

第一個錯誤

要刪除線時會當掉

將程式碼改正成

```
public virtual void DestroyAllCombinations()
{
    Debug.Assert(Combinations != null);

    while(Combinations.Count > 0)
    {
        if(Combinations.Count >= 1)
        {
            Combinations[0].Destroy();
            if (Combinations.Count == 1)
            {
                Combinations[0].Destroy();
                break;
            }
        }

        //Combinations[0].Line.IsSelected = false;
    }
}
```

要讓 Combinations.Count==1 時 destroy 完後跳出迴圈

第二個錯誤

選取框應該任何方向都可以，因此程式碼做以下更動：

```
private void UpdateSelectedArea(Shape selectedArea)
{
    int left , top, width, height;
    left = Math.Min(_mousePressedPoint.X, _currentMousePoint.X);
    top = Math.Min(_mousePressedPoint.Y, _currentMousePoint.Y);
    width = Math.Abs(_currentMousePoint.X - _mousePressedPoint.X);
    height = Math.Abs(_currentMousePoint.Y - _mousePressedPoint.Y);

    //origin
    //int left = _mousePressedPoint.X;
    //int top = _mousePressedPoint.Y;
    //int width = _currentMousePoint.X - _mousePressedPoint.X;
    //int height = _currentMousePoint.Y - _mousePressedPoint.Y;

    selectedArea.SetLocation(left, top);
    selectedArea.SetSize(width, height);
}
```

改取 left,top 最小值跟取 width,height 的絕對值處理四種方向。

第三個錯誤

選取 **group object** 後，只有框框動，小物體沒動。程式碼改正如下：

```
public virtual void Move(int offsetX, int offsetY)
{
    X += offsetX;
    Y += offsetY;
    for (int i = 0; i < Ports.Length; i++)
    {
        if (Ports[i].Movable)
        {
            Ports[i].Move(offsetX, offsetY);
        }
    }
    if(Shapes!=null)
    {
        foreach (Shape shape in Shapes)
        {
            shape.Move(offsetX, offsetY);
        }
    }

    //base.Move(offsetX, offsetY);
}
```

新增程式碼，將 **shape** 也設成可以跟著動，還要確認 **shapes** 是否為 **null**。