Exercise 9.4
```cpp
#pragma once


namespace Ex9_4 {

    using namespace System;
    using namespace System::ComponentModel;
    using namespace System::Collections;
    using namespace System::Windows::Forms;
    using namespace System::Data;
    using namespace System::Drawing;

    /// <summary>
    /// Summary for Form1
    ///
    /// WARNING: If you change the name of this class, you will need to change the
    ///          'Resource File Name' property for the managed resource compiler tool
    ///          associated with all .resx files this class depends on.  Otherwise,
    ///          the designers will not be able to interact properly with localized
    ///          resources associated with this form.
    /// </summary>
    public ref class Form1 : public System::Windows::Forms::Form
    {
    public:
        Form1(void)
        {
            InitializeComponent();
            X = 0;              // Initialize the counter to 0
            Mul=1; //Initialize multiplier as 1; it controls the step of update
            this->SetStyle(static_cast<ControlStyles>
(ControlStyles::AllPaintingInWmPaint |ControlStyles::DoubleBuffer |
ControlStyles::UserPaint), true);
            this->UpdateStyles();
        }
    private: System::Windows::Forms::Button^  button1;
    public:
    private: System::Windows::Forms::Button^  button2;
    private: int X;   // Serve as a counter of the position of the picture
    private: int Mul; //Serve as a multiplier for the X-coordinate

    protected:
        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        ~Form1()
        {
            if (components)
            {
                delete components;
            }
        }
    private: System::Windows::Forms::Label^  label1;
    protected:
    private: System::Windows::Forms::Timer^  timer1;
    private: System::ComponentModel::IContainer^  components;

    private:
        /// <summary>
        /// Required designer variable.
        /// </summary>


#pragma region Windows Form Designer generated code
        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        void InitializeComponent(void)
        {
            this->components = (gcnew System::ComponentModel::Container());
```

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            this->label1 = (gcnew System::Windows::Forms::Label());
            this->timer1 = (gcnew System::Windows::Forms::Timer(this->components));
            this->button1 = (gcnew System::Windows::Forms::Button());
            this->button2 = (gcnew System::Windows::Forms::Button());
            this->SuspendLayout();
            //
            // label1
            //
            this->label1->AutoSize = true;
            this->label1->Location = System::Drawing::Point(243, 215);
            this->label1->Name = L"label1";
            this->label1->Size = System::Drawing::Size(35, 13);
            this->label1->TabIndex = 0;
            this->label1->Text = L"label1";
            this->label1->Click += gcnew System::EventHandler(this,
&Form1::label1_Click);
            //
            // timer1
            //
            this->timer1->Enabled = true;
            this->timer1->Interval = 10;
            this->timer1->Tick += gcnew System::EventHandler(this,
&Form1::timer1_Tick);
            //
            // button1
            //
            this->button1->Font = (gcnew System::Drawing::Font(L"Microsoft Sans
Serif", 15.75F, System::Drawing::FontStyle::Regular,
System::Drawing::GraphicsUnit::Point,
                static_cast<System::Byte>(0)));
            this->button1->Location = System::Drawing::Point(425, 204);
            this->button1->Name = L"button1";
            this->button1->Size = System::Drawing::Size(75, 37);
            this->button1->TabIndex = 1;
            this->button1->Text = L"+";
            this->button1->TextAlign =
System::Drawing::ContentAlignment::TopCenter;
            this->button1->UseVisualStyleBackColor = true;
            this->button1->Click += gcnew System::EventHandler(this,
&Form1::button1_Click);
            //
            // button2
            //
            this->button2->Font = (gcnew System::Drawing::Font(L"Microsoft Sans
Serif", 15.75F, System::Drawing::FontStyle::Regular,
System::Drawing::GraphicsUnit::Point,
                static_cast<System::Byte>(0)));
            this->button2->Location = System::Drawing::Point(331, 204);
            this->button2->Name = L"button2";
            this->button2->Size = System::Drawing::Size(75, 37);
            this->button2->TabIndex = 2;
            this->button2->Text = L"-";
            this->button2->TextAlign =
System::Drawing::ContentAlignment::TopCenter;
            this->button2->UseVisualStyleBackColor = true;
            this->button2->Click += gcnew System::EventHandler(this,
&Form1::button2_Click);
            //
            // Form1
            //
            this->AutoScaleDimensions = System::Drawing::SizeF(6, 13);
            this->AutoScaleMode = System::Windows::Forms::AutoScaleMode::Font;
            this->ClientSize = System::Drawing::Size(529, 273);
            this->Controls->Add(this->button2);
            this->Controls->Add(this->button1);
            this->Controls->Add(this->label1);
            this->Name = L"Form1";
            this->Text = L"Form1";
            this->Paint += gcnew System::Windows::Forms::PaintEventHandler(this,
&Form1::Form1_Paint);
            this->ResumeLayout(false);
```

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                this->PerformLayout();

        }
#pragma endregion
    private: System::Void timer1_Tick(System::Object^ sender, System::EventArgs^ e)
        {
                if (X%10 == 0)            // If X is a multiple of 10,
                    label1->Text =""+X; // show its value on label1
                Invalidate(); // Generate a Paint message to Form1
        }

    private: System::Void Form1_Paint(System::Object^ sender,
System::Windows::Forms::PaintEventArgs^ e) {
                Graphics ^g = e->Graphics;
                if(X*Mul < this->Size.Width)
                    X += 1;
                else
                    X = 0;
                Bitmap ^bp = gcnew Bitmap("e:\\temp\\cards\\h1.gif");
                g->DrawImage(bp, X*Mul, 25);
                Drawing::Rectangle Head = Drawing::Rectangle(this->Size.Width-X*Mul, 25,
70, 70);
                g->FillEllipse(Brushes::Yellow, Head);
                Pen ^b4pen = gcnew Pen(Color::Black, 4);
                g->DrawEllipse(b4pen, Head);
        }

    private: System::Void label1_Click(System::Object^ sender, System::EventArgs^
e)
        {
                timer1->Enabled = !(timer1->Enabled);
        }

private: System::Void button1_Click(System::Object^ sender, System::EventArgs^ e) {
                Mul=Mul*2; //doubling speed
        }

private: System::Void button2_Click(System::Object^ sender, System::EventArgs^ e) {
                if (Mul>1)
                        Mul=Mul/2;  //Mul<1 will make Mul=0
        }
    };
}
```