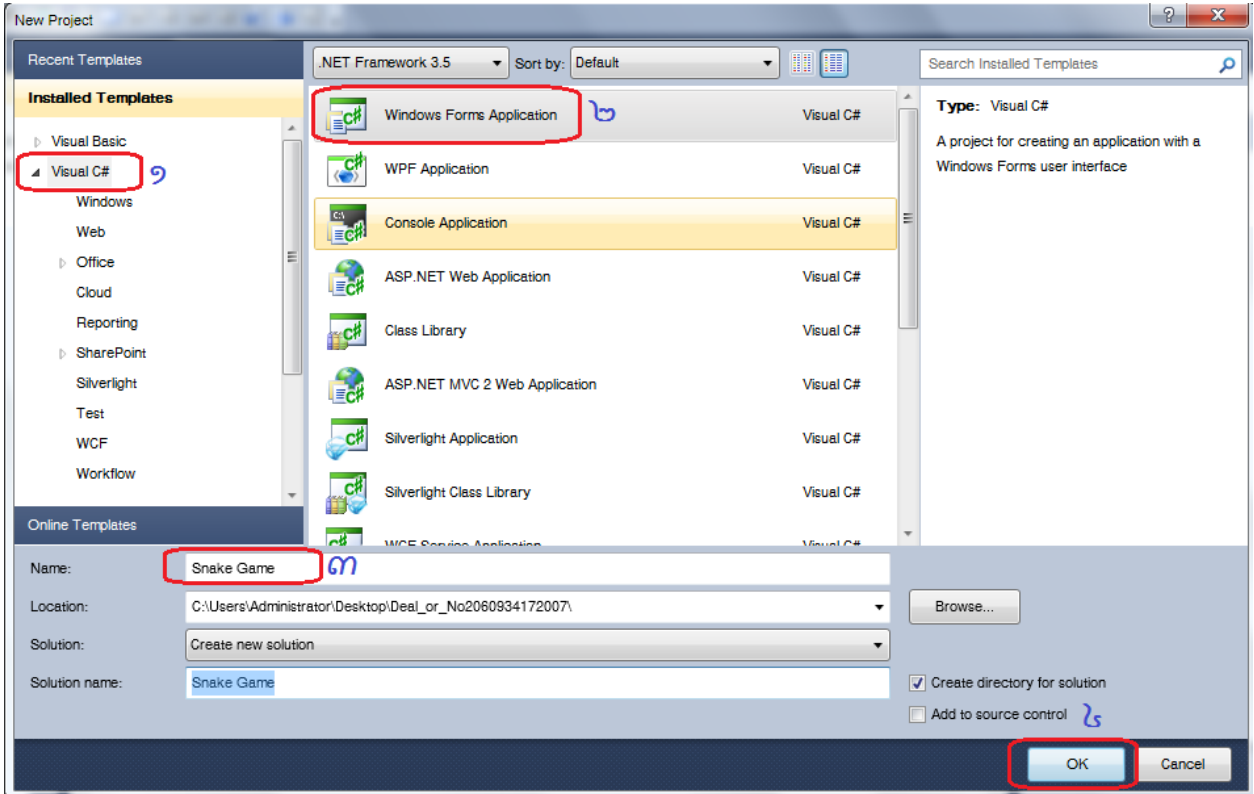1. ជាដំបូងសូមលោកអ្នកបើកកម្មវិធី Microsoft Studio => File (Menu) => New => Project (Ctrl+Shif+N) => ជ្រើសរើសយក Visual