public partial class Form1 : Form

{

int count = 0;

public Form1()

{

InitializeComponent();

}

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

{

count++;

count\_lbl.Text = count.ToString();

Block();

Win();

}

private void but123\_Click(object sender, EventArgs e)

{

count=count+3;

count\_lbl.Text = count.ToString();

Block();

Win();

}

private void but\_touch\_Click(object sender, EventArgs e)

{

count = count + 5;

count\_lbl.Text = count.ToString();

Block();

Win();

}

public void Win()

{

int X = 100;

if (int.Parse(count\_lbl.Text) >= X)

{

MessageBox.Show("You win");

but\_touch.Enabled = false;

but123.Enabled = false;

but\_nul.Enabled = false;

but\_prize.Enabled = false;

}

}

private void but\_nul\_Click(object sender, EventArgs e)

{

count = 0;

count\_lbl.Text = count.ToString();

Win();

Block();

}

public void Block()

{

if (count >= 60)

BtnClicker.Enabled = false;

else

BtnClicker.Enabled = true;

}

private void but\_prize\_Click(object sender, EventArgs e)

{

if (int.Parse(count\_lbl.Text) < 50)

{

count = count+7;

count\_lbl.Text = count.ToString();

}

else

{

count = count + 10;

count\_lbl.Text = count.ToString();

}

Win();

Block();

}

**}**