public partial class Form1 : Form

{

int count = 0;

public Form1()

{

InitializeComponent();

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void Form1\_Paint(object sender, PaintEventArgs e)

{

}

private void label2\_Click(object sender, EventArgs e)

{

}

private void Form1\_Click(object sender, EventArgs e)

{

}

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

{

count++;

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

if (count == 10)

MessageBox.Show("молодец!");

if (count>=23)

button2.Enabled = false;

}

private void click\_btn\_Click\_1(object sender, EventArgs e)

{

count=count+2;

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

if (count == 10)

MessageBox.Show("молодец!");

if (count >= 23)

button2.Enabled = false;

}

private void button2\_Click(object sender, EventArgs e)

{

count=count+3;

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

if (count == 10)

MessageBox.Show("молодец!");

if (count>=23)

button2.Enabled = false;

}

private void click\_button4\_Click(object sender, EventArgs e)

{

count++;

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

if (count==10)

MessageBox.Show("молодец!");

if (count >= 23)

button2.Enabled = false;

}

private void button1\_Click(object sender, EventArgs e)

{

count = 0;

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

if (count == 20)

count = +20;

button2.Enabled = true;

}

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

{

count = +10;

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

if (count == 20)

count = +25;

button2.Enabled = false;

}

private void button3\_Click\_1(object sender, EventArgs e)

{

if (count>=28)

{

count +=4;

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

}

if(count<=28)

{

count +=6;

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

}

1. Пустые значения

private void label2\_Click(object sender, EventArgs e)

{

}

1. Похожие названия click\_btn\_Click и click\_btn\_Click\_1
2. Недостаточно скобок (в конце)
3. Недостаточно пробелов count=count+2;
4. Неправильное наименование click\_btn\_Click

https://github.com/PolovnikovVlad/polovnikov.git