```
113            /// </summary>
114            private void StartAnimation(object sender, EventArgs e)
115            {
116                animationTimer.Enabled = true;
117                player.SoundLocation = "Tango1.wav";
118                player.Play();
119            }
120
121            private void StopAnimation(object sender, EventArgs e)
122            {
123                animationTimer.Enabled = false;
124                player.Stop();
125            }
126
127            /// <summary>
128            /// This method draws the rectangle at the new position
129            /// determined by tangoX and tangoY whenever the picture
130            /// box paint event is trigered
131            /// </summary>
132            private void DrawTango(object sender, PaintEventArgs e)
133            {
134                Graphics g = e.Graphics;
135                g.FillRectangle(Brushes.Green, tangoX, tangoY, 50, 50);
136            }
137
138
139            /// <summary>
140            /// This method is called by the timer and moves the position
141            /// for where the rectangle should next appear based on a
142            /// sequence of moves down, up, right and left.
143            /// </summary>
144            private void DanceTango(object sender, EventArgs e)
145            {
146                if(step == TangoSteps.DOWN)
147                {
148                    tangoY += speedY;
149                    if(tangoY >= TANGO_STARTY + stepSize)
150                    {
151                        step = TangoSteps.UP;
152                    }
153                }
154                else if (step == TangoSteps.UP)
155                {
156                    tangoY -= speedY;
157                    if (tangoY <= TANGO_STARTY)
158                    {
159                        step = TangoSteps.RIGHT;
160                    }
161                }
162                else if (step == TangoSteps.RIGHT)
163                {
164                    tangoX += speedX;
165                    if (tangoX >= TANGO_STARTX + stepSize)
166                    {
167                        step = TangoSteps.LEFT;
168                    }
```