public partial class Form1 : Form

{

int Count = 0;

public Form1()

{

InitializeComponent();

}

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

{

Count++;

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

Win();

Block();

}

private void button1\_Click(object sender, EventArgs e)

{

Count += 5;

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

Win();

Block();

}

private void button1\_Click\_1(object sender, EventArgs e)

{

Count += 10;

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

Win();

Block();

}

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

{

Count = 0;

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

Win();

Block();

}

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

{

if (Count < 50)

{

Count += 20;

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

}

if (Count >= 50)

{

Count += 40;

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

}

Win();

Block();

}

private void Count\_lbl\_Click(object sender, EventArgs e)

{

}

public void Win()

{

if (Count >= 250)

{

MessageBox.Show("You win!");

click\_btn.Enabled = false;

click\_btn2.Enabled = false;

click\_btn3.Enabled = false;

click\_btn4.Enabled = false;

}

}

public void Block()

{

if (Count >= 100)

{click\_btn.Enabled = false;}

if (Count <= 120)

{

click\_btn.Enabled = true;

click\_btn2.Enabled = true;

click\_btn3.Enabled = true;

click\_btn4.Enabled = true;

}

}

}