Public Class frmTicTacToeSinglePlayer

Dim TopLeft As String

Dim MiddleLeft As String

Dim BottomLeft As String

Dim TopCenter As String

Dim MiddleCenter As String

Dim BottomCenter As String

Dim TopRight As String

Dim MiddleRight As String

Dim BottomRight As String

Dim WinningPlayer As String

Dim PlayerOne As Boolean = True

Dim Chosen As Boolean = False

Dim Winner As Boolean = False

Dim Draw As Boolean = False

Dim PlayerOneTokenNo As Integer = 0

Dim ComputerPlayerTokenNo As Integer = 0

Dim ExitFlag As Boolean = True

Dim list As New ArrayList

'Override code

Public Const WM\_NCLBUTTONDBLCLK As Integer = &HA3

Const WM\_NCHITTEST As Integer = &H84

Const HTCLIENT As Integer = &H1

Const HTCAPTION As Integer = &H2

Private Sub checktext1()

ExitFlag = False

If TopLeft = "X" And MiddleCenter = "X" And BottomRight = "X" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Player 1 recieves a token!")

PlayerOneTokenNo = PlayerOneTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopLeft = "X" And TopCenter = "X" And TopRight = "X" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Player 1 recieves a token!")

PlayerOneTokenNo = PlayerOneTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf MiddleLeft = "X" And MiddleCenter = "X" And MiddleRight = "X" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Player 1 recieves a token!")

PlayerOneTokenNo = PlayerOneTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf BottomLeft = "X" And BottomCenter = "X" And BottomRight = "X" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Player 1 recieves a token!")

PlayerOneTokenNo = PlayerOneTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopLeft = "X" And MiddleLeft = "X" And BottomLeft = "X" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Player 1 recieves a token!")

PlayerOneTokenNo = PlayerOneTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopCenter = "X" And MiddleCenter = "X" And BottomCenter = "X" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Player 1 recieves a token!")

PlayerOneTokenNo = PlayerOneTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopRight = "X" And MiddleRight = "X" And BottomRight = "X" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Player 1 recieves a token!")

PlayerOneTokenNo = PlayerOneTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopRight = "X" And MiddleCenter = "X" And BottomLeft = "X" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Player 1 recieves a token!")

PlayerOneTokenNo = PlayerOneTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

End If

PlayerOne = False

Chosen = False

CheckDraw()

If Draw = True Then

Draw = False

Exit Sub

End If

ComputerPlayer()

End Sub

Private Sub CheckWinner()

If PlayerOneTokenNo > 4 Then

GetTokens()

PlayerOneTokenNo = 0

ComputerPlayerTokenNo = 0

Winner = True

WinnerSoundTimer.Start()

picTicTacToeWinner.Visible = True

picTicTacToeWinner.Image = My.Resources.Hangman\_Player\_One\_loser

Exit Sub

End If

If ComputerPlayerTokenNo > 4 Then

GetTokens()

PlayerOneTokenNo = 0

ComputerPlayerTokenNo = 0

Winner = True

WinnerSoundTimer.Start()

picTicTacToeWinner.Visible = True

picTicTacToeWinner.Image = My.Resources.Hangman\_Player\_One\_loser

Exit Sub

End If

If Draw = True Then

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_rejected

frmMainMenu.player.Play()

End If

MsgBox("Draw!")

RestartGame()

End If

End Sub

Private Sub WinnerSoundTimer\_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles WinnerSoundTimer.Tick

If Winner = False Then

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

End If

WinnerSoundTimer.Stop()

Winner = False

Else

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_setback

frmMainMenu.player.Play()

End If

Winner = False

WinnerSoundTimer.Stop()

End If

If Draw = True Then

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_rejected

frmMainMenu.player.Play()

End If

Draw = False

WinnerSoundTimer.Stop()

End If

End Sub

Private Sub DisableButtons()

btnTopLeft.Enabled = False

btnMiddleLeft.Enabled = False

btnBottomLeft.Enabled = False

btnTopCenter.Enabled = False

btnMiddleCenter.Enabled = False

btnBottomCenter.Enabled = False

btnTopRight.Enabled = False

btnMiddleRight.Enabled = False

btnBottomRight.Enabled = False

End Sub

Private Sub EnableButtons()

btnTopLeft.Enabled = True

btnMiddleLeft.Enabled = True

btnBottomLeft.Enabled = True

btnTopCenter.Enabled = True

btnMiddleCenter.Enabled = True

btnBottomCenter.Enabled = True

btnTopRight.Enabled = True

btnMiddleRight.Enabled = True

btnBottomRight.Enabled = True

End Sub

Private Sub checktext2()

