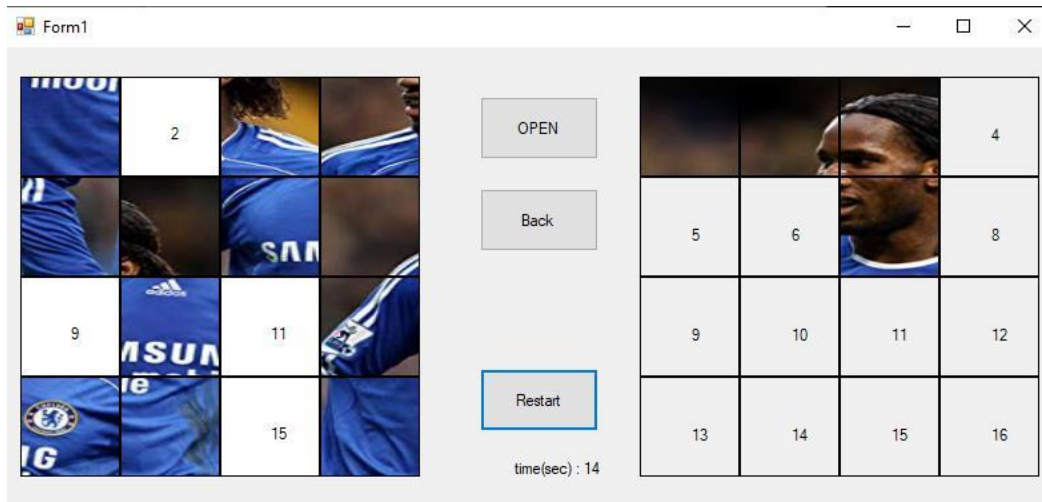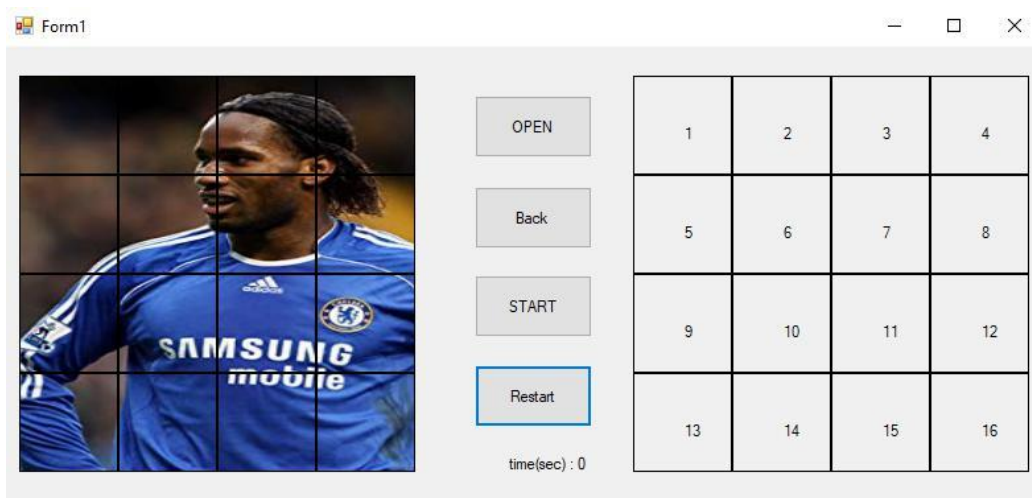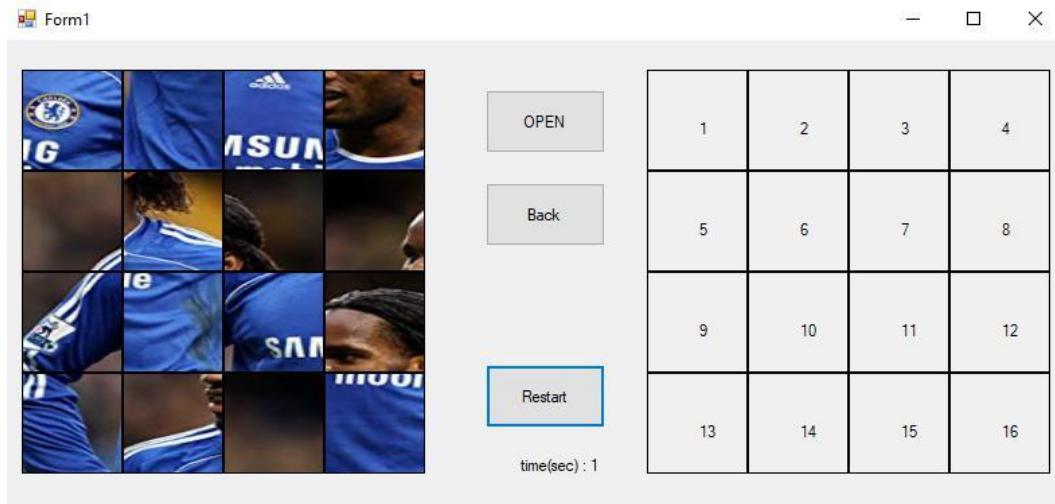# Picture Puzzle Game

How to play
