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 Form1 : Form

{

int Count = 0;

public Form1()

{

InitializeComponent();

}

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

{

button100.Enabled = true;

Count++;

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

}

private void button100\_Click(object sender, EventArgs e)

{

Count=Count+100;

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

if (Count < 777)

{button100.Enabled = true;}

if (Count>=777)

{

MessageBox.Show("You Win");

button100.Enabled = false;

}

}

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

{

}

private void button10\_Click(object sender, EventArgs e)

{

button100.Enabled = true;

Count = Count + 10;

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

}

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

{

button100.Enabled = true;

Count = 0;

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

}

private void button50\_Click(object sender, EventArgs e)

{

button100.Enabled = true;

if (Count < 50)

{

Count = Count + 5;

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

}

else

{

Count = Count + 10;

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

}

}

}

}