ExitFlag = False

ComputerPlayerTimer.Stop()

If TopLeft = "O" And MiddleCenter = "O" And BottomRight = "O" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Congratulation! Player 2 Won")

Me.BackgroundImage = My.Resources.TicTacToe\_FormBackground

ComputerPlayerTokenNo = ComputerPlayerTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopLeft = "O" And TopCenter = "O" And TopRight = "O" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Congratulation! Player 2 Won")

ComputerPlayerTokenNo = ComputerPlayerTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf MiddleLeft = "O" And MiddleCenter = "O" And MiddleRight = "O" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Congratulation! Player 2 Won")

ComputerPlayerTokenNo = ComputerPlayerTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf BottomLeft = "O" And BottomCenter = "O" And BottomRight = "O" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Congratulation! Player 2 Won")

ComputerPlayerTokenNo = ComputerPlayerTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopLeft = "O" And MiddleLeft = "O" And BottomLeft = "O" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Congratulation! Player 2 Won")

ComputerPlayerTokenNo = ComputerPlayerTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopCenter = "O" And MiddleCenter = "O" And BottomCenter = "O" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Congratulation! Player 2 Won")

ComputerPlayerTokenNo = ComputerPlayerTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopRight = "O" And MiddleRight = "O" And BottomRight = "O" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Congratulation! Player 2 Won")

ComputerPlayerTokenNo = ComputerPlayerTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

ElseIf TopRight = "O" And MiddleCenter = "O" And BottomLeft = "O" Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

MsgBox("Congratulation! Player 2 Won")

ComputerPlayerTokenNo = ComputerPlayerTokenNo + 1

GetTokens()

RestartGameTimer.Start()

Exit Sub

End If

PlayerOne = True

Chosen = False

CheckDraw()

End Sub

Private Sub CheckDraw()

If btnTopLeft.Enabled = False And btnMiddleLeft.Enabled = False And btnBottomLeft.Enabled = False And btnTopCenter.Enabled = False And btnMiddleCenter.Enabled = False And btnBottomCenter.Enabled = False And btnTopRight.Enabled = False And btnMiddleRight.Enabled = False And btnBottomRight.Enabled = False Then

Draw = True

CheckWinner()

End If

End Sub

Private Sub btnTopLeft\_MouseUp(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnTopLeft.MouseUp

If PlayerOne = True Then

btnTopLeft.Enabled = False

btnTopLeft.BackgroundImage = My.Resources.TicTacToe\_X1

TopLeft = "X"

list.Remove(1)

checktext1()

Else

btnTopLeft.Enabled = False

btnTopLeft.BackgroundImage = My.Resources.TicTacToe\_O

TopLeft = "O"

checktext2()

End If

End Sub 'Number 1

Private Sub btnTopCenter\_MouseUp(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnTopCenter.MouseUp

If PlayerOne = True Then

btnTopCenter.Enabled = False

btnTopCenter.BackgroundImage = My.Resources.TicTacToe\_X1

TopCenter = "X"

list.Remove(2)

checktext1()

Else

btnTopCenter.Enabled = False

btnTopCenter.BackgroundImage = My.Resources.TicTacToe\_O

TopCenter = "O"

checktext2()

End If

End Sub 'Number 2

Private Sub btnTopRight\_MouseUp(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnTopRight.MouseUp

If PlayerOne = True Then

btnTopRight.Enabled = False

btnTopRight.BackgroundImage = My.Resources.TicTacToe\_X1

TopRight = "X"

list.Remove(3)

checktext1()

Else

btnTopRight.Enabled = False

btnTopRight.BackgroundImage = My.Resources.TicTacToe\_O

TopRight = "O"

checktext2()

End If

End Sub 'Number 3

Private Sub btnMiddleLeft\_MouseUp(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnMiddleLeft.MouseUp

If PlayerOne = True Then

btnMiddleLeft.Enabled = False

btnMiddleLeft.BackgroundImage = My.Resources.TicTacToe\_X1

MiddleLeft = "X"

list.Remove(4)

checktext1()

Else

btnMiddleLeft.Enabled = False

btnMiddleLeft.BackgroundImage = My.Resources.TicTacToe\_O

MiddleLeft = "O"

checktext2()

End If

End Sub 'Number 4

Private Sub btnMiddleCenter\_MouseUp(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnMiddleCenter.MouseUp

