MyForm.h

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using namespace System; using namespace System:ComponentModel; using namespace System:Collections; using namespace System:Mindows:Forms; using namespace System:Data; using namespace System:Data; using namespace System:Data;
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woid InitializeComponent(void)
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       }
private: System::Wold bul_Click(System::Object* sender, System::EventArgs* e) {
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   }
private: System://old bul_Click(System:/Dject^ sender, System:/SventArgs^ e) {
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private: System://old bul_Click(System:/Dject^ sender, System:/SventArgs^ e) {
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public: String* winer()
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this-bab-7-foreCoder = System::Drawing::Color::Red;
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this-bu3-)Gordobr = System::Drawing::Color::Red;
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return o.ToString();
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res_play();
private: System::Void label1_Click(System::Object^ sender, System::EventArgs^ e) {
}
   ;
};
   myForm1.h
   #pragma once
#include "MyForm.h"
#include "MyForm5.h"
#include "MyForm6.h"
namespace playwando (
                                                                                                                                                                                               using namespace System;
using namespace System::ComponentModel;
using namespace System::Collections;
using namespace System::Mindows::Forms;
using namespace System::Data;
using namespace System::Data;
```

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private: System:Sindows::Forms::Button^ button1;
private: System:Sindows::Forms::Button^ button2;
private: System:Sindows::Forms::Button^ button4;
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fomi->ShowDialog();
       myForm2.h
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using namespace System: ComponentHodel;
using namespace System: Collections;
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using namespace System: Data;
using namespace System: Data;
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Form' obj = gcnew Form();
String' Rx;
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String* namex = "";
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M::Button* button3;
MyForm2(void)
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Section 1. A section of the control of 
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obj->Show();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               }
private: System::/doid label1_Click(System::Object* sender, System::OventArgs* e) {
}
private: System::/doid MyGorm2_Land(System::Object* sender, System::OventArgs* e) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Li-)Text = Bz;
Li-)Text = Bz;
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obj2-Show();
Myform3.h
#pragma once
#include "HyForm2.h"
ramespace playwando {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  obj = obji;
InitialireComponent();
//7000: Add the construc
//
namex = name1;
namex = n
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   private: System: Middate: Form: Deturn | half; private: Middate: Middate: Form: Deturn | half; private: Middate: Middat
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               /// Cummary>
/// Required designer variable.
/// c/cummary>
System::ComponentModel::Container *components;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           /// csummaryo
/// Required method for Designer support - do not modify
/// the contents of this method with the code editor.
/// 
/// csummaryo
wide InitializeComponent(void)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           Special Comparabilities (1) consists from continuous and consists of the continuous and continuo
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       // bail
// bai
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                // Section of the control of the con
        // bill

internal controller = Spartning internal controller contr
                // but
//
                                 this-buil-y-Size = System:(Drudng::Size(114, 185);
this-buil-y-Tableder = 30;
this-buil-y-Tableder = 30;
this-buil-y-Calick == grass System::(Druntiansler(this, Bhyform)::buil_Click);
        This challed the process of the proc
                Through Court in a grow Springer information (Court, March 1992).

White and Andrew Springer information (Court in Springer) (
The Andrew Color of Value (1)

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```

```
} private: System::Wold bu2_Click_1(System::Object* sender, System::EventArgs* o) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    start_play(bu2);
     } private: System://old bul_Click_1(System:/Dject* sender, System:/EventArgs* s) {
     } private: System::Wold bud_Click_1(System::Object* sender, System::EventArgs* e) {
          }
private: System::Wold buS_Click(System::Object^ sender, System::EventArgs^ e) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         start_play(bu6);
start_play(bu6);
     }
private: System::Wold bud_Click(System::Object* sender, System::EventArgs* e) {
}
private: System://old bu7_Click(System::Object* monder, System::EventArgs* e) {
}
Private: System::Fold bu8_Click(System::Object* monder, System::EventArgs* e) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              start_play(bu8);
     }
private: System:Wold buil_Click(System:Object* sender, System:SventArgs* e) {
}
private: System://old buil_Click(System:/Dject* nonder, System:/Swentlegs* n) {
}
Private: System://old buil_Click(System:/Dject* nonder, System:/Swentlegs* n) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    public: String* win = "\0";
public: String* winer()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | ( (bd vine = "7') & (bd vine
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Tet = "Y | M (bd-)Tet = "Y | M (bd-)Tet = "Y | M (bd-)Tet = "X | M (bd-)Tet = "X | Y | M (bd-)Tet = "Y | M (bd-)Tet = "Y | M (bd-)Tet = "X | Y | M (bd-)Tet = "X | M

