

Dynamically Changing Image Size

```
Public Class Form1
    Dim h As Integer = 50
    Dim w As Integer = 100

    Private Sub btnGrow_Click(ByVal sender

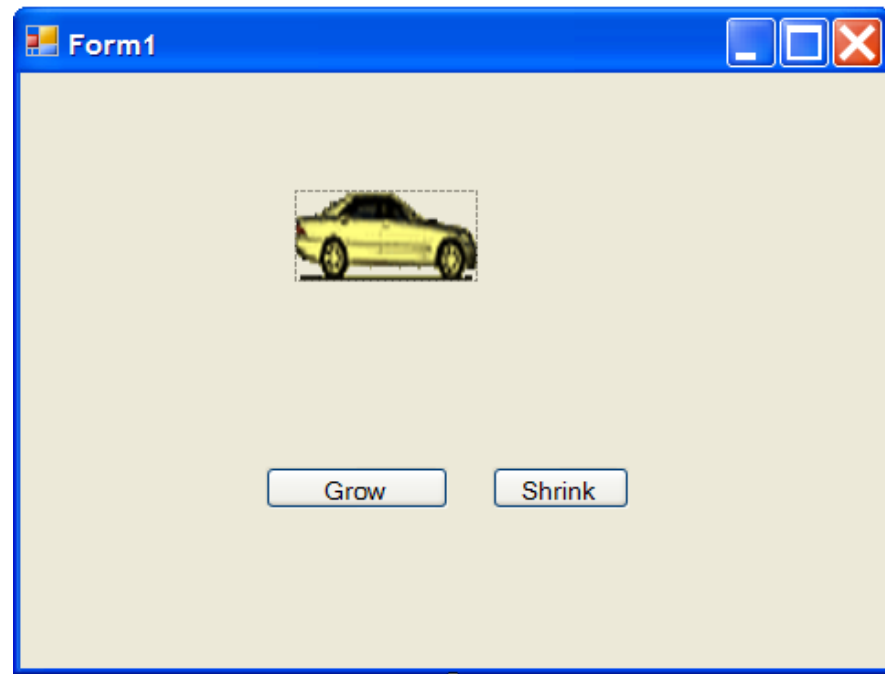
        w = w + 2
        h = h + 2
        picCar.Width = w
        picCar.Height = h

    End Sub

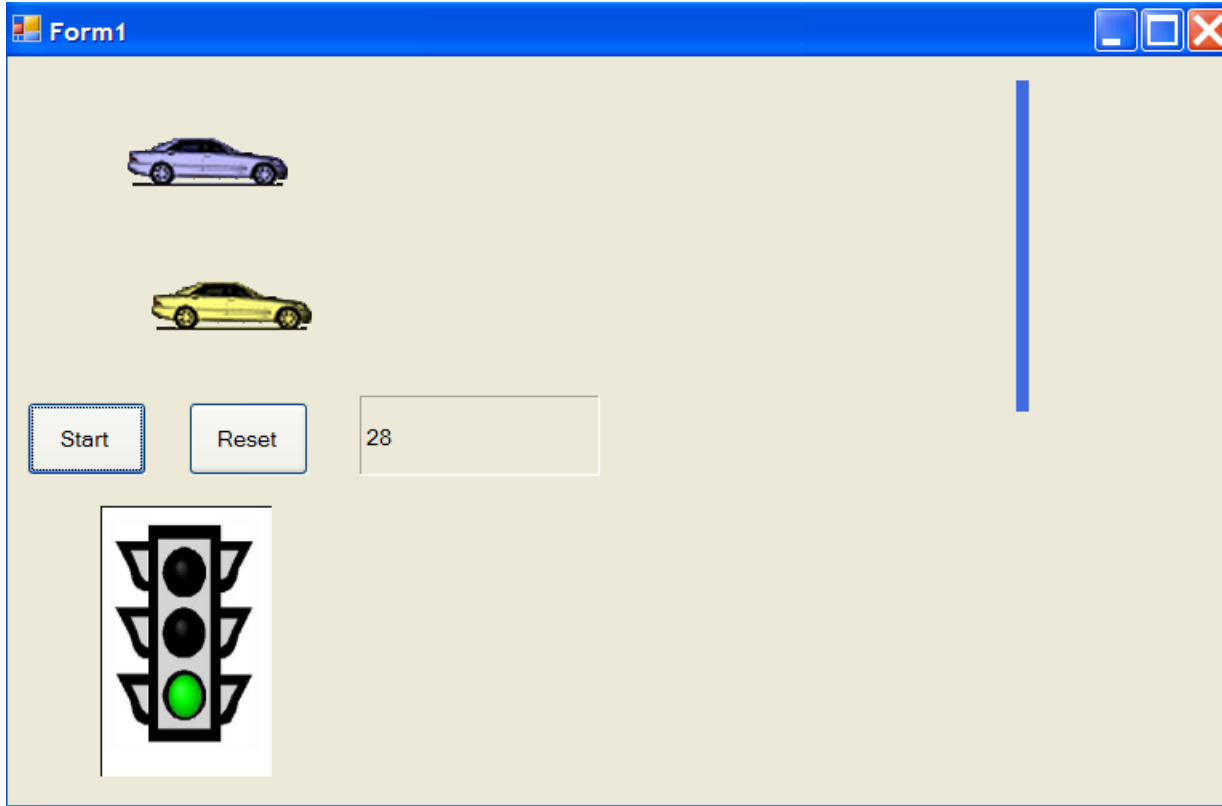
    Private Sub btnShrink_Click(ByVal send

        w = w - 2
        h = h - 2
        picCar.Width = w
        picCar.Height = h

    End Sub
End Class
```



