

Board Game

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Form1.vb* [X] Form1.vb [Design]*
VB PictureMove (Form1 Events) Load
1 Public Class Form1
2     Dim square(9, 9) As Button
3     Dim row As Integer
4     Dim column As Integer
5     Dim x As Integer
6     Dim y As Integer
7     Dim path1 As String = "C:\Users\James\source\repos\PictureMove\blank.jpg"
8     Dim path2 As String = "C:\Users\James\source\repos\PictureMove\calvin.jpg"
9     Dim imgBlank As Image = Image.FromFile(path1)
10    Dim imgCalvin As Image = Image.FromFile(path2)
11    Dim picture As Image
12    Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
13        For row = 0 To 2
14            For column = 0 To 2
15                square(row, column) = New Button
16                square(row, column).Tag = CStr(row & " " & column)
17                AddHandler square(row, column).Click, AddressOf ButtonHandler
18                square(row, column).Size = New System.Drawing.Size(80, 80)
19                square(row, column).Location = New Point(x, y)
20                Me.Controls.Add(square(row, column))
21                x = x + 80
22            Next column
23            y = y + 80
24            x = 0
25        Next row
26    End Sub
27    Public Sub ButtonHandler(ByVal sender As System.Object, ByVal e As System.EventArgs)
28        If radBlank.Checked = True Then
29            picture = imgBlank
30        Else
31            picture = imgCalvin
32        End If
33        CType(sender, Button).Image = picture
34    End Sub
35 End Class
```

Select Image







Form1

Choose An Image

Blank Calvin

Choose A Different Image

Form1

Choose An Image

Blank Calvin