procedure TForm1.Button1Click(Sender: TObject);

begin

MediaPlayer1.FileName := '1.mp3';

MediaPlayer1.AutoRewind := True;

MediaPlayer1.Open;

MediaPlayer1.Play;

button2.Visible:=true;

button1.Visible:=false;

end;

procedure TForm1.Button2Click(Sender: TObject);

begin

MediaPlayer1.Stop; // останавливаем воспроизведение музыки

button2.Visible:=false;

button1.Visible:=true;

end;

procedure TForm1.MediaPlayer1Notify(Sender: TObject);

begin

if MediaPlayer1.Position >= MediaPlayer1.Length then // проверяем, закончилась ли песня

begin

MediaPlayer1.Stop; // останавливаем воспроизведение

MediaPlayer1.Position := 0; // перематываем в начало

MediaPlayer1.Play; // воспроизводим снова

end;

end;

procedure TForm1.N11Click(Sender: TObject);

begin

form1.hide;

form2.show;

form2.Label2.Visible:=true;

form2.edit1.Visible:=true;

str.StringGrid1.Visible:=true;

str.StringGrid1.Enabled:=true;

str.button3.Visible:=true;

form2.BitBtn3.Visible:=true;

str.Label1.Visible:=true;

str.Timer1.Enabled:=true;

end;

procedure TForm1.N21Click(Sender: TObject);

begin

form1.hide;

form2.show;

form2.Label2.Visible:=true;

form2.edit1.Visible:=true;

form2.Label3.Visible:=true;

form2.edit2.Visible:=true;

str.StringGrid1.Visible:=true;

str.StringGrid2.Visible:=true;

str.StringGrid1.Enabled:=true;

str.StringGrid2.Enabled:=true;

str.button3.Visible:=true;

str.button4.Visible:=true;

form2.BitBtn2.Visible:=true;

str.Label1.Visible:=true;

str.Label3.Visible:=true;

str.Timer1.Enabled:=true;

str.Timer2.Enabled:=true;

end;

procedure TForm1.N2Click(Sender: TObject);

begin

ShowMessage('Железнов Сергей Дмитририевич ПЗТ-37');

end;

procedure TForm1.N31Click(Sender: TObject);

begin

form1.hide;

form2.show;

form2.Label2.Visible:=true;

form2.edit1.Visible:=true;

form2.Label3.Visible:=true;

form2.edit2.Visible:=true;

form2.Label4.Visible:=true;

form2.edit3.Visible:=true;

str.StringGrid1.Visible:=true;

str.StringGrid2.Visible:=true;

str.StringGrid3.Visible:=true;

str.StringGrid1.Enabled:=true;

str.StringGrid2.Enabled:=true;

str.StringGrid3.Enabled:=true;

str.button3.Visible:=true;

str.button4.Visible:=true;

str.button5.Visible:=true;

form2.BitBtn1.Visible:=true;

str.Label1.Visible:=true;

str.Label3.Visible:=true;

str.Label4.Visible:=true;

str.Timer1.Enabled:=true;

str.Timer2.Enabled:=true;

str.Timer3.Enabled:=true;

end;

procedure TForm1.N3Click(Sender: TObject);

begin

Halt;

end;

procedure TForm1.N5Click(Sender: TObject);

begin

ShellExecute(0,PChar('open'),PChar('Spravka.chm'),nil,nil,SW\_SHOW);

end;

end.

procedure TForm2.BitBtn1Click(Sender: TObject);

begin

if (Edit1.Text = '') or (Edit2.Text = '') or (Edit3.Text = '') then

begin

ShowMessage('Введите имена игроков ');

end

else

begin

str.label1.Caption:=edit1.Text;

str.label3.Caption:=edit2.Text;

str.label4.Caption:=edit3.Text;

form2.Hide;

str.Show;

end;

end;

procedure TForm2.BitBtn2Click(Sender: TObject);

begin

if (Edit1.Text = '') or (Edit2.Text = '') then

begin

ShowMessage('Введите имена игроков ');

end

else

begin

str.label1.Caption:=edit1.Text;

str.label3.Caption:=edit2.Text;

form2.Hide;

str.Show;

end;

end;

procedure TForm2.BitBtn3Click(Sender: TObject);

begin

if Edit1.Text = '' then

begin

ShowMessage('Введите имя игрока ');

end

else

begin

str.label1.Caption:=edit1.Text;

form2.Hide;

str.Show;

end;

end;

end.

function isRepeat(num: Integer; grid: TStringGrid; col, row: Integer): Boolean;

var

i, j: Integer;

begin

Result := False;

for i := 0 to grid.ColCount - 1 do

begin

if i <> col then // не сравниваем с самой собой

begin

if num = StrToIntDef(grid.Cells[i, row], 0) then // нашли повторение по горизонтали

begin

Result := True;

