// Обработчик сообщений для окна "О программе".

INT\_PTR CALLBACK FistGuestion(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam)

{

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if (LOWORD(wParam) == Ansver1\_for\_Fist\_Guestion) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 750, cyChar \*(5) + 48,

102 \* cxChar, ((5) \* cyChar / 2) + 48))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 750, cyChar \*(5) + 48,

102 \* cxChar, ((5) \* cyChar / 2) + 48);

CountWin++;

counterGameGG++;

}

//////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver2\_for\_Fist\_Guestion ||

(LOWORD(wParam) == Ansver3\_for\_Fist\_Guestion) ||

(LOWORD(wParam) == NOPE\_for\_Fist\_Guestion) ){

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 750, cyChar \*(5) + 48,

102 \* cxChar, ((5) \* cyChar / 2) + 48))

{

R = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, R);

b[0] = Rectangle(hdc,

cxChar + 750, cyChar \*(5) + 48,

102 \* cxChar, ((5) \* cyChar / 2) + 48);

count++;

counterGameGG++;

}

/////////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

//////////////////////////////////////////////

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

////////////////////////////////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

//////////////////////////////////////////////////////

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG=0;

};

////////////////////////

///////////////////////////////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

///////////////////////////////////////////////////////////////////////

INT\_PTR CALLBACK NumbTwo(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam)

{

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if ((LOWORD(wParam) == Ansver2\_for\_Second\_Guestion)==TRUE) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 800, cyChar \*(5) + 48,

109 \* cxChar, ((5) \* cyChar / 2) + 48))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 800, cyChar \*(5) + 48,

109 \* cxChar, ((5) \* cyChar / 2) + 48);

counterGameGG++;

CountWin++;

}

//////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver1\_for\_Second\_Guestion ||

(LOWORD(wParam) == Ansver3\_for\_Second\_Guestion) ||

(LOWORD(wParam) == NOPE\_for\_Second\_Guestion) == TRUE) {

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 800, cyChar \*(5) + 48,

109 \* cxChar, ((5) \* cyChar / 2) + 48))

{

G = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 800, cyChar \*(5) + 48,

109 \* cxChar, ((5) \* cyChar / 2) + 48);

counterGameGG++;

count++;

}

///////////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

////////////////////////////////////////////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

/////////////////////////////////////////

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG = 0;

};

/////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

////////////////////////////////////////////////////////////////////

INT\_PTR CALLBACK NumbTree(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam)

{

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if ((LOWORD(wParam) == Ansver3\_for\_Thrid\_Guestion) == TRUE) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 850, cyChar \*(5) + 48,

116 \* cxChar+1, ((5) \* cyChar / 2) + 48))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 850, cyChar \*(5) + 48,

116 \* cxChar+1, ((5) \* cyChar / 2) + 48);

counterGameGG++;

CountWin++;

}

//////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver1\_for\_Thrid\_Guestion ||

(LOWORD(wParam) == Ansver2\_for\_Thrid\_Guestion) ||

(LOWORD(wParam) == NOPE\_for\_Thrid\_Guestion) == TRUE) {

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 850, cyChar \*(5) + 48,

116 \* cxChar+1, ((5) \* cyChar / 2) + 48))

{

G = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 850, cyChar \*(5) + 48,

116 \* cxChar+1, ((5) \* cyChar / 2) + 48);

count++;

counterGameGG++;

}

/////////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

//////////////////////////////////////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

//////////////////////////////////////////////

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG = 0;

};

//////////////////////////////////////////////////////

///////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

////////////////////////////////////////////////////////////////

INT\_PTR CALLBACK NumbFour(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam) {

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if ((LOWORD(wParam) == Ansver2\_for\_Fourth\_Guestion) == TRUE) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 900, cyChar \*(5) + 48,

123 \* cxChar + 2, ((5) \* cyChar / 2) + 48))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 900, cyChar \*(5) + 48,

123 \* cxChar+2, ((5) \* cyChar / 2) + 48);

counterGameGG++;

CountWin++;

}

//////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver1\_for\_Fourth\_Guestion ||

(LOWORD(wParam) == Ansver3\_for\_Fourth\_Guestion) ||

(LOWORD(wParam) == NOPE\_for\_Fourth\_Guestion) == TRUE) {

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 900, cyChar \*(5) + 48,

123 \* cxChar + 2, ((5) \* cyChar / 2) + 48))

{

G = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 900, cyChar \*(5) + 48,

123 \* cxChar + 2, ((5) \* cyChar / 2) + 48);

count++;

counterGameGG++;

}

/////////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

/////////////////////////////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

/////////////////////////////////////

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG = 0;

};

////////////////////////////////////////////////////

/////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

/////////////////////////////////////////////////////////////////

INT\_PTR CALLBACK NumbFive(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam) {

