**Chaos Practice**

Create a project named **Chaos** that includes five or more clickable objects such as buttons, pictureboxes, and/or labels. When the user clicks the buttons (or pictureboxes), random things occur. For example, clicking a button that says "Rain" could cause the background color of the form to change to blue. Or, clicking a button that says "Don't Click Me" could cause that button to turn invisible. Clicking a button that says "Right" could move a Pacman graphic to the right.

Be sure to immediately name all objects with proper prefixes as soon as you place them on the form.

Here are some example statements that will do interesting things in button Click methods:  
  
lblBomb.Text = "BOOM"  
lblCar.BackColor = Color.Blue      ' changes the background color of an object  
lblTruck.ForeColor = Color.HotPink ' changes the color of the text on an object  
lblPhrase.Visible = False    ' makes the object invisible  
lblPhrase.Visible = True     ' makes the object visible  
lblPhrase.Top = 50           ' any number less than 300  
lblPhrase.Left = 250         ' any number less than 300  
btnBig.Width = 200           ' changes the width of an object  
btnSmall.Height = 5          ' changes the height of an object  
lblRocket.Left = lblRocket.Left + 10    ' moves the label to the right  
lblRocket.Left = lblRocket.Left - 10    ' moves the label to the left  
lblRocket.Top = lblRocket.Top + 10      ' moves the label down the screen  
lblRocket.Top = lblRocket.Top - 10      ' moves the label up the screen  
Me.BackColor = Color.White   ' changes the background color of the whole form  
picPacman.Left = picPacman.Left + 10   ' moves the picture box to the right  
picPacman.Left = picPacman.Left - 10   ' moves the picture box to the left  
picPacman.Top = picPacman.Top + 10   ' moves the picture box down the screen  
picPacman.Top = picPacman.Top - 10   ' moves the picture box up the screen  
System.Diagnostics.Process.Start("www.weather.com") ' opens a web page

It is not required but you may use If Else statements to make your program more interesting. For example, the following code would cause the screen to flicker when a button is pressed

If (Me.BackColor = Color.GreenYellow) Then   
   Me.BackColor = Color.HotPink  
Else  
   Me.BackColor = Color.GreenYellow  
End If  
  
You may include and animate PictureBoxes (i.e. graphics) in your project if you can figure out how to do so on your own. The prefix for a PictureBox is pic. The following code would cause a PictureBox to move to the left and wrap around from the right edge of the screen

picPacman.Left -= 10

If (picPacman.Left <= 0) Then  
   picPacman.Left = 300  
End If