static class Victorina

{

static public List<string> list = new List<string>();

static public int gameDuration = 60;

static public int musicDuration = 10;

static public bool rondomstar = false;

static public string lastFolder = " ";

static public bool allDirectories = false;

static public void ReadMusic()

{

try {

string[] music = System.IO.Directory.GetFiles(lastFolder, "\*.mp3", allDirectories ? System.IO.SearchOption.AllDirectories : System.IO.SearchOption.TopDirectoryOnly);

list.Clear();

list.AddRange(music);

}

catch { }

}

static string regKeyName = "Software\\MyCompanyName\\Угадайка";

public static void WriteParam()

{

RegistryKey rk = null;

try

{

rk = Registry.CurrentUser.CreateSubKey(regKeyName);

if (rk == null) return;

rk.SetValue("LastFolder", lastFolder);

rk.SetValue("Random", rondomstar);

rk.SetValue("gameDuration", gameDuration);

rk.SetValue("musicDuration", musicDuration);

rk.SetValue("allDirectories", allDirectories);

}

finally

{

if (rk != null) rk.Close();

}

}

public static void ReadParam()

{

RegistryKey rk = null;

try

{

rk = Registry.CurrentUser.CreateSubKey(regKeyName);

if (rk != null)

{

lastFolder = (string)rk.GetValue("LastFolder");

gameDuration = (int)rk.GetValue("GameDuration");

rondomstar = Convert.ToBoolean(rk.GetValue("Random"));

musicDuration = (int)rk.GetValue("musicDuration");

allDirectories = Convert.ToBoolean(rk.GetValue("allDirectories"));

}

}

finally

{

if (rk != null) rk.Close();

}

}

}

public partial class FOtvet : Form

{

int time = Victorina.gameDuration;

public FOtvet()

{

InitializeComponent();

}

private void FOtvet\_Load(object sender, EventArgs e)

{

time = Victorina.gameDuration;

lbTime.Text = Convert.ToString(Victorina.gameDuration);

timer1.Start();

}

private void timer1\_Tick(object sender, EventArgs e)

{

time--;

lbTime.Text = time.ToString();

if (time == 0)

{

timer1.Stop();

//SoundPlayer sp = new SoundPlayer("");

//sp.Play();

}

}

private void FOtvet\_FormClosed(object sender, FormClosedEventArgs e)

{

timer1.Stop();

}

}

………………………………………………………………………………………………………….

public partial class FMain : Form

{

FOptions Opt = new FOptions();

FGame Game = new FGame();

public FMain()

{

InitializeComponent();

}

private void butExit\_Click(object sender, EventArgs e)

{

this.Close();

}

private void butOptions\_Click(object sender, EventArgs e)

{

Opt.ShowDialog();

}

private void butPlay\_Click(object sender, EventArgs e)

{

Game.ShowDialog();

}

private void FMain\_Load(object sender, EventArgs e)

{

Victorina.ReadParam();

Victorina.ReadMusic();

}

}

public partial class FOptions : Form

{

public FOptions()

{

InitializeComponent();

}

private void butOk\_Click(object sender, EventArgs e)

{

Victorina.allDirectories = checkObr.Checked;

Victorina.gameDuration = Convert.ToInt32(comGameDur.Text);

Victorina.musicDuration = Convert.ToInt32(comMusicDur.Text);

Victorina.rondomstar = checkRondom.Checked;

Victorina.WriteParam();

this.Hide();

}

void Set()

{

checkObr.Checked = Victorina.allDirectories;

comGameDur.Text = Victorina.gameDuration.ToString();

comMusicDur.Text = Victorina.musicDuration.ToString();

checkRondom.Checked = Victorina.rondomstar;

}

private void butCancel\_Click(object sender, EventArgs e)

{

Set();

this.Hide();

}

private void butDowload\_Click(object sender, EventArgs e)

{

FolderBrowserDialog fold = new FolderBrowserDialog();

if (fold.ShowDialog() == DialogResult.OK)

{

string[] musiclist = System.IO.Directory.GetFiles(fold.SelectedPath, "\*.mp3", checkObr.Checked? System.IO.SearchOption.AllDirectories:System.IO.SearchOption.TopDirectoryOnly);

