

游戏开始界面（如下）



点击“开始游戏”，跳转到游戏界面（如下）



用户点击“布”，电脑随机选择，此处电脑选择的是“剪刀”（如下）



此时点击“悔棋”按钮，刚刚电脑得的 1 分变为 0（如下）



用户选择“剪刀”，电脑随机出了“石头”，电脑又得 1 分



用户还是选择“剪刀”，电脑随机选择的还是“石头”（如下），此刻电脑先得到 2 分，显示 you lose!



点击“重新开始”按钮，界面恢复初始界面，重新开始游戏（如下）



点击“退出”，退出游戏

代码：

## Form1.cs

```
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace WindowsFormsApp1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)//1
```

```

        {
            Form2 a = new Form2();
            a.Show(this);
        }
    }
}

```

## Form2.cs

```

using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace WindowsFormsApp1
{
    public partial class Form2 : Form
    {
        public Form2()
        {
            InitializeComponent();
        }

        int i = 0, j = 0;
        int computer_score = 0, user_score = 0;
        int last_step = -1; // 0表示平局, 1为电脑上步加一, 2为用户上步加一
        private void computer()
        {
            pictureBox9.Visible = true;
            Random rand = new Random();
            i = rand.Next(4);
            if (i == 1)
            {
                pictureBox9.Load("C:/Users/Peanut/Desktop/WindowsFormsApp1/WindowsFormsApp1/shitou.jpg");
            }
            else if (i == 2)
            {
                pictureBox9.Load("C:/Users/Peanut/Desktop/WindowsFormsApp1/WindowsFormsApp1/shitou.jpg");
            }
        }
    }
}

```

```
{

pictureBox9.Load("C:/Users/Peanut/Desktop/WindowsFormsAppl/WindowsFormsAppl/jiandao.jpg");

}

else if (i == 3)
{

pictureBox9.Load("C:/Users/Peanut/Desktop/WindowsFormsAppl/WindowsFormsAppl/bu.jpg");

}

}

private void game_judgment()
{

    if (i == 1)//电脑出石头
    {

        if (j == 1)
        {

            last_step = 0;

        }

        else if (j == 2)//用户出剪刀
        {

            computer_score++;

            last_step = 1;

        }

        else if (j == 3)//用户出布
        {

            user_score++;

            last_step = 2;

        }

    }

    else if (i == 2)//电脑出剪刀
    {

        if (j == 1)//用户出石头
        {

            user_score++;

            last_step = 2;

        }

        else if (j == 2)
        {

            last_step = 0;

        }

        else if (j == 3)//用户出布
        {

            computer_score++;

        }

    }

}
```

```

        last_step = 1;
    }
}
else if (i == 3)//电脑出布
{
    if (j == 1)//用户出石头
    {
        computer_score++;
        last_step = 1;
    }
    else if (j == 2)//用户出剪刀
    {
        user_score++;
        last_step = 2;
    }
    else if (j == 3)
    {
        last_step = 0;
    }
}
label2.Visible = true;
label3.Visible = true;
label2.Text = computer_score.ToString();
label3.Text = user_score.ToString();

if (computer_score == 2)//当电脑分数到2时，显示you lose
{
    label1.Visible = true;
    pictureBox7.Enabled = false;//结果出来后三个图片按钮失效
    pictureBox8.Enabled = false;
    pictureBox9.Enabled = false;
    label1.Text = "YOU LOSE!";
}
else if (user_score == 2)//当用户分数到2时，显示you win
{
    label1.Visible = true;
    pictureBox7.Enabled = false;
    pictureBox8.Enabled = false;
    pictureBox9.Enabled = false;
    label1.Text = "YOU WIN!";
}
}

private void pictureBox6_Click(object sender, EventArgs e)//布

```

```
{
    pictureBox10.Visible = true;

pictureBox10.Load("C:/Users/Peanut/Desktop/WindowsFormsApp1/WindowsFormsApp1/bu. jpg");
    j = 3;
    computer();
    game_judgment();
}

private void pictureBox7_Click(object sender, EventArgs e)//剪刀
{
    pictureBox10.Visible = true;

pictureBox10.Load("C:/Users/Peanut/Desktop/WindowsFormsApp1/WindowsFormsApp1/jiandao. jpg");
    j = 2;
    computer();
    game_judgment();
}

private void pictureBox8_Click(object sender, EventArgs e)//石头
{
    pictureBox10.Visible = true;

pictureBox10.Load("C:/Users/Peanut/Desktop/WindowsFormsApp1/WindowsFormsApp1/shitou. jpg");
    j = 1;
    computer();
    game_judgment();
}

private void button2_Click(object sender, EventArgs e)//悔棋
{
    label1.Visible = false;
    if (last_step == 0)
    {
    }
    else if (last_step == 1)
    {
        computer_score--;
        label2.Text = computer_score.ToString();
        label3.Text = user_score.ToString();
    }
    else if (last_step == 2)
    {
    }
}
```



```
        user_score--;
        label2.Text = computer_score.ToString();
        label3.Text = user_score.ToString();
    }
    last_step = -1;
}

private void button1_Click(object sender, EventArgs e)//重新开始
{
    pictureBox10.Visible = false;
    pictureBox9.Visible = false;
    i = 0;
    j = 0;
    computer_score = 0;
    user_score = 0;
    label2.Text = "";
    label3.Text = "";

    label1.Visible = false;
    label2.Visible = false;
    label3.Visible = false;

}

private void pictureBox10_Click(object sender, EventArgs e)
{
}

private void pictureBox1_Click(object sender, EventArgs e)
{

}

private void label1_Click(object sender, EventArgs e)
{

}

private void label3_Click(object sender, EventArgs e)
{

}

private void Form2_Load(object sender, EventArgs e)
{
```

```
}

private void pictureBox4_Click(object sender, EventArgs e)
{

}

private void button3_Click(object sender, EventArgs e)//退出
{
    this.Close();
}

}
```