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' GraphicsDemo

' The graphic files paper.jpg, rock.jpg, scissors.jpg, pacmanleft.jpg, pacmanright.jpg have been added as resources to
' this project. The files are located in the GraphicsDemo/GraphicsDemo/Resources folder

Public Class Form1

    ' automatically changes background color of form to purple
    ' since 255 parts of red plus 0 parts of green plus 255 parts of blue makes the color purple
    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load
        Me.BackColor = Color.FromArgb(255, 0, 255)
    End Sub

    ' ***** ROCK PAPER SCISSORS GRAPHIC FILE CHANGES *****

    ' clears graphic in picPlayer
    Private Sub btnClear_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnClear.Click
        picPlayer.Image = Nothing
    End Sub

    ' changes image to paper graphic
    Private Sub btnPaper_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnPaper.Click
        picPlayer.Image = GraphicsDemo.My.Resources.paper
    End Sub

    ' changes image to rock graphic
    Private Sub btnRock_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnRock.Click
        picPlayer.Image = GraphicsDemo.My.Resources.rock
    End Sub

    ' changes image to scissors graphic
    Private Sub btnScissors_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnScissors.Click
        picPlayer.Image = GraphicsDemo.My.Resources.scissors
    End Sub

    ' ***** PACMAN MOVEMENT *****

    ' moves picture to the right
    Private Sub btnRight_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnRight.Click
        picPlayer.Image = GraphicsDemo.My.Resources.pacmanright
        picPlayer.Left = picPlayer.Left + 10
    End Sub

    ' moves picture to the left
    Private Sub btnLeft_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnLeft.Click
        picPlayer.Image = GraphicsDemo.My.Resources.pacmanleft
        picPlayer.Left = picPlayer.Left - 10
    End Sub

    ' moves picture up
    Private Sub btnUp_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnUp.Click
        picPlayer.Top = picPlayer.Top - 10

        ' instead of changing the image in this example,
        ' I am rotating the left photo 90 degrees clockwise
        picPlayer.Image = GraphicsDemo.My.Resources.pacmanleft
        Dim bmImage As New Bitmap(picPlayer.Image)
        bmImage.RotateFlip(RotateFlipType.Rotate90FlipX)
    End Sub
End Class
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    picPlayer.Image = bmImage
End Sub

' moves picture down
Private Sub btnDown_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnDown. Click
    picPlayer.Top = picPlayer.Top + 10

    ' instead of changing the image in this example,
    ' I am rotating the left photo 270 degrees clockwise
    picPlayer.Image = GraphicsDemo.My.Resources.pacmanleft
    Dim bmImage As New Bitmap(picPlayer.Image)
    bmImage.RotateFlip(RotateFlipType.Rotate270FlipX)
    picPlayer.Image = bmImage
End Sub

End Class
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