Clicker.cs

```csharp
using System;
using System.Drawing;
using System.Windows.Forms;

namespace Formsy
{
    public partial class Clicker : Form
    {
        public int clicks = 0;
        public int perclick = 1;
        public bool upgd = false;
        public int cost = 50;
        public Clicker()
        {
            InitializeComponent();
            addClicks(0);
        }

        private void button1_Click(object sender, EventArgs e)
        {
            addClicks(perclick);
        }

        private void addClicks(int click)
        {
            clicks += click;
            label1.Text = clicks.ToString();
            label1.Location = new Point((this.Width-label1.Width)/2,
label1.Location.Y);
            if (clicks >= 50 && !upgd)
            {
                upgd = true;
                this.ClientSize = new Size(this.ClientSize.Width,
this.ClientSize.Height + 50);
                button2.Visible = true;
                button2.Location = new Point(button1.Location.X, button1.Location.Y
+ 50);

                upgrade(true);
            }
        }

        private void upgrade(bool a)
        {
            if (!a)
            {
                perclick++;
                clicks -= cost;
                cost = (int)Math.Round(1.2 * cost);
            }
            button1.Text = "+" + perclick.ToString() + " КЛИК";
            button2.Text = "+1 к клику (" + cost.ToString() + ")";
            addClicks(0);
        }

        private void button2_Click(object sender, EventArgs e)
        {
            if (clicks >= cost)
            {
                upgrade(false);
            }
        }

        private void button3_Click(object sender, EventArgs e)
```
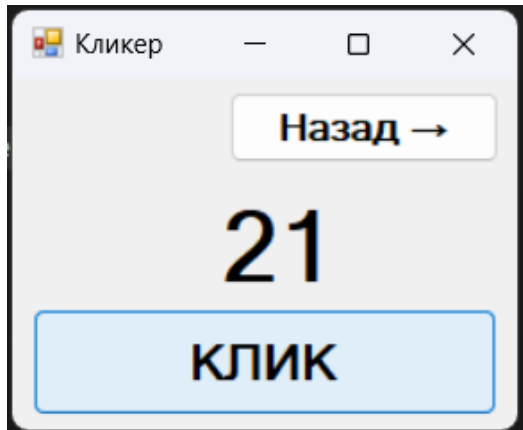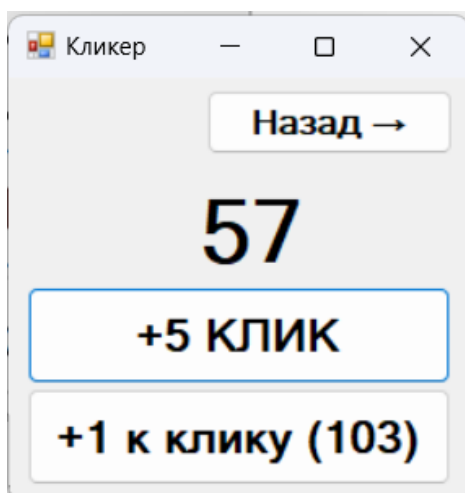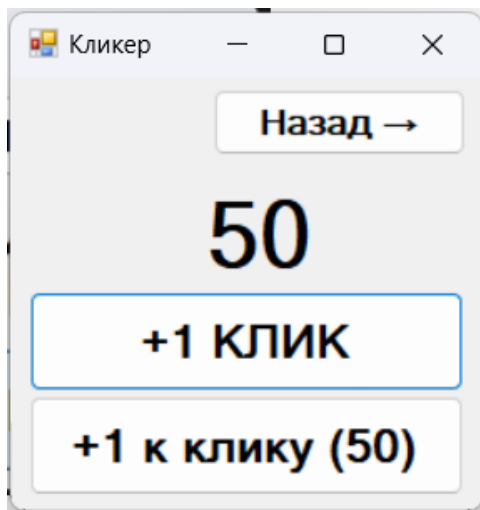
```
        {
            Form1 form1 = new Form1();
            form1.Show();
            this.Hide();
        }
    }
}
```

Кликер

Когда кликов 50:

Cash.cs

```csharp
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 Formsy
{
    public partial class Cash : Form
    {
        public Cash()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            if (!textBox1.Text.Equals("") &&
!listBox1.Items.Contains(textBox1.Text))
            {
                listBox1.Items.Add(textBox1.Text);
            }
        }

        private void listBox1_KeyDown(object sender, KeyEventArgs e)
        {
            if (e.KeyCode == Keys.Back && listBox1.SelectedItems.Count > 0)
            {
                listBox1.Items.Remove(listBox1.SelectedItems[0]);
            }
        }

        private void button2_Click(object sender, EventArgs e)
        {
            Form1 form1 = new Form1();
            form1.Show();
            this.Hide();
        }

        private void listBox1_DoubleClick(object sender, EventArgs e)
        {
            if (listBox1.SelectedItems.Count > 0)
            {
                CashItem item = new CashItem(listBox1.SelectedItems[0].ToString());
                item.Show();
            }
        }
    }
}
```