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if ((LOWORD(wParam) == Ansver3\_for\_Five\_Guestion) == TRUE) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 950, cyChar \*(5) + 48,

130 \* cxChar + 3, ((5) \* cyChar / 2) + 48))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 950, cyChar \*(5) + 48,

130 \* cxChar + 3, ((5) \* cyChar / 2) + 48);

counterGameGG++;

CountWin++;

}

//////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver1\_for\_Five\_Guestion ||

(LOWORD(wParam) == Ansver2\_for\_Five\_Guestion) ||

(LOWORD(wParam) == NOPE\_for\_Five\_Guestion) == TRUE) {

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 950, cyChar \*(5) + 48,

130 \* cxChar + 3, ((5) \* cyChar / 2) + 48))

{

G = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 950, cyChar \*(5) + 48,

130 \* cxChar + 3, ((5) \* cyChar / 2) + 48);

count++;

counterGameGG++;

}

/////////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

////////////////////////////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

/////////////////////////////////////

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG = 0;

};

///////////////////////////////////////////////////

//////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

////////////////////////////////////////////////////////////////////////////

INT\_PTR CALLBACK NumbSix(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam) {

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if ((LOWORD(wParam) == NOPE\_for\_Six\_Guestion) == TRUE) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 750, cyChar \*(5) + 96,

102 \* cxChar, ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 750, cyChar \*(5) + 96,

102 \* cxChar , ((5) \* cyChar / 2) + 96);

counterGameGG++;

CountWin++;

}

//////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver1\_for\_Six\_Guestion ||

(LOWORD(wParam) == Ansver2\_for\_Six\_Guestion) ||

(LOWORD(wParam) == Ansver3\_for\_Six\_Guestion) == TRUE) {

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 750, cyChar \*(5) + 96,

102 \* cxChar , ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 750, cyChar \*(5) + 96,

102 \* cxChar , ((5) \* cyChar / 2) + 96);

count++;

counterGameGG++;

}

/////////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

////////////////////////////////////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

///////////////////////////////////////////

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG = 0;

};

/////////////////////////////////////////////////////

//////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

/////////////////////////////////////////////////////////////////

INT\_PTR CALLBACK NumbSeven(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam) {

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if ((LOWORD(wParam) == Ansver3\_for\_Seven\_Guestion) == TRUE) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 800, cyChar \*(5) + 96,

109 \* cxChar, ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 800, cyChar \*(5) + 96,

109 \* cxChar, ((5) \* cyChar / 2) + 96);

counterGameGG++;

CountWin++;

}

//////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver1\_for\_Seven\_Guestion ||

(LOWORD(wParam) == Ansver2\_for\_Seven\_Guestion) ||

(LOWORD(wParam) == NOPE\_for\_Seven\_Guestion) == TRUE) {

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 800, cyChar \*(5) + 96,

109 \* cxChar, ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 800, cyChar \*(5) + 96,

109 \* cxChar, ((5) \* cyChar / 2) + 96);

count++;

counterGameGG++;

}

/////////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

////////////////////////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

/////////////////////////////

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG = 0;

};

///////////////////////////////////////////

///////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

////////////////////////////////////////////////////////////////////

INT\_PTR CALLBACK NumbEight(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam) {

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if ((LOWORD(wParam) == Ansver2\_for\_Eight\_Guestion) == TRUE) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 850, cyChar \*(5) + 96,

116 \* cxChar+1, ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 850, cyChar \*(5) + 96,

116 \* cxChar+1, ((5) \* cyChar / 2) + 96);

counterGameGG++;

CountWin++;

}

/////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver1\_for\_Eight\_Guestion ||

(LOWORD(wParam) == Ansver3\_for\_Eight\_Guestion) ||

(LOWORD(wParam) == NOPE\_for\_Eight\_Guestion) == TRUE) {

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 850, cyChar \*(5) + 96,

116 \* cxChar+1, ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 850, cyChar \*(5) + 96,

116 \* cxChar+1, ((5) \* cyChar / 2) + 96);

count++;

counterGameGG++;

}

///////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

//////////////////

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG = 0;

};

//////////////////////////////////

/////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

////////////////////////////////////////////////////////////////////

INT\_PTR CALLBACK NumbNine(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam) {

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if ((LOWORD(wParam) == NOPE\_for\_Nine\_Guestion) == TRUE) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 900, cyChar \*(5) + 96,

123 \* cxChar + 2, ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 900, cyChar \*(5) + 96,

123 \* cxChar + 2, ((5) \* cyChar / 2) + 96);

counterGameGG++;

CountWin++;

}

//////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver1\_for\_Nine\_Guestion ||