C# => Windows Forms Application => ដាក់ឈ្មោះ Form => ជាចុងក្រោយចុច OK
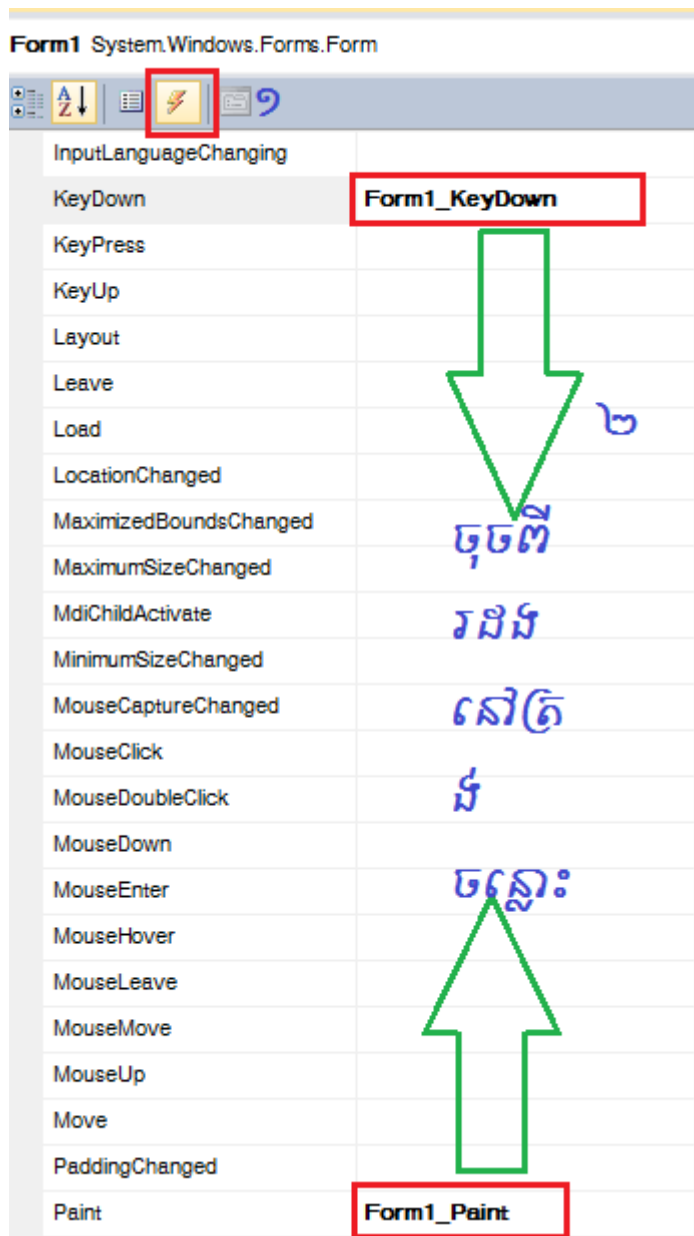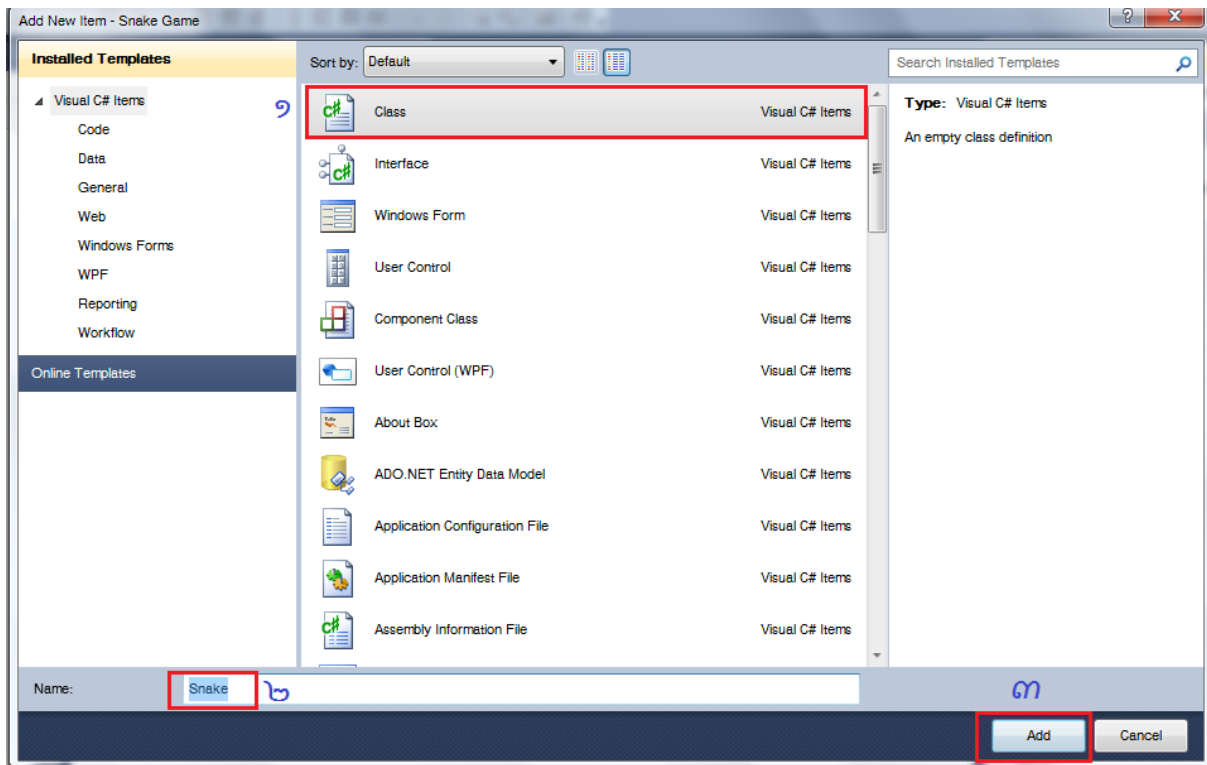