If PlayerOne = True Then

btnMiddleCenter.BackgroundImage = My.Resources.TicTacToe\_X1

MiddleCenter = "X"

list.Remove(5)

checktext1()

btnMiddleCenter.Enabled = False

Else

btnMiddleCenter.Enabled = False

btnMiddleCenter.BackgroundImage = My.Resources.TicTacToe\_O

MiddleCenter = "O"

checktext2()

End If

End Sub 'Number 5

Private Sub btnMiddleRight\_MouseUp(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnMiddleRight.MouseUp

If PlayerOne = True Then

btnMiddleRight.Enabled = False

btnMiddleRight.BackgroundImage = My.Resources.TicTacToe\_X1

MiddleRight = "X"

list.Remove(6)

checktext1()

Else

btnMiddleRight.Enabled = False

btnMiddleRight.BackgroundImage = My.Resources.TicTacToe\_O

MiddleRight = "O"

checktext2()

End If

End Sub 'Number 6

Private Sub btnBottomLeft\_MouseUp(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnBottomLeft.MouseUp

If PlayerOne = True Then

btnBottomLeft.Enabled = False

btnBottomLeft.BackgroundImage = My.Resources.TicTacToe\_X1

BottomLeft = "X"

list.Remove(7)

checktext1()

Else

btnBottomLeft.Enabled = False

btnBottomLeft.BackgroundImage = My.Resources.TicTacToe\_O

BottomLeft = "O"

checktext2()

End If

End Sub 'Number 7

Private Sub btnBottomCenter\_MouseUp(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnBottomCenter.MouseUp

If PlayerOne = True Then

btnBottomCenter.Enabled = False

btnBottomCenter.BackgroundImage = My.Resources.TicTacToe\_X1

BottomCenter = "X"

list.Remove(8)

checktext1()

Else

btnBottomCenter.Enabled = False

btnBottomCenter.BackgroundImage = My.Resources.TicTacToe\_O

BottomCenter = "O"

checktext2()

End If

End Sub 'Number 8

Private Sub btnBottomRight\_MouseUp(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnBottomRight.MouseUp

If PlayerOne = True Then

btnBottomRight.Enabled = False

btnBottomRight.BackgroundImage = My.Resources.TicTacToe\_X1

BottomRight = "X"

list.Remove(9)

checktext1()

Else

btnBottomRight.Enabled = False

btnBottomRight.BackgroundImage = My.Resources.TicTacToe\_O

BottomRight = "O"

checktext2()

End If

End Sub 'Number 9

Private Sub RestartGame()

list.Clear()

For i = 1 To 10 'This FOR NEXT statement needs to be written in the "RestartGame" subroutine

list.Add(i) 'Adds the numbers (1-10) to the collection

Next i

ComputerPlayerTimer.Stop()

ExitFlag = True

btnTopLeft.BackgroundImage = Nothing

btnMiddleLeft.BackgroundImage = Nothing

btnBottomLeft.BackgroundImage = Nothing

btnTopCenter.BackgroundImage = Nothing

btnMiddleCenter.BackgroundImage = Nothing

btnBottomCenter.BackgroundImage = Nothing

btnTopRight.BackgroundImage = Nothing

btnMiddleRight.BackgroundImage = Nothing

btnBottomRight.BackgroundImage = Nothing

Chosen = False

PlayerOne = True

TopLeft = ""

MiddleLeft = ""

BottomLeft = ""

TopCenter = ""

MiddleCenter = ""

BottomCenter = ""

TopRight = ""

MiddleRight = ""

BottomRight = ""

btnTopLeft.Enabled = True

btnMiddleLeft.Enabled = True

btnBottomLeft.Enabled = True

btnTopCenter.Enabled = True

btnMiddleCenter.Enabled = True

btnBottomCenter.Enabled = True

btnTopRight.Enabled = True

btnMiddleRight.Enabled = True

btnBottomRight.Enabled = True

EnableButtons()

ComputerPlayerTimer.Start()

End Sub

Public Sub ClearTokens()

Player1\_GoldToken1.BackgroundImage = My.Resources.No\_Token

Player1\_GoldToken2.BackgroundImage = My.Resources.No\_Token

Player1\_GoldToken3.BackgroundImage = My.Resources.No\_Token

Player1\_GoldToken4.BackgroundImage = My.Resources.No\_Token

Player1\_GoldToken5.BackgroundImage = My.Resources.No\_Token

ComputerPlayer\_GoldToken1.BackgroundImage = My.Resources.No\_Token

ComputerPlayer\_GoldToken2.BackgroundImage = My.Resources.No\_Token

ComputerPlayer\_GoldToken3.BackgroundImage = My.Resources.No\_Token

ComputerPlayer\_GoldToken4.BackgroundImage = My.Resources.No\_Token

ComputerPlayer\_GoldToken5.BackgroundImage = My.Resources.No\_Token

End Sub

Public Sub GetTokens()