    *** T.Y. M. (Mod-Text = *T.*) M. (Mod-
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                *** "") M. (bul-lett = "") M. (bul-lett = "") M. (bul-lett = ""))

sin = " besizer is 0";
fettcals(bu, bul, bul);

*** "") M. (bul-lett = "") M. (bull-lett = "")

sin = " be sizer is 0";
fettcals(bu, bul, bul);

*** "") M. (bull-lett = "") M. (bull-lett = "")

sin = " be sizer is 0";
fettcals(bul, bul), bul, bul);

*** "") M. (bull-lett = "") M. (bull-lett = "") M. (bull-lett = ""))
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Color of W | A (declare of W | B (data) data of W
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   int x0 = 0, c0 = 0;
String* result_x()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   }
return x0.ToString();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        }
String^ result_o()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        if (winer() != "\@")
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Silver W. 1971

Ball chart S. 1972

Ball chart
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             if (nu->Text != "X" && bu->Text != "O")
lab1->Text = "player" " + bu->Text + "is playing now";
if (winer() != "W")
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             but1->ForeColor = System::Drawing::Color::Red;
but2->ForeColor = System::Drawing::Color::Red;
but1->ForeColor = System::Drawing::Color::Red;
but1->ForeColor = System::Drawing::Color::Red;
     Myform4.h
```

```
Form' obj = gcnew Form();
String" First_player;
String" Second_player;
MyForm#(void)
{
                                                                                                                                                                                                                                                                                                                                                                                                                       InitializeComponent();
//
//T000: Add the constructor code here
//
        /// cummary>
/// Required designer variable.
/// /// Remary>
System: ComponentModel::Container *components
/// commany)
/// Required method for Designer support - do not modify
/// the contents of this method with the code editor.
/// 
/// commanyo
wold InitializeComponent(void)
{
                                                                                                                                                                                                                                                                                                                                                                                                               System: Composet Model: Informated to mare collectings of this collection of general collections: The mare interest this collection of general collections: The mare interest this collection of general collections of general collections of general collections of general collections: Information the this collection of general collections: Information the this collection of general collections: Information the third collection of general collections: Information the third collection of general collections: Information the third collection of general collections of genera
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//
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                                                                                                                                                                                                                                                                                                                                                                                                               Stocked-cities a gime system interminative (size, $\phi\) principal ($\pri\) ($\pri\
                                                                                                                                                                                                                                                                                                                                                                                                       Missed-collide grow system consequences of the collision 
                                                                                                                                                                                                                                                                                                                                                                                               The control of the co
```

public: int number_button

```
///wir jili

If ((bd-)fest = Second_player MBod-)fest = Second_player || bd-)fest = Second_playerMBod-)fest = Second_playe
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    player&Bbu5->Text == Second_player
|| bui->Text == Second_player&Bbu2->Text == Second_player)
| Bb (bu2->Text != "%" Bb bu2->Text != "0"))
| number_button = 2;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    playerddbud->Text == Second_player || bul->Text == Second_playerddbul->Text == Second_player
|| bul->Text == Second_playerddbul->Text == Second_player)
| dd (bul->Text != "Y" dd bul->Text != "0"))
| numbe_buttor = 1;
                                                                                                                                                                                                                                                       clayer-Made->Text == Second_player || har->Text == Second_player-Made->Text == Second_player
|| har->Text == Second_player-Made->Text == Second_player-Made->Text == Second_player-
|| har->Text == Second_player-Made->Text == Second_player->
| Al (Dui->Text != Second_player-Made->Text == Second_player->
| all (Dui->Text != Second_player-Made->Text == Second_player->
                                                                                                                                                                                                                                                                                                                                                                   obygerMdAud->Text == Second_player || bu5->Text == Second_playerMdAud->Text == Second_player ||
bu5->Text == Second_playerMdAud->Text == Second_player) && (bu7->Text != "A" && bu7->Text != "0")
numbe_button = 7;
                                                                                                                                                                                                                                                       else if {(bu2->Text == Second_player&Bbu5->Text == Second_player || bu7->Text == Second_player
Bb (bu3->Text != "X" && bu3->Text != "0"))
number_button = %;
                                                                                                                                                                                                                                                  also if ((but-)Text == Second_player@Abd->Text == Second_player || bu/>Text == Second_player || bu/>Tex
                                                                                                                                                                                                                        nddde Jacon - 1,

slus if ((bu-)fest es First_playeddde)-rist es First_player || bu2-)fest es First_playeddde)-rist es Fi
|| bu2-)fest es First_playeddde)-rist es First_playeddde)-rist es First_playeddde)-rist es First_playedddde)