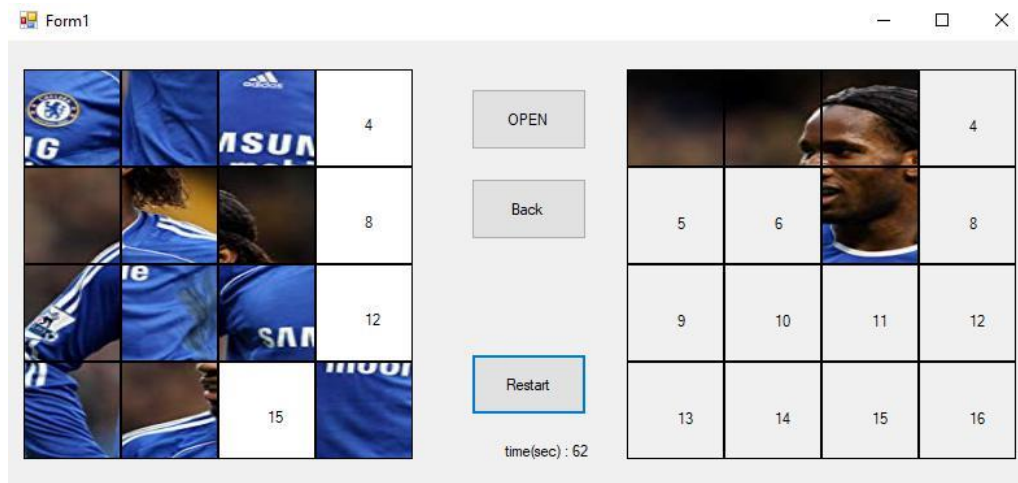
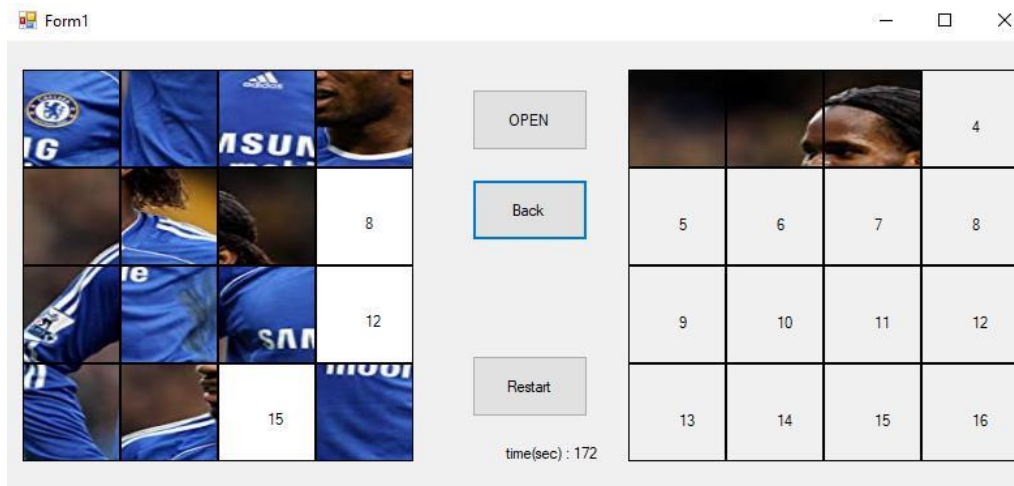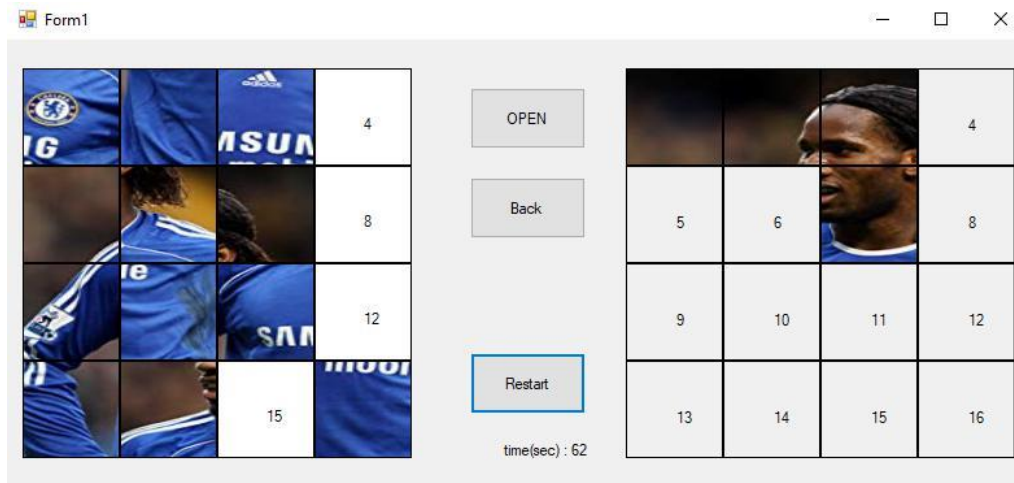1. *Upload a picture from your computer by the OPEN button*