(LOWORD(wParam) == Ansver2\_for\_Nine\_Guestion) ||

(LOWORD(wParam) == Ansver3\_for\_Nine\_Guestion) == TRUE) {

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 900, cyChar \*(5) + 96,

123 \* cxChar + 2, ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 900, cyChar \*(5) + 96,

123 \* cxChar + 2, ((5) \* cyChar / 2) + 96);

count++;

counterGameGG++;

}

/////////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

///////////////////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

///////////////////////////////

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG = 0;

};

//////////////////////////////////////

///////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

////////////////////////////////////////////////////////////////////////

INT\_PTR CALLBACK NumbTen(HWND hDlg, UINT message, WPARAM wParam, LPARAM lParam) {

LRESULT CALLBACK WndProc(HWND, UINT, WPARAM, LPARAM);

UNREFERENCED\_PARAMETER(lParam);

switch (message)

{

case WM\_INITDIALOG:

return (INT\_PTR)TRUE;

case WM\_COMMAND:

////////////////////////////////////////////////////////////////////////

if ((LOWORD(wParam) == Ansver2\_for\_Ten\_Guestion) == TRUE) {

MessageBox(hWnd, "Correct", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 950, cyChar \*(5) + 96,

130 \* cxChar + 3, ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(0, 255, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 950, cyChar \*(5) + 96,

130 \* cxChar + 3, ((5) \* cyChar / 2) + 96);

CountWin++;

counterGameGG++;

}

///////////////////////////////////////////

if ( CountWin == 10) {

EndDialog(hDlg, LOWORD(wParam));

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\perfectresult.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "PERFECT RESULT", "Win", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

InvalidateRect(hWnd, NULL, TRUE);

counterGameGG = 0;

};

////////////////////////////

if (CountWin == 8) {

EndDialog(hDlg, LOWORD(wParam));

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\winresult.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if(MessageBox(hWnd, "YOU\_WIN", "Win", MB\_OK)==IDOK){

PlaySound(NULL, NULL, SND\_SYSTEM);

}

InvalidateRect(hWnd, NULL, TRUE);

counterGameGG = 0;

};

if (CountWin == 9) {

EndDialog(hDlg, LOWORD(wParam));

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\winresult.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU\_WIN", "Win", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

InvalidateRect(hWnd, NULL, TRUE);

counterGameGG = 0;

}

//////////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//правильный выбор

if (LOWORD(wParam) == Ansver1\_for\_Ten\_Guestion ||

(LOWORD(wParam) == Ansver3\_for\_Ten\_Guestion) ||

(LOWORD(wParam) == NOPE\_for\_Ten\_Guestion) == TRUE) {

MessageBox(hWnd, "uncorect", "Answer", MB\_OK);

if (

b[0] = Rectangle(hdc,

cxChar + 950, cyChar \*(5) + 96,

130 \* cxChar + 3, ((5) \* cyChar / 2) + 96))

{

G = CreateSolidBrush(RGB(255, 0, 0));

SelectObject(hdc, G);

b[0] = Rectangle(hdc,

cxChar + 950, cyChar \*(5) + 96,

130 \* cxChar + 3, ((5) \* cyChar / 2) + 96);

count++;

counterGameGG++;

}

///////////////////////////////////////////////////////////////////

if (CountWin == 8) {

EndDialog(hDlg, LOWORD(wParam));

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\winresult.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU\_WIN", "Win", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

InvalidateRect(hWnd, NULL, TRUE);

counterGameGG = 0;

};

///////////////////////////////

if (CountWin == 9) {

EndDialog(hDlg, LOWORD(wParam));

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\winresult.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU\_WIN", "Win", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

InvalidateRect(hWnd, NULL, TRUE);

counterGameGG = 0;

}

/////////////////////////////////////////////////////////////////////

if (count >= 3) {

EndDialog(hDlg, LOWORD(wParam));

for (int i = 0; i < 10; i++) {

DestroyWindow(hwndButton\_Victorina\_Guestion[i]);

}

///////////////////////////////

for (int p = 0; p < 10; p++) {

DestroyWindow(hwndButtonVictorinaPodskazki[p]);

}

InvalidateRect(hWnd, NULL, TRUE);

PlaySound(TEXT("C:\\Users\\Пользователь\\Documents\\Visual Studio 2015\\Projects\\Victorina\\lose.wav"), NULL, SND\_LOOP | SND\_ASYNC);

if (MessageBox(hWnd, "YOU LOSE", "Sory", MB\_OK) == IDOK) {

PlaySound(NULL, NULL, SND\_SYSTEM);

}

count = 0;

counterGameGG = 0;

};

///////////////////////////////////////////

EndDialog(hDlg, LOWORD(wParam));

return (INT\_PTR)TRUE;

}//неправильный выбор

break;

///////////////////////////////////////////////////////////////////////

}

return (INT\_PTR)FALSE;

}

/////////////////////////////////////////////////////////////////