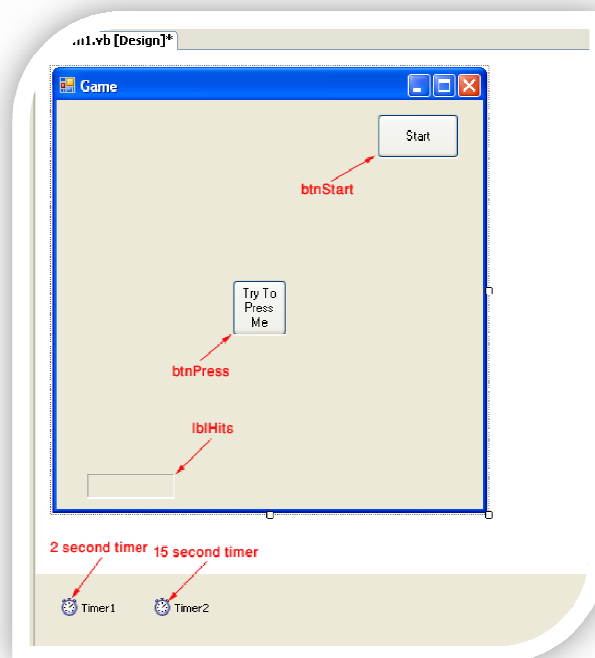


Game 1



- 1) We want to design a simple game. As you can see in Figure 4-11, the game consists of two buttons “btnStart” and “btnPress”, one label “lblHits”, in addition to two timers “timer1” and “timer2”. The size of the form that accommodates the controls must be 300 * 300 pixels. When you click start game button, btnPress button starts jumping randomly around the window and btnStart is disabled. Try to click the button before it moves. You can get more than one click before the button moves to its next location. Each time you manage to click the button, your number of hits is incremented by one. Button btnPress will jump each time timer1 fires. Adjust the time interval for timer1 to be 2000. The game is over when timer2 fires. At that time btnPress, and timer2 are disabled at which point button btnStart is enabled. Adjust the time interval for timer2 to be 15000. To start a new game, click the start game button again. The number of hits has to be displayed as shown in the following Figure. To increase the difficulty of the game set timer1 to a lower value.



Game 1



```
Public Class Form1
    Dim hits As Integer = 0

    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles MyBase.Load
        Me.Timer1.Enabled = True
        Me.Timer2.Enabled = True
    End Sub
    Private Sub Timer1_Tick(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles Timer1.Tick
        Me.Press.Left = 300 * Rnd()
        Me.Press.Top = 300 * Rnd()
    End Sub
    Private Sub btnStart_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnStart.Click
        Randomize()
        Me.Timer1.Enabled = True
        Me.Timer2.Enabled = True
        Me.Press.Enabled = True
        Me.hits = 0
        Me.btnStart.Enabled = False
        Me.btnStart.Visible = False
    End Sub
    Private Sub Press_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles Press.Click
        hits = hits + 1
        lblHits.Text = Format(hits, "Number of hits = ##")
        Beep()
    End Sub

    Private Sub Timer2_Tick(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles Timer2.Tick
        Me.btnStart.Visible = True
        Me.Timer1.Enabled = False
        Me.Press.Enabled = False
        Me.btnStart.Text = "Start"
        Me.Timer2.Enabled = False
        Me.btnStart.Enabled = True
    End Sub

End Class
```