2. Click START to start the game.
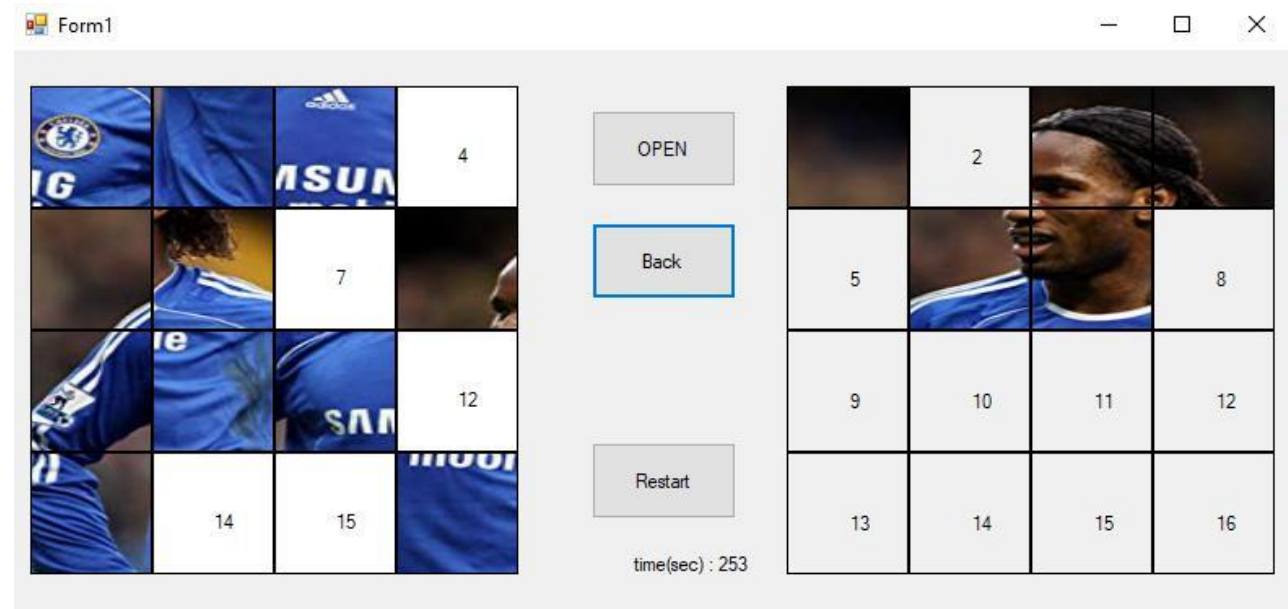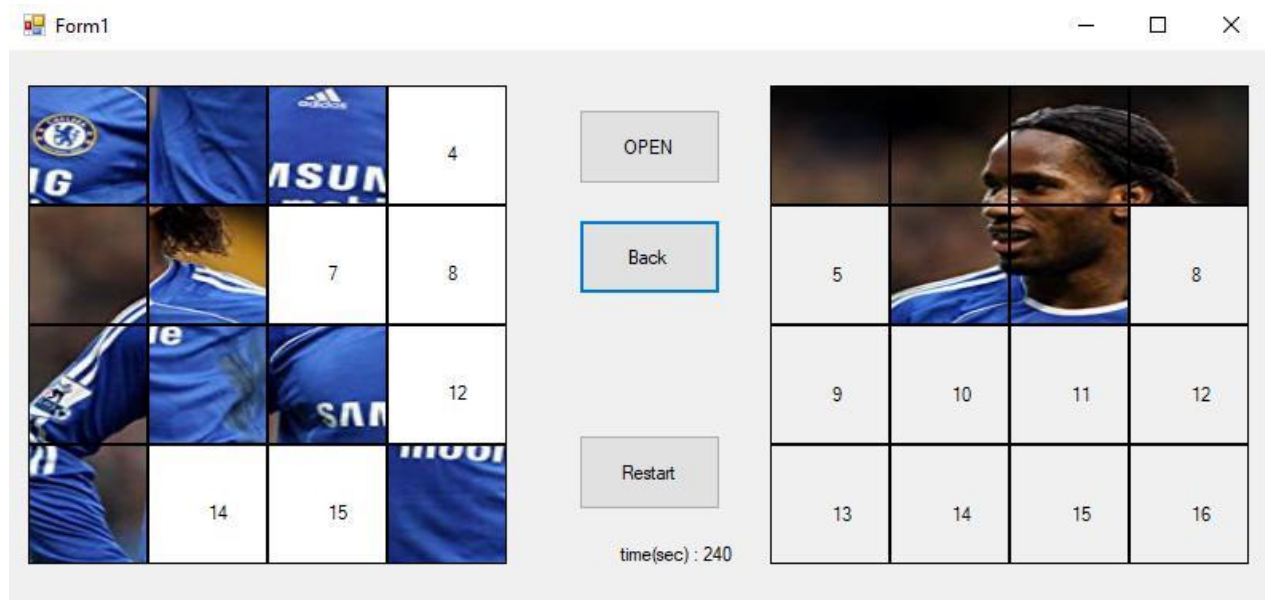

3.get start
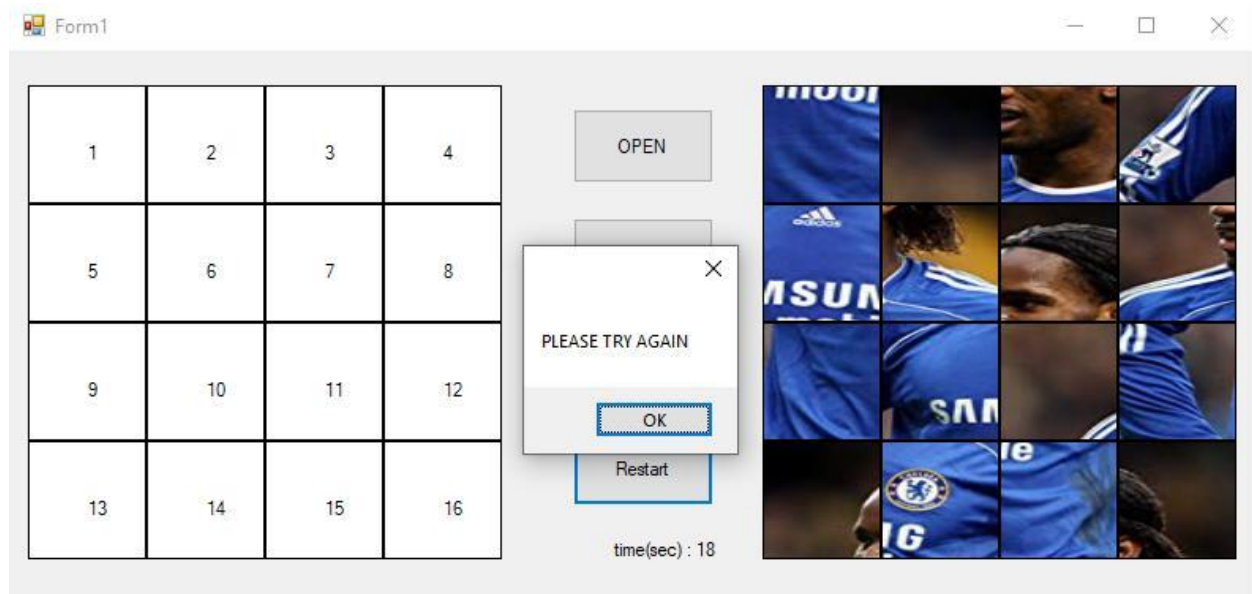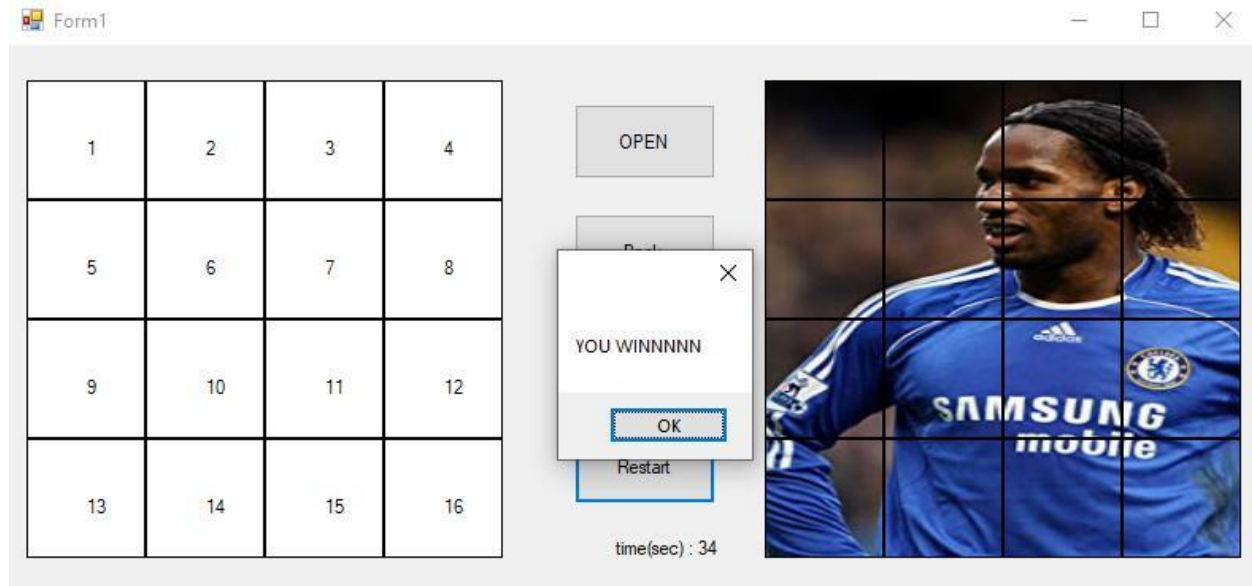
3.1 Back function

1.use Back button

2.Click the section you want to back.

4. When you finished a game

Example code

```csharp
66        private void PictureBox1_Paint(object sender, PaintEventArgs e)
67        {
68            if(startt())
69            {
70                Graphics G = e.Graphics;
71                for (int i = 0; i < 4; i++)
72                    for (int j = 0; j < 4; j++)
73                    {
74                        Rectangle rect = new Rectangle(i * 75, j * 75, 75, 75);
75                        Pen pennies = new Pen(Color.Black, 2);
76                        G.DrawRectangle(pennies, rect);
77                    }
78                for (int k = 0; k < list_p3.Count; k++)
79                {
