

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6 using System.Drawing;
7 using System.Windows.Forms;
8
9 namespace Car_Soccer
10 {
11     class Goal
12     {
13         int _x;
14         int _y;
15         int _sizeX;
16         int _sizeY;
17         Team _team;
18         Point _loc;
19         Rectangle _rect;
20         Image _image;
21
22         public Goal(int x, int y, int sizeX, int sizeY, Team team, string file)
23         {
24             _x = x;
25             _y = y;
26             _sizeX = sizeX;
27             _sizeY = sizeY;
28             _team = team;
29             _loc = new Point(x, y);
30             _rect = new Rectangle(x - sizeX / 2, y - sizeY / 2, sizeX, sizeY);
31             _image = Image.FromFile(file);
32         }
33         public void Draw(Graphics paper)
34         {
35             Brush br = new SolidBrush(Color.White);
36             paper.DrawImage(_image, _x - _sizeX / 2, _y - _sizeY / 2, _sizeX,
37                 _sizeY);
38             //paper.FillRectangle(_image, _x - _sizeX / 2, _y - _sizeY / 2,
39                 _sizeX, _sizeY);
40
41         }
42         public Point Loc
43         {
44             get { return _loc; }
45         }
46         public Rectangle Rect
47         {
48             get { return _rect; }
49         }
50         public Team Team
51         {
52             get { return _team; }
53         }
54     }
```

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56 }

57