namespace WindowsFormsApp2

{

public partial class Form1 : Form

{

int Count = 0;

public Form1()

{

InitializeComponent();

}

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

{

Count = Count + 10;

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

if (Count == 20)

MessageBox.Show("Day is over");

if (Count >= 20)

{

click\_btn.Enabled = false;

button1.Enabled = false;

if (Count >= 20)

{

click\_btn.Enabled = false;

button1.Enabled = false;

}

}

}

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

{

Count = Count + 5;

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

if (Count == 20)

MessageBox.Show("Day is over");

if (Count == 20)

{

click\_btn.Enabled = true;

button2.Enabled = true;

}

if (Count >= 20)

{

click\_btn.Enabled = false;

button1.Enabled = false;

click\_btn.Enabled = false;

button1.Enabled = false;

}

}

private void Button2\_Click(object sender, EventArgs e)

{

Count = 0;

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

if (Count == 0)

MessageBox.Show("New day");

if (Count == 0)

{

click\_btn.Enabled = true;

button1.Enabled = true;

if (Count == 0)

{

click\_btn.Enabled = true;

button3.Enabled = true;

}

if (Count == 0)

{

click\_btn.Enabled = true;

button1.Enabled = true;

}

if (Count >= 20)

{

click\_btn.Enabled = false;

button1.Enabled = false;

click\_btn.Enabled = false;

button1.Enabled = false;

}

}

}

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

{

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

if (Count < 10)Count = Count + 1;

else if (Count >= 10) Count = Count + 2;

if (Count >= 22)

{

click\_btn.Enabled = false;

button3.Enabled = false;

}

if (Count >= 18)

{

click\_btn.Enabled = false;

button1.Enabled = false;

}

}

}

}