If PlayerOneTokenNo > 0 Then

Player1\_GoldToken1.BackgroundImage = My.Resources.Gold\_Token

End If

If PlayerOneTokenNo > 1 Then

Player1\_GoldToken2.BackgroundImage = My.Resources.Gold\_Token

End If

If PlayerOneTokenNo > 2 Then

Player1\_GoldToken3.BackgroundImage = My.Resources.Gold\_Token

End If

If PlayerOneTokenNo > 3 Then

Player1\_GoldToken4.BackgroundImage = My.Resources.Gold\_Token

End If

If PlayerOneTokenNo > 4 Then

Player1\_GoldToken5.BackgroundImage = My.Resources.Gold\_Token

End If

If ComputerPlayerTokenNo > 0 Then

ComputerPlayer\_GoldToken1.BackgroundImage = My.Resources.Gold\_Token

End If

If ComputerPlayerTokenNo > 1 Then

ComputerPlayer\_GoldToken2.BackgroundImage = My.Resources.Gold\_Token

End If

If ComputerPlayerTokenNo > 2 Then

ComputerPlayer\_GoldToken3.BackgroundImage = My.Resources.Gold\_Token

End If

If ComputerPlayerTokenNo > 3 Then

ComputerPlayer\_GoldToken4.BackgroundImage = My.Resources.Gold\_Token

End If

If ComputerPlayerTokenNo > 4 Then

ComputerPlayer\_GoldToken5.BackgroundImage = My.Resources.Gold\_Token

End If

End Sub

Private Sub ComputerPlayer()

While Chosen = False

Dim RandomNumber As New Random

Dim Index As Integer

Dim ChosenNumber As Integer

Index = RandomNumber.Next(0, list.Count - 1)

ChosenNumber = list(Index) 'Gets chosen number

list.RemoveAt(Index)

Console.WriteLine("----Number----")

For i = 0 To list.Count - 1

Console.WriteLine(list.Item(i))

Next

Console.WriteLine("----End of Numbers----")

Console.WriteLine("Computer Player: " & list.Count)

Console.WriteLine("Computer Player Chosen Number: " & ChosenNumber)

If ChosenNumber = 1 Then

Call btnTopLeft\_MouseUp(Nothing, Nothing)

Chosen = True

ElseIf ChosenNumber = 2 Then

Call btnTopCenter\_MouseUp(Nothing, Nothing)

Chosen = True

ElseIf ChosenNumber = 3 Then

Call btnTopRight\_MouseUp(Nothing, Nothing)

Chosen = True

ElseIf ChosenNumber = 4 Then

Call btnMiddleLeft\_MouseUp(Nothing, Nothing)

Chosen = True

ElseIf ChosenNumber = 5 Then

Call btnMiddleCenter\_MouseUp(Nothing, Nothing)

Chosen = True

ElseIf ChosenNumber = 6 Then

Call btnMiddleRight\_MouseUp(Nothing, Nothing)

Chosen = True

ElseIf ChosenNumber = 7 Then

Call btnBottomLeft\_MouseUp(Nothing, Nothing)

Chosen = True

ElseIf ChosenNumber = 8 Then

Call btnBottomCenter\_MouseUp(Nothing, Nothing)

Chosen = True

ElseIf ChosenNumber = 9 Then

Call btnBottomRight\_MouseUp(Nothing, Nothing)

Chosen = True

End If

End While

PlayerOne = True

Chosen = False

ComputerPlayerTimer.Stop()

End Sub

Private Sub ComputerPlayerTimer\_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles ComputerPlayerTimer.Tick

End Sub

Private Sub Form9\_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load

For i = 1 To 10 'This FOR NEXT statement needs to be written in the "RestartGame" subroutine

list.Add(i) 'Adds the numbers (1-10) to the collection

Next i

For x = 0 To list.Count - 1

Console.WriteLine(list.Item(x))

Next

End Sub

'Minimize Button Events

Private Sub btnMinimize\_MouseDown(ByVal sender As System.Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnMinimize.MouseDown

btnMinimize.BackgroundImage = My.Resources.Minimize\_Button\_Pushed

End Sub

Private Sub btnMinimize\_MouseEnter(ByVal sender As Object, ByVal e As System.EventArgs) Handles btnMinimize.MouseEnter

