```
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 Ball : Sprite
12     {
13         public Ball(PictureBox pictureBox)
14         {
15             _x = pictureBox.Width / 2;
16             _y = pictureBox.Height / 3;
17             _speed = 0;
18             _angle = 0;
19             _color = Color.Transparent;
20             _image = Image.FromFile("ball.png");
21         }
22         public Team IsInGoal(List<Goal> goals)
23         {
24             RectangleF rect = new RectangleF(_x - _size / 2, _y - _size / 2,
                 _size, _size);
25             foreach (Goal goal in goals)
26             {
27                 if (rect.IntersectsWith(goal.Rect))
28                 {
29                     if (goal.Team == Team.Blue)
30                     {
31                         return Team.Red;
32                     }
33                     else if(goal.Team == Team.Red)
34                     {
35                         return Team.Blue;
36                     }
37                 }
38                 else
39                 {
40
41                 }
42             }
43             return Team.None;
44         }
45         public void IsCollide(List<Player> players,List<Computer> computers)
46         {
47             RectangleF rect = new RectangleF(_x - _size / 2, _y - _size / 2,
                 _size, _size);
48             foreach(Car car in players)
49             {
50                 if (rect.IntersectsWith(new RectangleF(car.X - car.Size / 2,
                     car.Y - car.Size / 2, car.Size, car.Size)))
51                 {
52                     _angle = car.Angle;
53                     _speed = (car.Speed * 1.5) + 5;
```

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54                  }
55              }
56              foreach(Car car in computers)
57              {
58                  if (rect.IntersectsWith(new RectangleF(car.X - car.Size / 2,
                      car.Y - car.Size / 2, car.Size, car.Size)))
59                  {
60                      _angle = car.Angle;
61                      _speed = (car.Speed * 1.5) + 5;
62
63                  }
64              }
65          }
66          public override void Accelerate()
67          {
68              if (_speed - 0.1 >= 0)
69              {
70                  _speed -= 0.1;
71              }
72              else
73              {
74                  _speed = 0;
75              }
76          }
77          public override void Draw(Graphics paper)
78          {
79              paper.DrawImage(_image, _x - _size / 2, _y - _size / 2, _size,
                    _size);
80              base.Draw(paper);
81          }
82      }
83  }
84
```