using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace WindowsFormsApp1

{

public partial class Form1 : Form

{

int count = 0;

public Form1()

{

InitializeComponent();

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void Click\_btn\_Click(object sender, EventArgs e)

{

count++;

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

if (count == 1000)

MessageBox.Show("Куда ты так разогнался, Малыш????");

if (count == 0)

Click\_btn4.Enabled = false;

else

Click\_btn4.Enabled = true;

}

private void Click\_btn2\_Click(object sender, EventArgs e)

{

count--;

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

if (count == 1000)

MessageBox.Show("Куда ты так разогнался, Малыш????");

if (count == 0)

Click\_btn4.Enabled = false;

else

Click\_btn4.Enabled = true;

}

private void Click\_btn3\_Click(object sender, EventArgs e)

{

count= count + 999;

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

if (count==1000)

MessageBox.Show("Куда ты так разогнался, Малыш????");

if (count == 0)

Click\_btn4.Enabled = false;

else

Click\_btn4.Enabled = true;

}

private void Click\_btn4\_Click(object sender, EventArgs e)

{

count = 0;

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

if (count == 0)

Click\_btn4.Enabled = false;

else

Click\_btn4.Enabled = true;

}

private void Button1\_Click(object sender, EventArgs e)

{

count = count +5;

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

if (count == 1000)

MessageBox.Show("Куда ты так разогнался, Малыш????");

if (count > 50)

count = count +15;

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

if (count == 0)

Click\_btn4.Enabled = false;

else

Click\_btn4.Enabled = true;

}

}

}

}