Panel1.Location = New Point(Panel1.Location.X, 400)
15            Else
16                checkScore()
17                Panel1.Location = New Point(Panel1.Location.X, Panel1.Location.Y + 5)
18            End If
19        ElseIf direction = "Left" Then
20            If Panel1.Location.X <= 0 Then
21                Panel1.Location = New Point(0, Panel1.Location.Y)
22            Else
23                checkScore()
24                Panel1.Location = New Point(Panel1.Location.X - 5, Panel1.Location.Y)
25            End If
26        Else
27            If Panel1.Location.X >= 530 Then
28                Panel1.Location = New Point(530, Panel1.Location.Y)
29            Else
30                checkScore()
31                Panel1.Location = New Point(Panel1.Location.X + 5, Panel1.Location.Y)
32            End If
33        End If
34    End Sub
35
36    Private Sub btnUp_Click(sender As Object, e As EventArgs) Handles btnUp.Click
37        Timer1.Enabled = True
38        direction = "Up"
39    End Sub
40
41    Private Sub btnDown_Click(sender As Object, e As EventArgs) Handles btnDown.Click
42        Timer1.Enabled = True
43        direction = "Down"
44    End Sub
45
46    Private Sub btnLeft_Click(sender As Object, e As EventArgs) Handles btnLeft.Click
47        Timer1.Enabled = True
48        direction = "Left"
49    End Sub
50
51    Private Sub btnRight_Click(sender As Object, e As EventArgs) Handles btnRight.Click
52        Timer1.Enabled = True
53        direction = "Right"
54    End Sub
55
56    Private Sub Form1_KeyPress(sender As Object, e As KeyPressEventArgs) Handles
57        Me.KeyPress,
58        btnDown.KeyPress, btnUp.KeyPress, btnRight.KeyPress, btnLeft.KeyPress,
59        btnReset.KeyPress
60    If Asc(e.KeyChar) = 119 Then 'w - up direction
61        Timer1.Enabled = True
62        direction = "Up"
63    ElseIf Asc(e.KeyChar) = 115 Then 's - down direction1
64        Timer1.Enabled = True
65        direction = "Down"
66    ElseIf Asc(e.KeyChar) = 97 Then 'a - left direction
67        Timer1.Enabled = True
68        direction = "Left"
69    ElseIf Asc(e.KeyChar) = 100 Then 'd - right direction
70        Timer1.Enabled = True
71        direction = "Right"
72    Else
73    End If
74 End Sub
75
76 Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
77     randomLocation()
78     score = 0
79 End Sub
80
81 Public Sub checkScore()
82     If Panel1.Location.Y = Panel3.Location.Y And Panel1.Location.X =
83         Panel3.Location.X Then
84         randomLocation()
85         score = score + 1
86         lblScore.Text = score
87     End If
88 End Sub
89
90 Public Sub randomLocation()
91     Dim rndNum1 As Integer
92     Dim rndNum2 As Integer
93     Dim xLoc As Integer
94     Dim yLoc As Integer
95     rndNum1 = Int((530 * Rnd()) + 1) ' Generate random value between 1 and 530.
96
97     rndNum2 = Int((400 * Rnd()) + 1) ' Generate random value between 1 and 400.
98
99     xLoc = Int((rndNum1 / 5)) * 5 ' divisible by 5
100    yLoc = Int((rndNum2 / 5)) * 5 ' divisible by 5
101    Panel3.Location = New Point(xLoc, yLoc)
102 End Sub
103
104 Private Sub btnReset_Click(sender As Object, e As EventArgs) Handles btnReset.Click
105     randomLocation()
106     score = 0
107     lblScore.Text = "00"
108 End Sub
109 End Class
110
```