Dim memory As Integer = 1

Private Sub Form1\_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load

' Randomize()

' Me.Label1.Text = Int(21 \* Rnd() + 10)

' Me.Label2.Text = Int(21 \* Rnd() + 10)

' Me.Label3.Text = Int(21 \* Rnd() + 10)

' Me.Label4.Text = Int(21 \* Rnd() + 10)

' Me.Label5.Text = Int(21 \* Rnd() + 10)

' Me.Label6.Text = Int(21 \* Rnd() + 10)

'(highNumber - lowNumber + 1) \* Rnd() + lowNumber()

End Sub

Private Sub Buttonup\_Click(ByVal sender As Object, ByVal e As System.EventArgs) Handles Buttonup.Click

Memeory = 1

If memory = 314

Lbl1 = .

Lbl2 = .

…

Lbl13 = V

..

Lbl16 = D

Private Sub Buttonup\_Click(ByVal sender As Object, ByVal e As System.EventArgs) Handles Buttonup.Click

ElseIf memory = 314 Then

memory = 289

Me.lbl2.Text = "…"

Me.lbl5.Text = "…”

Me.lbl6.Text = "…"

End If

Elseif memory = …

Memory = …

Me.lbl2.text = …

End Sub

Private Sub Buttondown\_Click(ByVal sender As Object, ByVal e As System.EventArgs) Handles Buttondown.Click

ElseIf memory = 314 Then

Memory = 339

Me.lbl1.Text = "…"

Me.lbl2.Text = "…"

Me.lbl3.Text = "…"

Me.lbl4.Text = "…"

Me.lbl5.Text = "…"

Me.lbl6.Text = "…"

End If

End Sub

Private Sub Buttonright\_Click(ByVal sender As Object, ByVal e As System.EventArgs) Handles Buttonright.Click

ElseIf memory = 314 Then

memory = 315

Me.lbl1.Text = "…"

Me.lbl2.Text = "…"

Me.lbl3.Text = "…"

Me.lbl4.Text = "…"

Me.lbl5.Text = "…"

Me.lbl6.Text = "…"

End Sub

Private Sub Buttonleft\_Click(ByVal sender As Object, ByVal e As System.EventArgs) Handles Buttonleft.Click

ElseIf memory = 314 Then

memory = 313

… AND SO ON