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_scrollover

frmMainMenu.player.Play()

End If

btnMinimize.BackgroundImage = My.Resources.Minimize\_Button\_Highlighted

End Sub

Private Sub btnMinimize\_MouseLeave(ByVal sender As Object, ByVal e As System.EventArgs) Handles btnMinimize.MouseLeave

btnMinimize.BackgroundImage = My.Resources.Minimize\_Button

End Sub

Private Sub btnMinimize\_MouseUp(ByVal sender As Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnMinimize.MouseUp

btnMinimize.BackgroundImage = My.Resources.Minimize\_Button

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_select3

frmMainMenu.player.Play()

End If

Me.WindowState = FormWindowState.Minimized

End Sub

'Exit Button Events

Private Sub btnClose\_MouseDown(ByVal sender As System.Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnClose.MouseDown

btnClose.BackgroundImage = My.Resources.Close\_Button\_Pushed

End Sub

Private Sub btnClose\_MouseEnter(ByVal sender As Object, ByVal e As System.EventArgs) Handles btnClose.MouseEnter

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_scrollover

frmMainMenu.player.Play()

End If

btnClose.BackgroundImage = My.Resources.Close\_Button\_Highlighted

End Sub

Private Sub btnClose\_MouseLeave(ByVal sender As Object, ByVal e As System.EventArgs) Handles btnClose.MouseLeave

btnClose.BackgroundImage = My.Resources.Close\_Button

End Sub

Private Sub btnClose\_MouseUp(ByVal sender As Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnClose.MouseUp

btnClose.BackgroundImage = My.Resources.Close\_Button

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_exit

frmMainMenu.player.Play()

End If

Dim MessageBoxResult As String

MessageBoxResult = MsgBox("Thank you for using this application! Would you like to be redirected to the online survey?", vbInformation + vbYesNo, "Thank you!")

If MessageBoxResult = vbYes Then

Dim webaddress As String = "https://docs.google.com/forms/d/1VcuVSdtAgbqHiW4cwshQEkkuPJ0vFmbZYHOH0nr\_j7U/viewform"

Process.Start(webaddress)

End

Else

End

End If

End Sub

'Info Button Events

Private Sub btnInfo\_MouseDown(ByVal sender As System.Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnInfo.MouseDown

btnInfo.BackgroundImage = My.Resources.Info\_Button\_Pushed

End Sub

Private Sub btnInfo\_MouseEnter(ByVal sender As Object, ByVal e As System.EventArgs) Handles btnInfo.MouseEnter

lblInfo.Visible = True

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_scrollover

frmMainMenu.player.Play()

End If

btnInfo.BackgroundImage = My.Resources.Info\_Button\_Highlighted

End Sub

Private Sub btnInfo\_MouseLeave(ByVal sender As Object, ByVal e As System.EventArgs) Handles btnInfo.MouseLeave

lblInfo.Visible = False

btnInfo.BackgroundImage = My.Resources.Info\_Button

End Sub

Private Sub btnInfo\_MouseUp(ByVal sender As Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnInfo.MouseUp

btnInfo.BackgroundImage = My.Resources.Info\_Button

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_exit

frmMainMenu.player.Play()

End If

MsgBox("This function has been temporarily disabled.", vbExclamation, "Disabled")

End Sub

'Settings Button Events

Private Sub btnSettings\_MouseDown(ByVal sender As System.Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnSettings.MouseDown

btnSettings.BackgroundImage = My.Resources.Settings\_Button\_Pushed

End Sub

Private Sub btnSettings\_MouseEnter(ByVal sender As Object, ByVal e As System.EventArgs) Handles btnSettings.MouseEnter

lblTakeTheSurvey.Visible = True

btnSettings.BackgroundImage = My.Resources.Settings\_Button\_Highlighted

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_scrollover

frmMainMenu.player.Play()

End If

End Sub

Private Sub btnSettings\_MouseLeave(ByVal sender As Object, ByVal e As System.EventArgs) Handles btnSettings.MouseLeave

lblTakeTheSurvey.Visible = False

btnSettings.BackgroundImage = My.Resources.Settings\_Button

End Sub

Private Sub btnSettings\_MouseUp(ByVal sender As Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnSettings.MouseUp

btnSettings.BackgroundImage = My.Resources.Settings\_Button

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_exit

frmMainMenu.player.Play()

End If

frmSettings.Show()

