

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Windows.Forms;
7 using System.Drawing;
8
9 namespace Car_Soccer
10 {
11     class Player : Car
12     {
13
14         public Player(int x, int y, Team team, string file)
15         {
16             _x = x;
17             _y = y;
18             _team = team;
19             if(team == Team.Blue)
20             {
21                 _color = Color.Blue;
22             }
23             else if (team == Team.Red)
24             {
25                 _color = Color.Red;
26             }
27             _angle = 90;
28             _image = Image.FromFile(file);
29         }
30         public void InputDown(KeyEventArgs key)
31         {
32             if(key.KeyCode == Keys.Space)
33             {
34                 _input = true;
35                 _turnDirection = !_turnDirection;
36             }
37         }
38         public void InputUp(KeyEventArgs key)
39         {
40             if (key.KeyCode == Keys.Space)
41             {
42                 _input = false;
43             }
44         }
45     }
46 }
47
48 }
49
```