បន្ទាប់មកសូមលោកអ្នកកំណត់ត្រង់ Properties

Text	Snake Game
Double Buffered	True

Font	Microsoft Sans Serif, 8.25pt
ForeColor	ControlText
FormBorderStyle	Sizable
RightToLeft	No
RightToLeftLayout	False
Text	**Snake Game**
UseWaitCursor	False
Behavior	
AllowDrop	False
AutoValidate	EnablePreventFocusChange
ContextMenuStrip	(none)
DoubleBuffered	**True**
Enabled	True
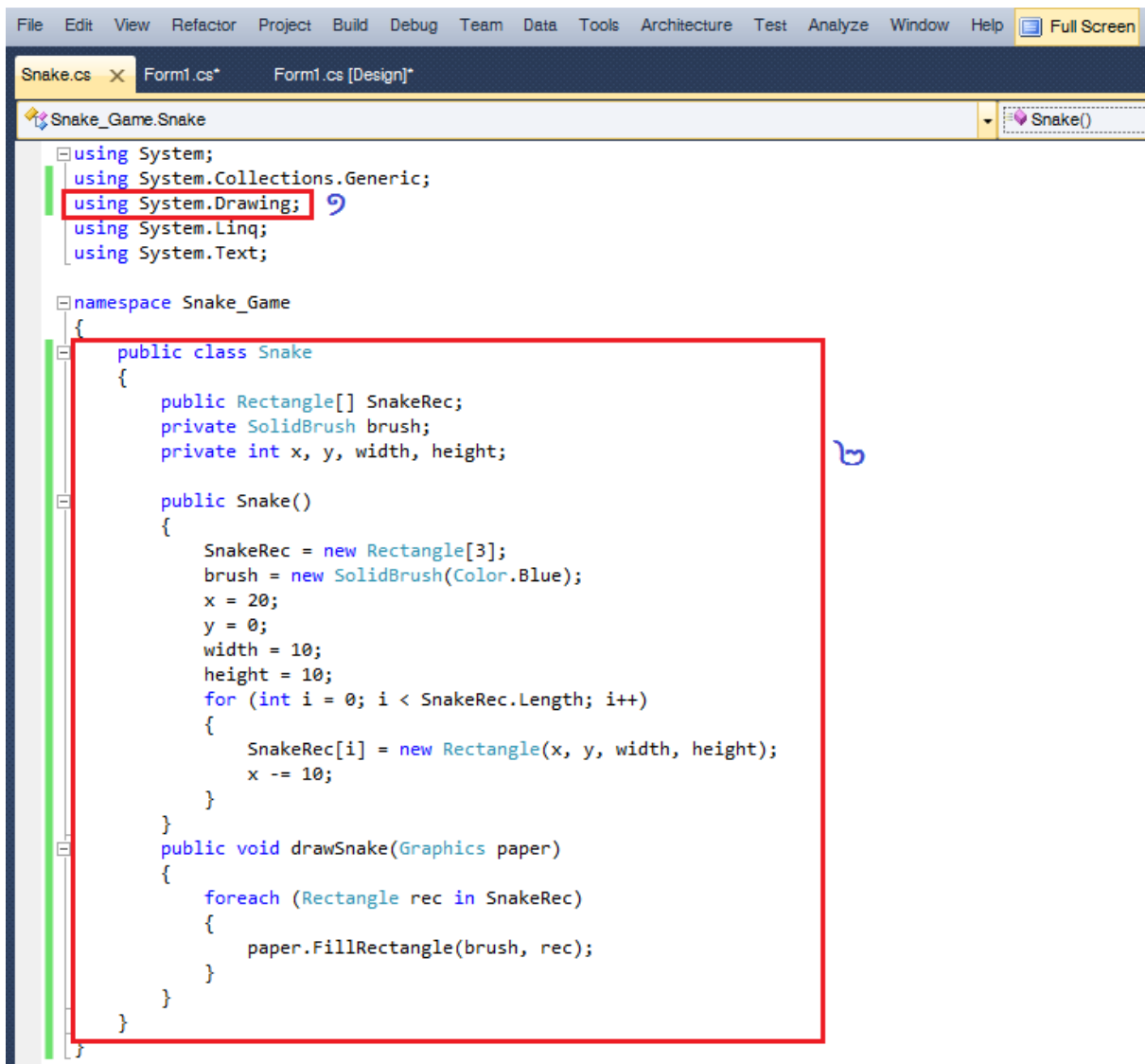
បន្ទាប់មកសូមលោកអ្នកចុច Even ត្រង់ Properties ហើយចុចពីរដងលើ KeyDown និង Paint

