

```
1 using System;
2 using System.Drawing;
3 using System.Windows.Forms;
4
5 namespace Karela
6 {
7     public partial class box : Form
8     {
9         PictureBox p;           //Picture box
10        Image image;            //Current image in picture box
11        int row, col;           //row and column of picture box
12        bool blocked;          //Indicates if picture box is blocked
13        bool painted;           //Indicates if picture box is painted
14        Image paint = Prototype.Properties.Resources.painted;
15        Image blank = Prototype.Properties.Resources.white;
16        public box() //Set defaults for box
17        {
18            image = blank;
19            row = 0;
20            col = 0;
21            blocked = false;
22            painted = false;
23        }
24
25
26        public box(PictureBox x, int r, int c) //Set picture box and location from constructor
27        {
28            p = x;
29            image = blank;
30            row = r;
31            col = c;
32            blocked = false;
33            painted = false;
34        }
35
36
37        public void reset() //Reset the image to blank if not blocked
38        {
39            if (!blocked)
40            {
41                image = blank;
```

```
42         p.Image = blank;
43     }
44     painted = false;
45 }
46
47 //Set and get picture box
48 public void setPictureBox(PictureBox x) { p = x; }
49 public PictureBox getPictureBox() { return p; }
50
51 //Set and get image
52 public void setImage(Image s)
53 {
54     p.Image = s;
55 }
56
57 public Image getImage()
58 {
59     return image;
60 }
61
62 //Set and get if box is painted
63 public bool getPaint()
64 {
65     return painted;
66 }
67
68 public void setPaint()
69 {
70     if (painted)
71     {
72         painted = false;
73     }
74     else { painted = true; }
75 }
76
77
78 //Set and get row and column
79 public int getRow() { return row; }
80 public int getCol() { return col; }
81 public void setRow(int r) { row = r; }
82 public void setCol(int c) { col = c; }
```

```
83
84     //Set and get if box is blocked
85     public void setBlocked()
86     {
87         if (blocked)
88         {
89             blocked = false;
90         }
91         else
92         {
93             blocked = true;
94         }
95     }
96     public bool getBlocked() { return blocked; }
97 }
98 }
99
```