Exit;

end;

end;

end;

for j := 0 to grid.RowCount - 1 do

begin

if j <> row then // не сравниваем с самой собой

begin

if num = StrToIntDef(grid.Cells[col, j], 0) then // нашли повторение по вертикали

begin

Result := True;

Exit;

end;

end;

end;

end;

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

procedure Tstr.BitBtn1Click(Sender: TObject);

begin

button3.Visible:=false;

button4.Visible:=false;

button5.Visible:=false;

button1.Visible:=true;

bitbtn1.visible:=false;

end;

procedure Tstr.Button1Click(Sender: TObject);

begin

strgrid1:=0;

strgrid2:=0;

strgrid3:=0;

showmessage('Бочонки перемешаны!Приятной игры!!!');

button1.Visible:=false;

image1.Visible:=true;

button2.Visible:=true;

randomize;

for i := 1 to 90 do

a[i] := i;

for i := 90 downto 2 do

begin

j := random(i) + 1; // выбираем случайный элемент

temp := a[i]; // меняем местами текущий элемент и выбранный случайный элемент

a[i] := a[j];

a[j] := temp;

end;

end;

procedure Tstr.Button2Click(Sender: TObject);

begin

if currentIndex <= Length(a) then // если не все элементы выведены

begin

label2.Caption:=(IntToStr(a[currentIndex])); // выводим текущий элемент

Inc(currentIndex); // увеличиваем индекс для следующего элемента

end;

n:=strtoint(label2.Caption);

for i := 0 to StringGrid1.ColCount - 1 do

begin

for j := 0 to StringGrid1.RowCount - 1 do

begin

if StringGrid1.Cells[i, j] = IntToStr(n) then

begin

StringGrid1.Canvas.Brush.Color := clgreen;

StringGrid1.Canvas.FillRect(StringGrid1.CellRect(i, j));

strgrid1:=strgrid1+1;

end;

end;

end;

for i := 0 to StringGrid2.ColCount - 1 do

begin

for j := 0 to StringGrid2.RowCount - 1 do

begin

if StringGrid2.Cells[i, j] = IntToStr(n) then

begin

StringGrid2.Canvas.Brush.Color := clgreen;

StringGrid2.Canvas.FillRect(StringGrid2.CellRect(i, j));

strgrid2:=strgrid2+1;

end;

end;

end;

for i := 0 to StringGrid3.ColCount - 1 do

begin

for j := 0 to StringGrid3.RowCount - 1 do

begin

if StringGrid3.Cells[i, j] = IntToStr(n) then

begin

StringGrid3.Canvas.Brush.Color := clgreen;

StringGrid3.Canvas.FillRect(StringGrid3.CellRect(i, j));

strgrid3:=strgrid3+1;

end;

end;

end;

end;

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

procedure Tstr.Button3Click(Sender: TObject);

var

i, j, k, count: Integer;

nums: array[1..90] of Boolean;

begin

begin

for i := 0 to StringGrid1.ColCount - 1 do

for j := 0 to StringGrid1.RowCount - 1 do

StringGrid1.Cells[i, j] := '';

end;

StringGrid1.ColCount := 9;

StringGrid1.RowCount := 3;

Randomize;

count := 0;

while count < 15 do

begin

i := Random(StringGrid1.ColCount);

j := Random(StringGrid1.RowCount);

if Length(StringGrid1.Cells[i, j]) = 0 then

begin

repeat // повторяем генерацию, пока не найдём уникальное число

k := i \* 10 + Random(9) + 1;

while nums[k] do

k := i \* 10 + Random(10) + 1;

nums[k] := True;

until not isRepeat(k, StringGrid1, i, j); // проверяем на повторение

StringGrid1.Cells[i, j] := IntToStr(k);

Inc(count);

end;

for k := Low(nums) to High(nums) do

nums[k] := False;

end;

end;

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

procedure Tstr.Button4Click(Sender: TObject);

var

i, j, k, count: Integer;

nums: array[1..90] of Boolean;

begin

begin

for i := 0 to StringGrid2.ColCount - 1 do

for j := 0 to StringGrid2.RowCount - 1 do

StringGrid2.Cells[i, j] := '';

end;

StringGrid2.ColCount := 9;

StringGrid2.RowCount := 3;

Randomize;

count := 0;

while count < 15 do

begin

i := Random(StringGrid2.ColCount);

j := Random(StringGrid2.RowCount);

if Length(StringGrid2.Cells[i, j]) = 0 then

begin

repeat // повторяем генерацию, пока не найдём уникальное число

k := i \* 10 + Random(9) + 1;

while nums[k] do

k := i \* 10 + Random(10) + 1;

nums[k] := True;

until not isRepeat(k, StringGrid2, i, j); // проверяем на повторение

StringGrid2.Cells[i, j] := IntToStr(k);

Inc(count);

end;

for k := Low(nums) to High(nums) do

nums[k] := False;

end;

end;

procedure Tstr.Button5Click(Sender: TObject);

var

i, j, k, count: Integer;

nums: array[1..90] of Boolean;

begin

begin

for i := 0 to StringGrid3.ColCount - 1 do

for j := 0 to StringGrid3.RowCount - 1 do

StringGrid3.Cells[i, j] := '';

end;

StringGrid3.ColCount := 9;

StringGrid3.RowCount := 3;

Randomize;

count := 0;

while count < 15 do

begin

i := Random(StringGrid3.ColCount);

j := Random(StringGrid3.RowCount);

if Length(StringGrid3.Cells[i, j]) = 0 then

begin

repeat // повторяем генерацию, пока не найдём уникальное число

k := i \* 10 + Random(9) + 1;

while nums[k] do

k := i \* 10 + Random(10) + 1;

nums[k] := True;

until not isRepeat(k, StringGrid3, i, j); // проверяем на повторение

StringGrid3.Cells[i, j] := IntToStr(k);

Inc(count);

end;

for k := Low(nums) to High(nums) do

nums[k] := False;

end;

end;

procedure Tstr.StringGrid1DrawCell(Sender: TObject; ACol, ARow: Integer;

Rect: TRect; State: TGridDrawState);

begin

if StringGrid1.Cells[ACol, ARow] = '' then

begin

StringGrid1.Canvas.Brush.Color := clBlack;

StringGrid1.Canvas.FillRect(Rect);

end;

end;

procedure Tstr.StringGrid2DrawCell(Sender: TObject; ACol, ARow: Integer;

Rect: TRect; State: TGridDrawState);

begin

if StringGrid2.Cells[ACol, ARow] = '' then

begin

StringGrid2.Canvas.Brush.Color := clBlack;

StringGrid2.Canvas.FillRect(Rect);

end;

end;

procedure Tstr.StringGrid3DrawCell(Sender: TObject; ACol, ARow: Integer;

Rect: TRect; State: TGridDrawState);

begin

if StringGrid3.Cells[ACol, ARow] = '' then

begin

StringGrid3.Canvas.Brush.Color := clBlack;

StringGrid3.Canvas.FillRect(Rect);

end;

end;

procedure Tstr.Timer1Timer(Sender: TObject);

begin

if strgrid1 = 15 then

begin

timer1.Enabled:=false;

strgrid1:=0;

strgrid2:=0;

strgrid3:=0;

ShowMessage('Победил игрок '+label1.Caption);

form5.show;

end;

end;

procedure Tstr.Timer2Timer(Sender: TObject);

begin

if strgrid2 = 15 then

begin

timer2.Enabled:=false;

strgrid1:=0;

strgrid2:=0;

strgrid3:=0;

ShowMessage('Победил игрок '+label3.Caption);

form5.show;

end;

end;

procedure Tstr.Timer3Timer(Sender: TObject);

begin

if strgrid3 = 15 then

begin

timer3.Enabled:=false;

strgrid1:=0;

strgrid2:=0;

strgrid3:=0;

ShowMessage('Победил игрок '+label4.Caption);

form5.show;

end;

end;

procedure Tstr.Timer4Timer(Sender: TObject);

begin

i:=0;

currentIndex:=1;

timer4.Enabled:=false

end;

end.

procedure TForm4.FormCreate(Sender: TObject);

begin

Progressbar1.Position:=0;

end;

procedure TForm4.Timer1Timer(Sender: TObject);

begin

Progressbar1.Position:=Progressbar1.Position+20;

if Progressbar1.Position=100 then

end;

procedure TForm4.Timer2Timer(Sender: TObject);

begin

form4.Hide;

form1.show;

timer2.Enabled:=false;

end;

end.

procedure TForm5.Button1Click(Sender: TObject);

begin

form5.hide;

str.hide;

form1.show;

form2.Edit1.Text:='';

form2.Edit2.Text:='';

form2.Edit3.Text:='';

form2.Edit2.visible:=false;

form2.Edit3.visible:=false;

form2.label3.visible:=false;

form2.label4.visible:=false;

str.label4.visible:=false;

str.label3.visible:=false;

str.stringgrid2.visible:=false;

str.stringgrid3.visible:=false;

str.image1.visible:=false;

str.button2.visible:=false;

str.label2.caption:='';

str.bitbtn1.visible:=true;

str.StringGrid1.Visible:=false;

str.StringGrid2.Visible:=false;

str.StringGrid3.Visible:=false;

str.timer4.Enabled:=true;

str.StringGrid1.Enabled:=false;

str.StringGrid2.Enabled:=false;

str.StringGrid3.Enabled:=false;

str.Timer1.Enabled:=False;

str.Timer2.Enabled:=False;

str.Timer3.Enabled:=False;

end;

procedure TForm5.Button2Click(Sender: TObject);

begin

Halt;

end;

end.