public partial class form1 : Form

{

int count = 0;

int Five = 5;

public form1()

{

InitializeComponent();

}

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

{

count++;

if (count >= 50)

{

Five = 10;

Fiveten\_btn.Text = "+10";

}

if (count < 6)

buttonGame.Enabled = true;

if (count >= 6)

buttonGame.Enabled = false;

if (count >= 100)

{

count = 0;

MessageBox.Show("You win");

}

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

}

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

{

count += 2;

if (count >= 6) buttonGame.Enabled = false;

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

}

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

{

count += 3;

if (count >= 100)

{

count = 0;

MessageBox.Show("You win");

}

if (count >= 50)

{

Five = 10;

Fiveten\_btn.Text = "+10";

}

if (count < 6)

buttonGame.Enabled = true;

if (count >= 6)

buttonGame.Enabled = false;

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

}

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

{

count = 0;

buttonGame.Enabled = true;

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

}

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

{

count += Five;

if (count >= 100)

{

count = 0;

MessageBox.Show("You win");

}

if (count >= 50)

{

Five = 10;

Fiveten\_btn.Text = "+10";

}

if (count < 6)

buttonGame.Enabled = true;

if (count >= 6)

buttonGame.Enabled = false;

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

}

}