

frmMain - 1

' Mr. Minich
' Ch4Demo7

Option Explicit

Private Sub Form_KeyPress(KeyAscii As Integer)

' changes color of form in response to various letters being pressed

Select Case KeyAscii

Case 97 ' letter a

frmMain.BackColor = vbGreen

Case 98 ' letter b

frmMain.BackColor = vbBlue

End Select

End Sub

Private Sub Form_KeyDown(KeyCode As Integer, Shift As Integer)

' animates an army tank (shape object) in response to holding down the arrow keys
' various key code constants (such as vbKeyLeft, vbKeyPageUp, etc.) can be found at
' <http://www.gh-gold.co.uk/keycodes.asp>

Select Case KeyCode

Case vbKeyLeft ' moving tank left

shpTank.Left = shpTank.Left - 10

If (shpTank.Left < 0) Then

MsgBox "You Crashed. Game over."

shpTank.Visible = False

End If

Case vbKeyRight ' moving tank right

shpTank.Left = shpTank.Left + 10

If ((shpTank.Left + shpTank.Width) > 4700) Then ' collision detection with right

MsgBox "You Crashed. Game over." ' edge of the form

shpTank.Visible = False

End If

Case vbKeyUp ' moving tank up

shpTank.Top = shpTank.Top - 10

Case vbKeyDown ' moving tank down

shpTank.Top = shpTank.Top + 10

Case vbKeyPageUp ' moving tank diagonal up & right

shpTank.Top = shpTank.Top - 10

shpTank.Left = shpTank.Left + 10

End Select

End Sub