80                    Rectangle rect = new Rectangle(list_p3[k].X + 1, list_p3[k].Y + 1, 73, 73);
81                    SolidBrush Brushies = new SolidBrush(Color.White);
82                    G.FillRectangle(Brushies, rect);
83                    SolidBrush Num_text = new SolidBrush(Color.Black);
84                    G.DrawString(((list_p3[k].X) / 75 + 1 + 4 * (list_p3[k].Y) / 75).ToString(), Font, Num_text, new Point(list_p3[k].X + 36, list_p3[k].Y + 36));
85                }
86            }
87        }
88        private void PictureBox2_Paint(object sender, PaintEventArgs e)
89        {
90            if (startt())
91            {
92                Graphics G = e.Graphics;
93                for (int i = 0; i < 4; i++)
94                    for (int j = 0; j < 4; j++)
95                    {
96                        Rectangle rect = new Rectangle(i * 75, j * 75, 75, 75);
97                        Pen pennies = new Pen(Color.Black, 2);
98                        G.DrawRectangle(pennies, rect);
99                        SolidBrush Num_text = new SolidBrush(Color.Black);
100                       G.DrawString(NT[i,j], Font, Num_text, new Point(j * 75 + 37, i * 75 + 37));
101                   }
102            }
103        }
104        private void check()
105        {
106            Bitmap bm = (Bitmap)pictureBox2.Image;
107            Bitmap bm2 = (Bitmap)pictureBox3.Image;
108            if (list_p4.Count == 16)
109            {
110                for (int i = 0; i < pictureBox2.Width; i++)
111                    for (int j = 0; j < pictureBox2.Height; j++)
112                    {
113                        Color c = bm.GetPixel(i, j);
114                        Color c2 = bm2.GetPixel(i, j);
115                        if (c.R == c2.R && c.G == c2.G && c.B == c2.B)
116                        {
117                            p++;
```