End Sub

'MuteUnMute Button Events

Private Sub btnMuteUnMute\_MouseUp(ByVal sender As System.Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnMuteUnMute.MouseUp

If frmMainMenu.Mute = False Then

frmMainMenu.Mute = True

lblMute.Text = "UnMute Sounds"

btnMuteUnMute.BackgroundImage = My.Resources.UnMute\_Button

Else

frmMainMenu.Mute = False

lblMute.Text = "Mute Sounds"

btnMuteUnMute.BackgroundImage = My.Resources.Mute\_Button

End If

End Sub

Private Sub btnMuteUnMute\_MouseDown(ByVal sender As System.Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnMuteUnMute.MouseDown

If frmMainMenu.Mute = False Then

btnMuteUnMute.BackgroundImage = My.Resources.Mute\_Button\_Pushed

Else

btnMuteUnMute.BackgroundImage = My.Resources.UnMute\_Button\_Pushed

End If

End Sub

Private Sub btnMuteUnMute\_MouseEnter(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnMuteUnMute.MouseEnter

lblMute.Visible = True

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_scrollover

frmMainMenu.player.Play()

btnMuteUnMute.BackgroundImage = My.Resources.Mute\_Button\_Highlighted

Else

btnMuteUnMute.BackgroundImage = My.Resources.UnMute\_Button\_Highlighted

End If

End Sub

Private Sub btnMuteUnMute\_MouseLeave(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnMuteUnMute.MouseLeave

lblMute.Visible = False

If frmMainMenu.Mute = False Then

btnMuteUnMute.BackgroundImage = My.Resources.Mute\_Button

Else

btnMuteUnMute.BackgroundImage = My.Resources.UnMute\_Button

End If

End Sub

'Return Button

Private Sub btnReturn\_MouseDown(ByVal sender As System.Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnReturn.MouseDown

btnReturn.BackgroundImage = My.Resources.Return\_Button\_Pushed

End Sub

Private Sub btnReturn\_MouseEnter(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnReturn.MouseEnter

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_scrollover

frmMainMenu.player.Play()

End If

lblLeaveGame.Visible = True

btnReturn.BackgroundImage = My.Resources.Return\_Button\_Highlighted

End Sub

Private Sub btnReturn\_MouseLeave(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnReturn.MouseLeave

lblLeaveGame.Visible = False

btnReturn.BackgroundImage = My.Resources.Return\_Button1

End Sub

Private Sub btnReturn\_MouseUp(ByVal sender As System.Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnReturn.MouseUp

btnReturn.BackgroundImage = My.Resources.Return\_Button1

If ExitFlag = True Then

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_exit

frmMainMenu.player.Play()

End If

RestartGame()

frmTicTacToeModeMenu.Location = New Point(Me.Location.X, Me.Location.Y)

frmTicTacToeModeMenu.Show()

Me.Hide()

Else

Dim MessageBoxResult As String

MessageBoxResult = MsgBox("Are you sure you wish to exit the game?", vbYesNo, "Exit Game")

If MessageBoxResult = vbYes Then

If frmMainMenu.Mute = False Then

frmMainMenu.player.Stream = My.Resources.sound\_exit

frmMainMenu.player.Play()

End If

RestartGame()

ExitFlag = True

frmTicTacToeModeMenu.Location = New Point(Me.Location.X, Me.Location.Y)

frmTicTacToeModeMenu.Show()

Me.Hide()

End If

End If

End Sub

Protected Overrides Sub WndProc(ByRef m As System.Windows.Forms.Message)

If m.Msg = WM\_NCLBUTTONDBLCLK Then Return

MyBase.WndProc(m)

Select Case m.Msg

Case WM\_NCHITTEST

MyBase.WndProc(m)

If m.Result = HTCLIENT Then m.Result = HTCAPTION

If m.Msg = WM\_NCLBUTTONDBLCLK Then Return

Case Else

MyBase.WndProc(m)

End Select

End Sub

Private Sub btnTopLeft\_MouseUp(ByVal sender As System.Object, ByVal e As System.Windows.Forms.MouseEventArgs) Handles btnTopLeft.MouseUp

End Sub

Private Sub btnRestart\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs)

RestartGame()

End Sub

Dim Countdowntimer As Integer = 9

Private Sub RestartGameTimer\_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles RestartGameTimer.Tick

Countdowntimer = Countdowntimer - 1

RestartGame()

If Countdowntimer = 0 Then

RestartGameTimer.Stop()

Countdowntimer = 9

End If

End Sub

End Class