



Use this interface to fill in the For loops below to animate picPlayer from the Start ("S") to the Finish ("F"). Assume that picPlayer has Width & Height properties of 10 & its top, left corner is initially at (30, 40). See our lecture notes for more explanation if necessary.

```
For J = 1 To _____ ' moving right in pathway A
    picPlayer.Left += 10
Next
```

```
For J = 1 To _____ ' moving down in pathway B
    picPlayer.Top += 10
Next
```

(Continue on other side)

```
For J = 1 To _____ ' moving left in pathway C
    picPlayer.Left _____ 10
Next
```

```
For J = 1 To _____ ' moving down in pathway D
    picPlayer.Top _____ 10
Next
```

```
For J = 1 To _____ ' moving right in pathway E
    _____ 10
Next
```

```
For J = 1 To _____ ' moving up in pathway F
    _____ 10
Next
```

Continue writing out the rest of the For loops that would animate the picture box to the end of maze at the end of pathway O. Staple additional paper to this worksheet if necessary.