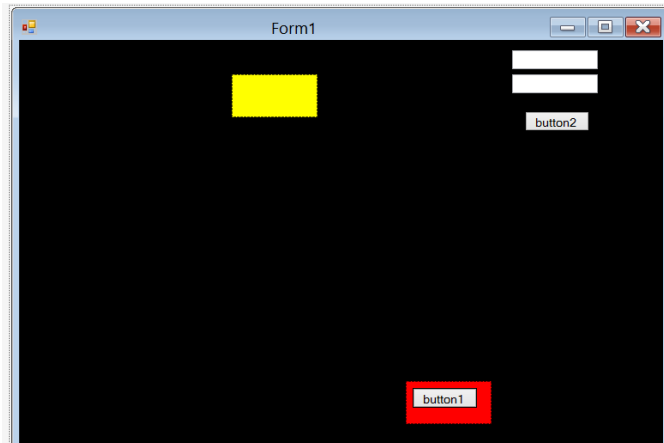# DÜŞEN CİSİMLERİ YAKALAMA OYUNU


```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace WindowsFormsApplication2
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        int X_Koordinati=0, Y_Koordinati = 0;

        int X_Koord = 0, Y_Koord = 0;

        private void Form1_MouseMove(object sender, MouseEventArgs e)
        {

            int X = e.X;
            int Y = e.Y;

            X_Koordinati = X;
            Y_Koordinati = 330;

            pictureBox2.Location = new Point(X_Koordinati, Y_Koordinati);

            textBox1.Text = X.ToString();
            textBox2.Text = Y.ToString();

        }

        private void timer1_Tick(object sender, EventArgs e)
        {
            X_Koord = 100;
            Y_Koord = Y_Koord + 5;

            pictureBox1.Location = new Point(X_Koord, Y_Koord);
```

```csharp
        if ((X_Koordinati < X_Koord + 50 && X_Koordinati > X_Koord - 50) && (Y_Koordinati <
Y_Koord + 50 && Y_Koordinati > Y_Koord - 50))
            timer1.Enabled = false;

    }

    private void button2_Click(object sender, EventArgs e)
    {

    }

    private void Form1_Load(object sender, EventArgs e)
    {
        timer1.Enabled = true;

    }


    }
}
```