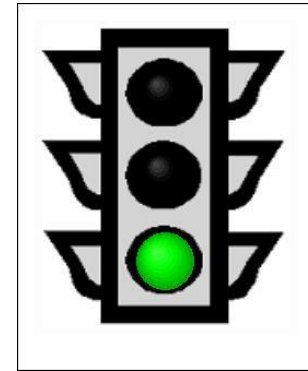
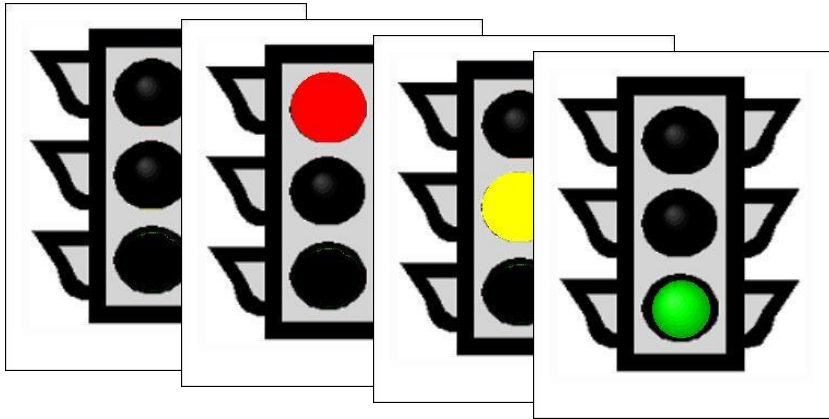
The Starter's Light



Simulating Light Changes

In this program the starter light appears to change from red to yellow to green. What is actually happening is that there are 4 images in all that are loaded into the picture box at different times.

As timer3 ticks over one picture is replaced by another. Since the pictures are identical except for the colour of the lights, and because the switches occur so fast, the illusion of the lights changing is created.



Declaring Images

```
Dim startPath As String = "C:\Documents and Settings\James\My Documents\Visual Studio 2005\Projects\ButtonMove\start.jpg"  
Dim redPath As String = "C:\Documents and Settings\James\My Documents\Visual Studio 2005\Projects\ButtonMove\red.jpg"  
Dim yellowPath As String = "C:\Documents and Settings\James\My Documents\Visual Studio 2005\Projects\ButtonMove\yellow.jpg"  
Dim greenPath As String = "C:\Documents and Settings\James\My Documents\Visual Studio 2005\Projects\ButtonMove\green.jpg"
```

```
Dim imgStart As Image = Image.FromFile(startPath)  
Dim imgRed As Image = Image.FromFile(redPath)  
Dim imgYellow As Image = Image.FromFile(yellowPath)  
Dim imgGreen As Image = Image.FromFile(greenPath)
```

Images and paths of lights are declared.

```
Dim countdown As Integer
```

```
Private Sub btnStart_Click(ByVal sender  
    Timer3.Start()  
End Sub
```

Start button starts Timer3

```
Private Sub Timer3_Tick(ByVal sender As System.Object,  
    ChangeLight()  
End Sub
```

Timer3 is set to interval of 1000 so it fires ChangeLight() every second.

```
Sub ChangeLight()  
    If (countdown < 2) Then  
        picLight.Image = imgRed  
    ElseIf (countdown <= 4) Then  
        picLight.Image = imgYellow  
    Else  
        picLight.Image = imgGreen  
        Timer1.Start()  
        Timer2.Start()  
    End If  
    countdown = countdown + 1  
End Sub
```

Integer variable countdown is incremented every second which cause the light images to switch every 2 seconds

The Race...The Movie!