Victorina.lastFolder = fold.SelectedPath;

listBox1.Items.Clear();

listBox1.Items.AddRange(musiclist);

Victorina.list.Clear();

Victorina.list.AddRange(musiclist);

};

}

private void FOptions\_Load(object sender, EventArgs e)

{

Set();

listBox1.Items.Clear();

listBox1.Items.AddRange(Victorina.list.ToArray());

}

private void butDelete\_Click(object sender, EventArgs e)

{

listBox1.Items.Clear();

Victorina.list.Clear();

}

private void label2\_Click(object sender, EventArgs e)

{

}

}

public partial class FGame : Form

{

Random rand = new Random();

int durationMusic = Victorina.musicDuration;

public FGame()

{

InitializeComponent();

}

/// ///////////////////////////////////////////////////////////

void MakeMusic()

{

durationMusic = Victorina.musicDuration;

int n = rand.Next(Victorina.list.Count);

WMP.URL = Victorina.list[n];

WMP.Ctlcontrols.play();

Victorina.list.RemoveAt(n);

lbMusicCount.Text = Victorina.list.Count.ToString();

}

/// ///////////////////////////////////////////////////

private void butNext\_Click(object sender, EventArgs e)

{

if (Victorina.list.Count == 0) GameEnd();

else

{

progressBar1.Value = 0;

progressBar1.Minimum = 0;

timer1.Stop();

timer1.Start();

MakeMusic();

}

}

/// ///////////////////////////////////////////////////////

private void FGame\_FormClosed(object sender, FormClosedEventArgs e)

{

WMP.Ctlcontrols.stop();

timer1.Stop();

}

/// //////////////////////////////////////////////////////////////////

private void FGame\_Load(object sender, EventArgs e)

{

lbMusicCount.Text = Victorina.list.Count.ToString();

progressBar1.Value = 0;

progressBar1.Minimum = 0;

progressBar1.Maximum = Victorina.musicDuration;

}

/// ////////////////////////////////////////////////////////////////////

private void button2\_Click(object sender, EventArgs e)

{

GameCont();

}

/// ///////////////////////////////////////////////////////////////////

void GameEnd()

{

timer1.Stop();

WMP.Ctlcontrols.stop();

}

/// ////////////////////////////////////////////////////////////////////

private void timer1\_Tick(object sender, EventArgs e)

{

progressBar1.Value++;

durationMusic--;

if (progressBar1.Value == progressBar1.Maximum)

{

GameEnd();

return;

}

if (durationMusic == 0) GamePause();

}

/// /////////////////////////////////////////////////////////////////////////

private void butPause\_Click(object sender, EventArgs e)

{

GamePause();

}

/// ///////////////////////////////////////////////////////////////////////////

void GamePause()

{

timer1.Stop();

WMP.Ctlcontrols.pause();

}

/// ///////////////////////////////////////////////////////////////////////

void GameCont()

{

timer1.Start();

WMP.Ctlcontrols.play();

}

/// ///////////////////////////////////////////////////////////////////////

private void FGame\_KeyDown(object sender, KeyEventArgs e)

{

if (e.KeyData == Keys.A)

{

GamePause();

FOtvet message = new FOtvet();

message.lbMessage.Text = "Игрок 1";

if (message.ShowDialog() == DialogResult.Yes)

{

lbCount1.Text = Convert.ToString(Convert.ToInt32(lbCount1.Text)+1);

}

}

if (e.KeyData == Keys.B)

{

GamePause();

FOtvet message = new FOtvet();

message.lbMessage.Text = "Игрок 2";

if (message.ShowDialog() == DialogResult.Yes)

{

lbCount12.Text = Convert.ToString(Convert.ToInt32(lbCount12.Text) + 1);

}

}

}

private void WMP\_OpenStateChange(object sender, AxWMPLib.\_WMPOCXEvents\_OpenStateChangeEvent e)

{

if (Victorina.rondomstar)

{

if (WMP.openState == WMPLib.WMPOpenState.wmposMediaOpen)

WMP.Ctlcontrols.currentPosition = rand.Next(0, (int)WMP.currentMedia.duration / 2);

}}}