namespace WindowsFormsApp1

{

public partial class Form1 : Form

{

int X = 0; // количество нажатий

public Form1()

{

InitializeComponent();

}

private void click\_btn\_Click(object sender, EventArgs e)

{

X++; //увеличиваем на 1

X\_lbl.Text = X.ToString(); // выводим в Label

if (X == 40)

MessageBox.Show("You win");

if (X >= 30)

button2.Enabled = false;

if (X <= 30)

button2.Enabled = true;

}

private void Button1\_Click(object sender, EventArgs e)

{

X = X + 5;

X\_lbl.Text = X.ToString();

if (X > 49)

X = X + 5;

if (X == 40)

MessageBox.Show("You win");

if (X >= 30)

button2.Enabled = false;

if (X <= 30)

button2.Enabled = true;

}

private void Button2\_Click(object sender, EventArgs e)

{

X = X + 10;

X\_lbl.Text = X.ToString();

if (X==40) MessageBox.Show("You win");

if (X >= 30)button2.Enabled=false;

if (X <= 30)button2.Enabled = true;

}

private void button3\_Click(object sender, EventArgs e)

{

X = 0;

X\_lbl.Text = X.ToString();

if (X >= 30)

button2.Enabled = false;

if (X <= 30)

button2.Enabled = true;

}

}

}