[[ bu2-)fest |= 2" & bu3-18tt |= 2")

slus - 15tt |= 2" || bu3-18tt |= 2")
                                                                                                                                                                                                                        also if ((bd-)fest or First playerMobd-)fest or First player || bul-)fest or First playerMobd-)-fest or First player
AM (bul-)fest |= "X" AM bul-)fest |= "0"))
                                                                                                                                                                                                                                                  slas if ((bul-)fast = First_player|| bul-)fast == First_player|| bul-)fast_player|| bul-)fast == First_player|| bul-)fast_player|| bul-)fast_player
                                                                                                                                                                                                                                                       number_button = 5;
     die ff ([hd-oltet in 2° di hd-oltet in fürstjäppellind-oltet in fürstjäppel | hd-oltet in fürstjäppellind-oltet in fürstj
                                         number_button = 7;
dis (f ((bi-)ten = flori_shyedind-)ten = flori_shye | bi->ten = flor
                                                                                                                                                                                                                                                                                                                                                                                                                      men, Junius a. 12

| Persistange | March | Mar
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      المتراتي الدي //
for (int fd;; fd++){
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       The proof of the 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    srand(time(0));
int r = 1 + rand() % 9;
```

```
= '0'))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    break;
size if (((bui->Text == "0")) &k ((bui->Text == "0") &k ((bui->Text == "0")) &k ((bui->Text == 
= "0"))
= "0")))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  && ((bu7->Text = "X") || (bu7->Text == "0")) && ((bu8->Text == "X") || (bu8->Text == "0")) && ((bu8->Text == "X") || (bu8->Text == "
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         she if (((bd-liet = "Y') | ((bd-liet = "Y') | (bd-liet = "Y') | ((bd-liet = "Y') | (bd-liet = "Y') | ((bd-liet = "Y') | ((bd-li
    (bu6->Text = First_player))
= '0')))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    size if (((bd-)fat = "7") | (bd-)fat = "7") | (b
    = '0'))
'X') || (bu9->Text = '0')))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            \begin{array}{ll} \text{size if ((lphi-linet = ??) | Inhi-linet = ??
    = '0'))
'X') || (bu9->Text = '0')))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               size if (((bd-)det = "7) | bd-)det = "7) | ii ((bd-)det = "7) | ii (bd-)det = "7) | ii
= '0'))
(bu%->Text = First_player)))
```

```
return number_button;
}
int ss;
                                                                           }
private: System::Wold bul_Click_1(System::Object* sender, System::EventArgs* e) {
private: System: Food buf_Click_l(System: Object* sender, System: Swentings* s) {
    private: System: Food buf_Click_l(System: Object* sender, System: Eventings* s) {

                                                                                                                                                                                                                             start_play(bu8);
 }
private: System::Wold bu6_Click_1(System::Object* sender, System::EventArgs* s) {
 }
private: System::/old bu5_Click_1(System::Object* sender, System::EventArgs* e) {
 private: System::Svaid bus_Click_S(System::Sbject* sender, System::SventArgs* e) {
}

public: String* win = "(0";
public: String* winer()
{
                                                                                                                                             int x = 0, o = 0;
String* result_x()
{
                                                                                                                                                                                                                           n->Text = 0 ;

b->Text = First_player;

if (winer() == "\0")

player_0();
                                                                                                                                                                                                                                                                                                      | Section | Sect
Myform5.h
                                                                                                                                                 Form' obj;
int form;
MyForm5(void)
                                                                        private: System::Mindows::Fores::Button* button;
private: System::Mindows::Fores::Button* label;
private: System::Mindows::Fores::Label* label;
private: System::Mindows::Fores::TextBox* text2;
```

```
/// commanys
/// Required method for Designer support - do not modify
/// the contents of this method with the code editor.
/// 
/// // (summany)
// cistinging or content (void)
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rame_player_0 = text2->Text;
this->Hide();
if (form == 2)
{
    fon->Chendialog();
    if (form == 4)
{
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           MyGormi^ fond = gonew MyGormi(obj, name_player_X, name_player_0);
fond->Shoubdialog();
Myform6.h
#pragma once
# include "MyFormi.h"
namespace playwando {
                                                                                                                                                                                                                                                                                                                                                                    using namespace System: (ComponentModel;
using namespace System::(Collections;
using namespace System::(Collections;
using namespace System::(Mradows::Forms;
using namespace System::(Drawing;
using namespace System::(Drawing;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           InitializeComponent();
//
//T000: Add the constructor code here
//
                                                                                                                                                                                                                                                                                                                                                                    private: System::Windows::Forem::Rutton^ bul;
private: System::Windows::Forem::Rutton^ bul;
protected:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        whether the methods of the property of the pro
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