CashItem.cs

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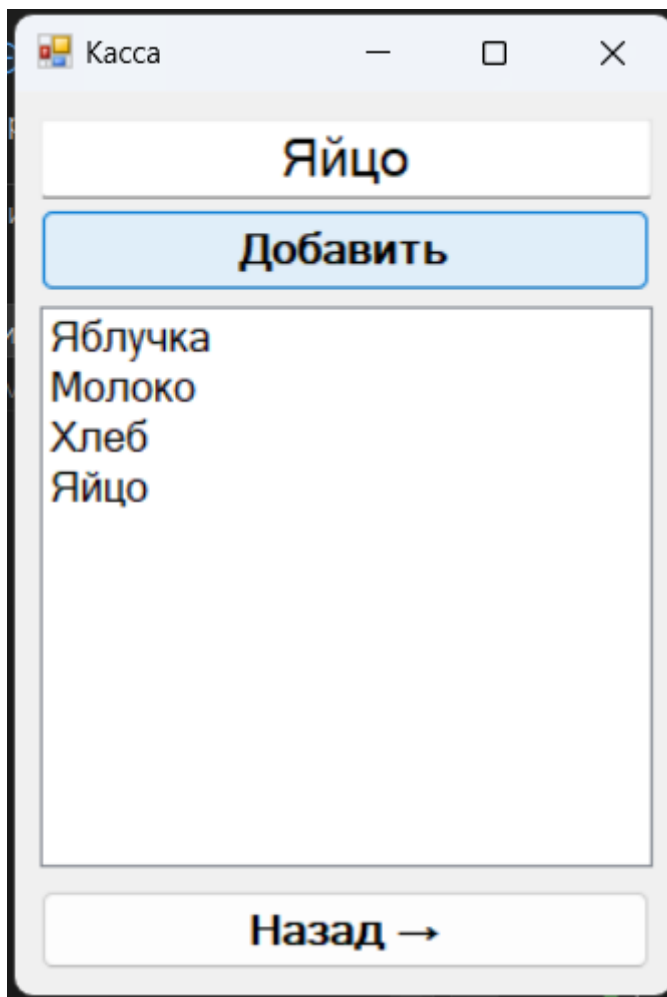
```csharp
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Formsy
{
    public partial class CashItem : Form
    {
        public CashItem(String name)
        {
            InitializeComponent();
            this.Name = name;
            label1.Text = name;
            this.ClientSize = new Size(label1.Width+15, label1.Height+15);
            Random r = new Random();
            this.Location = new Point((int) Math.Round(r.NextDouble()*800),
(int)Math.Round(r.NextDouble() * 600));
        }
    }
}
```
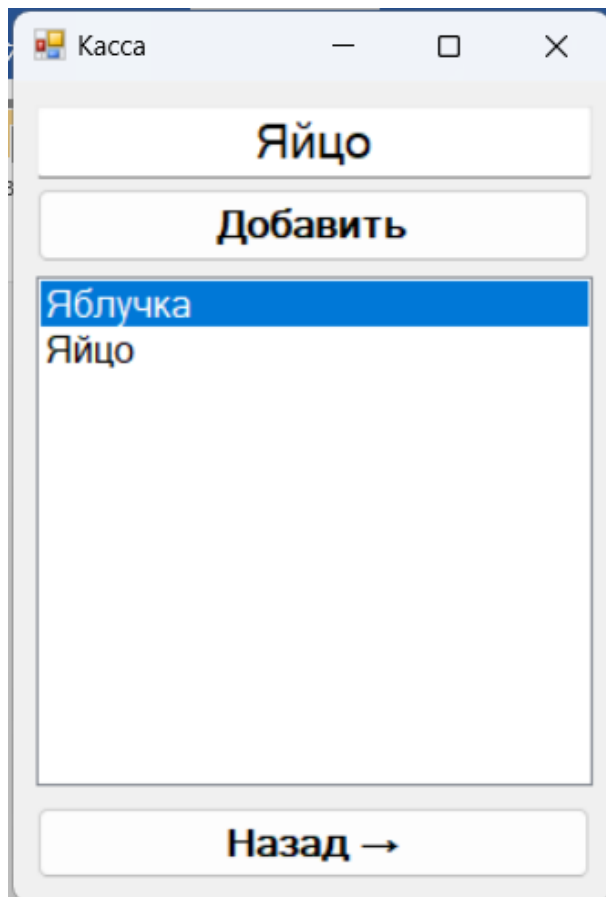
Касса

Товары удаляются их выбором + Backspace

Открывается окно с именем товара если по нему даблкликнуть