```
1  namespace StarField
2  {
3      public partial class Form1 : Form
4      {
5
6          //declare an array to store the stars
7          Label[] Universe = new Label[8];
8          System.Random r = new System.Random((int)
9          System.DateTime.Now.Ticks);
10
11         public Form1()
12         {
13             InitializeComponent();
14         }
15
16         private void Form1_Load(object sender, EventArgs e)
17         {
18             //assign each star a position in the Array
19             Universe[0] = star0;
20             Universe[1] = star1;
21             Universe[2] = star2;
22             Universe[3] = star3;
23             Universe[4] = star4;
24             Universe[5] = star5;
25             Universe[6] = star6;
26             Universe[7] = star7;
27
28             for (int n = 0; n < Universe.Length; n++)
29             {
30                 int randomX = r.Next(0, this.Width);
31                 int randomY = r.Next(0, this.Height);
32                 Universe[n].Left = randomX;
33                 Universe[n].Top = randomY;
34                 int theWidth = r.Next(1, 11);
35                 Universe[n].Width = theWidth;
36                 Universe[n].Height = theWidth;
37             }
38         }
39
40         private void growStars()
41         {
42             //grow the stars
43             for (int i = 0; i < Universe.Length; i++)
44             {
45                 int xMod = 0;
46                 int yMod = 0;
47                 Universe[i].Width += 1;
48                 Universe[i].Height += 1;
49
```

```
50                    if (Universe[i].Top > this.Height / 2)
51                        yMod = 10;
52                    else
53                        yMod = -10;
54
55                    if (Universe[i].Left > this.Width / 2)
56                        xMod = 10;
57                    else
58                        xMod = -10;
59
60                    Universe[i].Left += xMod;
61                    Universe[i].Top += yMod;
62
63                    if (Universe[i].Width > 10 || Universe[i].Left > this.Width ⮑
                        || Universe[i].Left < 0 || Universe[i].Top > this.Height ⮑
                        || Universe[i].Top < 0)
64                    {
65                        int randomX = r.Next(0, this.Width);
66                        int randomY = r.Next(0, this.Height);
67                        Universe[i].Left = randomX;
68                        Universe[i].Top = randomY;
69                        Universe[i].Width = 1;
70                        Universe[i].Height = 1;
71                    }
72                }
73            }
74
75        private void timer1_Tick(object sender, EventArgs e)
76        {
77            growStars();
78        }
79    }
80 }
```