//{{NO\_DEPENDENCIES}}

// Включаемый файл, созданный в Microsoft Visual C++.

// Используется Victorina.rc

//

#define IDC\_MYICON 2

#define NOPE\_for\_Six\_Guestion 2

#define Ansver2\_for\_Thrid\_Guestion 3

#define Ansver2\_for\_Fourth\_Guestion 3

#define Ansver2\_for\_Five\_Guestion 3

#define Ansver2\_for\_Six\_Guestion 3

#define Ansver1\_for\_Seven\_Guestion 3

#define Ansver1\_for\_Eight\_Guestion 3

#define Ansver1\_for\_Nine\_Guestion 3

#define Ansver1\_for\_Ten\_Guestion 3

#define IDOK3 4

#define Ansver3\_for\_Thrid\_Guestion 4

#define Ansver3\_for\_Fourth\_Guestion 4

#define Ansver3\_for\_Five\_Guestion 4

#define Ansver1\_for\_Six\_Guestion 4

#define Ansver2\_for\_Seven\_Guestion 4

#define Ansver3\_for\_Ten\_Guestion 4

#define IDD\_VICTORINA\_DIALOG 102

#define IDS\_APP\_TITLE 103

#define IDM\_ABOUT 104

#define IDS\_SSTINGG 104

#define IDM\_EXIT 105

#define IDI\_VICTORINA 107

#define IDI\_SMALL 108

#define IDC\_VICTORINA 109

#define IDR\_MAINFRAME 128

#define Ansver3\_for\_Eight\_Guestion 128

#define Ansver2\_for\_Nine\_Guestion 128

#define IDI\_ICON1 130

#define IDD\_FistGuestion 131

#define IDD\_StcondGuestion 132

#define IDD\_Third 133

#define IDD\_Four 134

#define IDD\_Five 135

#define IDD\_Six 136

#define IDD\_Seven 137

#define IDD\_Eight 138

#define IDD\_Nine 139

#define IDD\_Ten 140

#define Ansver1\_for\_Thrid\_Guestion 1002

#define NOPE\_for\_Thrid\_Guestion 1003

#define Ansver1\_for\_Fourth\_Guestion 1004

#define NOPE\_for\_Fourth\_Guestion 1005

#define Ansver1\_for\_Five\_Guestion 1006

#define NOPE\_for\_Five\_Guestion 1007

#define Ansver3\_for\_Six\_Guestion 1008

#define Ansver3\_for\_Seven\_Guestion 1009

#define NOPE\_for\_Seven\_Guestion 1010

#define Ansver2\_for\_Eight\_Guestion 1011

#define NOPE\_for\_Eight\_Guestion 1012

#define Ansver3\_for\_Nine\_Guestion 1013

#define NOPE\_for\_Nine\_Guestion 1014

#define Ansver2\_for\_Ten\_Guestion 1015

#define NOPE\_for\_Ten\_Guestion 1016

#define Ansver1\_for\_Fist\_Guestion 2001

#define Ansver2\_for\_Fist\_Guestion 2002

#define Ansver3\_for\_Fist\_Guestion 2003

#define NOPE\_for\_Fist\_Guestion 2004

#define Ansver1\_for\_Second\_Guestion 2005

#define Ansver2\_for\_Second\_Guestion 2006

#define Ansver3\_for\_Second\_Guestion 2007

#define NOPE\_for\_Second\_Guestion 2008

#define ID\_INSTRUCTION 32772

#define ID\_ABOUT 32774

#define IDC\_STATIC -1

// Next default values for new objects

//

#ifdef APSTUDIO\_INVOKED

#ifndef APSTUDIO\_READONLY\_SYMBOLS

#define \_APS\_NO\_MFC 1

#define \_APS\_NEXT\_RESOURCE\_VALUE 141

#define \_APS\_NEXT\_COMMAND\_VALUE 32775

#define \_APS\_NEXT\_CONTROL\_VALUE 1017

#define \_APS\_NEXT\_SYMED\_VALUE 110

#endif

#endif