

# Object collision



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using System;
using System.Drawing;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.Data;

public class Form1 : System.Windows.Forms.Form {
    private int dx = 4;
    private System.Windows.Forms.PictureBox picTarget;
    private System.Windows.Forms.PictureBox picBall;
    private System.Windows.Forms.Timer timer1;

    public Form1() {
        InitializeComponent();
    }
    private void InitializeComponent() {
        this.picTarget = new System.Windows.Forms.PictureBox();
        this.picBall = new System.Windows.Forms.PictureBox();
        this.timer1 = new System.Windows.Forms.Timer(new
        System.ComponentModel.Container());
        this.SuspendLayout();

        this.picTarget.BackColor = Color.Red;
        this.picTarget.Location = new System.Drawing.Point(160, 240);
        this.picTarget.Name = "picTarget";
        this.picTarget.Size = new System.Drawing.Size(56, 56);
        this.picTarget.SizeMode =
        System.Windows.Forms.PictureBoxSizeMode.StretchImage;
        this.picTarget.TabIndex = 0;
        this.picTarget.TabStop = false;

        this.picBall.Image = new Bitmap("winter.jpg");
        this.picBall.Location = new System.Drawing.Point(24, 136);
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this.picBall.Name = "picBall";
this.picBall.Size = new System.Drawing.Size(32, 32);
this.picBall.SizeMode =
System.Windows.Forms.PictureBoxSizeMode.StretchImage;
this.picBall.TabIndex = 1;
this.picBall.TabStop = false;

this.timer1.Enabled = true;
this.timer1.Tick += new System.EventHandler(this.timer1_Tick);

this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.BackColor = System.Drawing.Color.White;
this.ClientSize = new System.Drawing.Size(392, 341);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.picBall,
this.picTarget});
this.Name = "Form1";
this.Text = "Crasher";
this.ResumeLayout(false);

}
[STAThread]
static void Main() {
Application.Run(new Form1());
}

private void timer1_Tick(object sender, System.EventArgs e) {
int newX, newY;
newX = picBall.Location.X + dx;
newY = picBall.Location.Y + dx;

if (newX > this.Width - picBall.Width){
dx = - dx;
}

if (newX < 0){ dx = - dx; } if
(picBall.Bounds.Intersects(picTarget.Bounds)){
this.BackColor = Color.Black; } else { this.BackColor =
Color.White; } picBall.Location = new Point(newX, newY); } }

```

[/csharp]