

```
1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Data;
5 using System.Drawing;
6 using System.Linq;
7 using System.Text;
8 using System.Threading.Tasks;
9 using System.Windows.Forms;
10
11 namespace projZ
12 {
13     public partial class Form1 : Form
14     {
15         Button btnDone;
16         protected static Random randomNumbers = new Random();
17
18         Label lblEmpty = new Label();
19         Timer timer = new Timer();
20
21         // ===== Create a list that holds MyObjects =====
22         List<MyObject> TheList = new List<MyObject>();
23
24         // =====
25
26         public Form1()
27         {
28             BackgroundImage = Image.FromFile("PicMap2.jpg");
29             Size = new Size(BackgroundImage.Width - 25, BackgroundImage.Height - 25);
30
31             timer.Interval = 1;
32             timer.Tick += new EventHandler(Ticker);
33             timer.Start();
34
35             btnDone = new Button();
36             btnDone.Location = new Point(Size.Width - 90, Size.Height - 50);
37             btnDone.Text = "Exit";
38             Controls.Add(btnDone);
39             btnDone.Click += new EventHandler(btnExitHandler);
40
41             Text = "Zombies Simulation";
42             MaximizeBox = false;
43             FormBorderStyle = FormBorderStyle.FixedSingle;
44             SetStyle(ControlStyles.UserPaint, true);
45             SetStyle(ControlStyles.AllPaintingInWmPaint, true);
46             SetStyle(ControlStyles.DoubleBuffer, true);
47             btnDone.Location = new Point(100, Size.Height - 90);
48
49
50             // ===== Add some Person, Infected, and Zombie objects to your list =====
51             int count = 0;
52
53             Random rnd1 = new Random();
54
55             while (count != rnd1.Next(0,100))
56             {
57                 TheList.Add(new Person());
58                 TheList.Add(new Infected());
59                 TheList.Add(new Zombie());
60             }
61
62             // =====
63
64             foreach (MyObject m in TheList) // put your list's name in the blank
65                 Controls.Add(m);
66
```

```
67         // =====
68
69     }
70
71     private void btnExitHandler(object sender, EventArgs e)
72     {
73         Application.Exit();
74     }
75
76     void Ticker(object sender, EventArgs e)
77     {
78         // ===== for loop that calls MoveMe method on each object in your list =====
79         // ===== for list class, use _____.Count instead of _____.Length
80
81         foreach (MyObject m in TheList)
82         {
83             m.MoveMe(TheList);
84         }
85
86
87
88
89         // =====
90         btnDone.Location = new Point(btnDone.Location.X + randomNumbers.Next(-3, 5), btnDone.
91         Location.Y);
92     }
93 }
94
95 }
96
```