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

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

if (X == 40)

{ MessageBox.Show("You win");}

if (X >= 30)

{btn2.Enabled = false;}

if (X <= 30)

{btn2.Enabled = true;}

}

private void Btn1\_Click(object sender, EventArgs e)

{

X = X + 5;

Xlbl.Text = X.ToString();

if (X > 49)

{ X = X + 5;}

if (X == 40)

{MessageBox.Show("You win");}

if (X >= 30)

{ btn2.Enabled = false;}

if (X <= 30)

{btn2.Enabled = true;}

}

private void Btn2\_Click(object sender, EventArgs e)

{

X = X + 10;

Xlbl.Text = X.ToString();

if (X==40)

{MessageBox.Show("You win");}

if (X >= 30)

{btn2.Enabled=false;}

if (X <= 30)

{btn2.Enabled = true;}

}

private void btn3\_Click(object sender, EventArgs e)

{

X = 0;

Xlbl.Text = X.ToString();

if (X >= 30)

btn2.Enabled = false;

if (X <= 30)

btn2.Enabled = true;

}

}

}