

GUI Application Development using VB.Net

Title :- “Car Racing Game ”

Code :

```
Public Class Form1

    Dim speed As Integer

    Dim road(7) As PictureBox

    Dim score As Integer = 0

    Private Sub Form1_load(ByVal sender As Object, ByVal e As EventArgs) Handles MyBase.Load

        speed = 0

        road(0) = PictureBox1

        road(1) = PictureBox2

        road(2) = PictureBox3

        road(3) = PictureBox4

        road(4) = PictureBox5

        road(5) = PictureBox6

        road(6) = PictureBox7

        road(7) = PictureBox8

    End Sub

    Private Sub RoadMover_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles RoadMover.Tick

        For x As Integer = 0 To 7

            road(x).Top += speed

            If road(x).Top >= Me.Height Then

                road(x).Top = -road(x).Height

            End If

        Next

        If score > 10 And score < 30 Then
```

```

    speed = 5
End If
If score > 30 And score < 50 Then
    speed = 6
End If
If score > 50 And score < 70 Then
    speed = 7
End If
If score > 100 Then
    speed = 9
End If

```

```

Label3.Text = "speed" & speed
If (car.Bounds.IntersectsWith(enemycar1.Bounds)) Then

```

```

    Endgame()

```

```

End If

```

```

If (car.Bounds.IntersectsWith(enemycar2.Bounds)) Then

```

```

    Endgame()

```

```

End If

```

```

If (car.Bounds.IntersectsWith(enemycar3.Bounds)) Then

```

```

    Endgame()

```

```

End If

```

```

End Sub

```

```

Private Sub Endgame()

```

```

    Button1.Visible = True

```

```

    Label2.Visible = True

```

```

    RoadMover.Stop()

```

```

    RacerMover1.Stop()

```

```

    RacerMover2.Stop()

```

```

    RacerMover3.Stop()

```

```

End Sub

```

```

Private Sub Form1_KeyDown(ByVal sender As System.Object, ByVal e As
System.Windows.Forms.KeyEventArgs) Handles MyBase.KeyDown

```

```

    If e.KeyCode = Keys.Right Then

```

```
RightSide.Start()
```

```
End If
```

```
If e.KeyCode = Keys.Left Then
```

```
LeftSide.Start()
```

```
End If
```

```
End Sub
```

```
Private Sub RightSide_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles  
RightSide.Tick
```

```
If (car.Location.X < 295) Then
```

```
car.Left += 5
```

```
End If
```

```
End Sub
```

```
Private Sub LeftSide_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles  
LeftSide.Tick
```

```
If (car.Location.X > 0) Then
```

```
car.Left -= 5
```

```
End If
```

```
End Sub
```

```
Private Sub Form1_KeyUp(ByVal sender As System.Object, ByVal e As  
System.Windows.Forms.KeyEventArgs) Handles MyBase.KeyUp
```

```
RightSide.Stop()
```

```
LeftSide.Stop()
```

```
End Sub
```

```
Private Sub RacerMover1_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs)  
Handles RacerMover1.Tick
```

```
enemycar1.Top += speed / 2
```

```
If enemycar1.Top >= Me.Height Then
```

```
score = +1
```

```
Label1.Text = "score" & score
```

```
enemycar1.Top = -(CInt(Math.Ceiling(Rnd() * 200)) + enemycar1.Height)
```

```
enemycar1.Left = CInt(Math.Ceiling(Rnd() * 50)) + 0
```

```
End If
```

```
End Sub
```

```
Private Sub Racermover3_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Racermover3.Tick
```

```
    enemycar3.Top += speed * 1 / 2
```

```
    If enemycar3.Top >= Me.Height Then
```

```
        score = +1
```

```
        Label1.Text = "score" & score
```

```
        enemycar3.Top = -(CInt(Math.Ceiling(Rnd() * 200)) + enemycar3.Height)
```

```
        enemycar3.Left = CInt(Math.Ceiling(Rnd() * 120)) + 180
```

```
    End If
```

```
End Sub
```

```
Private Sub Racermover2_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Racermover2.Tick
```

```
    enemycar2.Top += speed / 3
```

```
    If enemycar2.Top >= Me.Height Then  
        score = +1
```

```
        Label1.Text = "score" & score
```

```
        enemycar2.Top = -(CInt(Math.Ceiling(Rnd() * 200)) + enemycar2.Height)
```

```
        enemycar2.Left = CInt(Math.Ceiling(Rnd() * 50)) + 100
```

```
    End If
```

```
End Sub
```

```
Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click
```

```
    score = 0
```

```
    Me.Controls.Clear()
```

```
    InitializeComponent()
```

```
    Form1_load(e, e)
```

```
End Sub
```

```
End Class
```

Output:

