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 LuckySeven

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

Random randMaster = new Random();

int rng1 = randMaster.Next(1, 8);

int rng2 = randMaster.Next(1, 8);

int rng3 = randMaster.Next(1, 8);

lbl1.Text = Convert.ToString(rng1);

lbl2.Text = Convert.ToString(rng2);

lbl3.Text = Convert.ToString(rng3);

if (rng1 == 7 || rng2 == 7 || rng3 == 7)

MessageBox.Show("You won!");

else if (rng1 == 5 & rng2 == 5 & rng3 == 5)

MessageBox.Show("You won!");

else

MessageBox.Show("Try Again?");

}

}

}