Form1 System.Windows.Forms.Form

InputLanguageChanging	
KeyDown	**Form1_KeyDown**
KeyPress	
KeyUp	
Layout	
Leave	
Load	
LocationChanged	
MaximizedBoundsChanged	
MaximumSizeChanged	
MdiChildActivate	
MinimumSizeChanged	
MouseCaptureChanged	
MouseClick	
MouseDoubleClick	
MouseDown	
MouseEnter	
MouseHover	
MouseLeave	
MouseMove	
MouseUp	
Move	
PaddingChanged	
Paint	**Form1_Paint**

២

ចុចពី
រដង
នើត្រ
ង់
ចន្លោះ

2. ចុច Project (Menu) => Add Class => រើសយក Class => ដាក់ឈ្មោះ Class => Add

3. បន្ថែមកូដសូមសរសេរកូដនៅលើ Class ដែលយើងទើបតែបង្កើតដូចខាងក្រោម


```csharp
using System;
using System.Collections.Generic;
using System.Drawing;          ①
using System.Linq;
using System.Text;

namespace Snake_Game
{
    public class Snake
    {
        public Rectangle[] SnakeRec;
        private SolidBrush brush;
        private int x, y, width, height;          ②

        public Snake()
        {
            SnakeRec = new Rectangle[3];
            brush = new SolidBrush(Color.Blue);
            x = 20;
            y = 0;
            width = 10;
            height = 10;
            for (int i = 0; i < SnakeRec.Length; i++)
            {
                SnakeRec[i] = new Rectangle(x, y, width, height);
                x -= 10;
            }
        }
        public void drawSnake(Graphics paper)
        {
            foreach (Rectangle rec in SnakeRec)
            {
                paper.FillRectangle(brush, rec);
            }
        }
    }
}
```

4. បន្ថែមកទៀតសូមទៅសរសេររកូដនៅលើ Form ដូចខាងក្រោម

ជាចុងក្រោយសូមអ្នកដំណើរការ ដោយចុច Build (Menu) => Start Debugging ឬ Key (F5)

នោះលោកអ្នកអ្នកនឹងបានលទ្ធផលដូចរូបខាងក្រោម