**Практическая работа №4**

**ProgressBar , Timer и StatusStrip**

private void trackBar1\_Scroll(object sender, EventArgs e)

{

pictureBox1.Width = 200 \* trackBar1.Value;

pictureBox1.Height = 100 \* trackBar1.Value;

}

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

{

progress += 10;

if (progress <= 100)

{

progressBar1.Value = progress;

}

else

timer1.Enabled = false;

}

private void button1\_Click(object sender, EventArgs e)

{

timer1.Enabled = true;

}

private void button3\_Click(object sender, EventArgs e)

{

progress = 0;

progressBar1.Value = progress;

}

private void button2\_Click(object sender, EventArgs e)

{

timer1.Enabled = false;

}

}

