

Public Class Form1

    Private Sub Timer1\_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Timer1.Tick

        OvalShape1.FillStyle = PowerPacks.FillStyle.Solid

        OvalShape1.FillColor = Color.Red

        Me.Timer2.Start()

        OvalShape2.FillStyle = PowerPacks.FillStyle.Transparent

        OvalShape3.FillStyle = PowerPacks.FillStyle.Transparent

        Me.Timer1.Stop()

        Me.Timer3.Stop()

    End Sub

    Private Sub Timer2\_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Timer2.Tick

        OvalShape2.FillStyle = PowerPacks.FillStyle.Solid

        OvalShape2.FillColor = Color.Yellow

        Me.Timer3.Start()

        OvalShape1.FillStyle = PowerPacks.FillStyle.Transparent

        OvalShape3.FillStyle = PowerPacks.FillStyle.Transparent

        Me.Timer2.Stop()

        Me.Timer1.Stop()

    End Sub

    Private Sub Timer3\_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Timer3.Tick

        OvalShape3.FillStyle = PowerPacks.FillStyle.Solid

        OvalShape3.FillColor = Color.Green

        Me.Timer1.Start()

        OvalShape1.FillStyle = PowerPacks.FillStyle.Transparent

        OvalShape2.FillStyle = PowerPacks.FillStyle.Transparent

        Me.Timer3.Stop()

        Me.Timer2.Stop()

    End Sub

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

        Me.Timer1.Start()

        Me.Timer2.Stop()

        Me.Timer3.Stop()

    End Sub

End Class

<**Global.Microsoft.VisualBasic.CompilerServices.DesignerGenerated()> \_**

**Partial Class Form1**

**Inherits System.Windows.Forms.Form**

**'Form overrides dispose to clean up the component list.**

**<System.Diagnostics.DebuggerNonUserCode()> \_**

**Protected Overrides Sub Dispose(ByVal disposing As Boolean)**

**Try**

**If disposing AndAlso components IsNot Nothing Then**

**components.Dispose()**

**End If**

**Finally**

**MyBase.Dispose(disposing)**

**End Try**

**End Sub**

**'Required by the Windows Form Designer**

**Private components As System.ComponentModel.IContainer**

**'NOTE: The following procedure is required by the Windows Form Designer**

**'It can be modified using the Windows Form Designer.**

**'Do not modify it using the code editor.**

**<System.Diagnostics.DebuggerStepThrough()> \_**

**Private Sub InitializeComponent()**

**Me.components = New System.ComponentModel.Container()**

**Me.Timer1 = New System.Windows.Forms.Timer(Me.components)**

**Me.Timer2 = New System.Windows.Forms.Timer(Me.components)**

**Me.Timer3 = New System.Windows.Forms.Timer(Me.components)**

**Me.Panel1 = New System.Windows.Forms.Panel()**

**Me.ShapeContainer1 = New Microsoft.VisualBasic.PowerPacks.ShapeContainer()**

**Me.OvalShape1 = New Microsoft.VisualBasic.PowerPacks.OvalShape()**

**Me.OvalShape2 = New Microsoft.VisualBasic.PowerPacks.OvalShape()**

**Me.OvalShape3 = New Microsoft.VisualBasic.PowerPacks.OvalShape()**

**Me.Button1 = New System.Windows.Forms.Button()**

**Me.Panel1.SuspendLayout()**

**Me.SuspendLayout()**

**'**

**'Timer1**

**'**

**Me.Timer1.Enabled = True**

**Me.Timer1.Interval = 4000**

**'**

**'Timer2**

**'**

**Me.Timer2.Enabled = True**

**Me.Timer2.Interval = 2000**

**'**

**'Timer3**

**'**

**Me.Timer3.Enabled = True**

**Me.Timer3.Interval = 2000**

**'**

**'Panel1**

**'**

**Me.Panel1.BackColor = System.Drawing.SystemColors.ActiveCaption**

**Me.Panel1.Controls.Add(Me.ShapeContainer1)**

**Me.Panel1.Location = New System.Drawing.Point(14, 12)**

**Me.Panel1.Name = "Panel1"**

**Me.Panel1.Size = New System.Drawing.Size(145, 311)**

**Me.Panel1.TabIndex = 4**

**'**

**'ShapeContainer1**

**'**

**Me.ShapeContainer1.Location = New System.Drawing.Point(0, 0)**

**Me.ShapeContainer1.Margin = New System.Windows.Forms.Padding(0)**

**Me.ShapeContainer1.Name = "ShapeContainer1"**

**Me.ShapeContainer1.Shapes.AddRange(New Microsoft.VisualBasic.PowerPacks.Shape() {Me.OvalShape3, Me.OvalShape2, Me.OvalShape1})**

**Me.ShapeContainer1.Size = New System.Drawing.Size(145, 311)**

**Me.ShapeContainer1.TabIndex = 0**

**Me.ShapeContainer1.TabStop = False**

**'**

**'OvalShape1**

**'**

**Me.OvalShape1.Location = New System.Drawing.Point(33, 25)**

**Me.OvalShape1.Name = "OvalShape1"**

**Me.OvalShape1.Size = New System.Drawing.Size(75, 72)**

**'**

**'OvalShape2**

**'**

**Me.OvalShape2.Location = New System.Drawing.Point(34, 119)**

**Me.OvalShape2.Name = "OvalShape2"**

**Me.OvalShape2.Size = New System.Drawing.Size(75, 71)**

**'**

**'OvalShape3**

**'**

**Me.OvalShape3.Location = New System.Drawing.Point(36, 211)**

**Me.OvalShape3.Name = "OvalShape3"**

**Me.OvalShape3.Size = New System.Drawing.Size(78, 73)**

**'**

**'Button1**

**'**

**Me.Button1.Location = New System.Drawing.Point(14, 356)**

**Me.Button1.Name = "Button1"**

**Me.Button1.Size = New System.Drawing.Size(75, 23)**

**Me.Button1.TabIndex = 5**

**Me.Button1.Text = "Start"**

**Me.Button1.UseVisualStyleBackColor = True**

**'**

**'Form1**

**'**

**Me.AutoScaleDimensions = New System.Drawing.SizeF(6.0!, 13.0!)**

**Me.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font**

**Me.ClientSize = New System.Drawing.Size(171, 407)**

**Me.Controls.Add(Me.Button1)**

**Me.Controls.Add(Me.Panel1)**

**Me.Name = "Form1"**

**Me.Text = "Form1"**

**Me.Panel1.ResumeLayout(False)**

**Me.ResumeLayout(False)**

**End Sub**

**=============================================================================**

**Friend WithEvents Timer1 As System.Windows.Forms.Timer**

**Friend WithEvents Timer2 As System.Windows.Forms.Timer**

**Friend WithEvents Timer3 As System.Windows.Forms.Timer**

**Friend WithEvents Panel1 As System.Windows.Forms.Panel**

**Friend WithEvents ShapeContainer1 As Microsoft.VisualBasic.PowerPacks.ShapeContainer**

**Friend WithEvents OvalShape3 As Microsoft.VisualBasic.PowerPacks.OvalShape**

**Friend WithEvents OvalShape2 As Microsoft.VisualBasic.PowerPacks.OvalShape**

**Friend WithEvents OvalShape1 As Microsoft.VisualBasic.PowerPacks.OvalShape**

**Friend WithEvents Button1 As System.Windows.Forms.Button**

**End Class**