```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6  using System.Windows;
7  using System.Windows.Controls;
8  using System.Windows.Data;
9  using System.Windows.Documents;
10 using System.Windows.Input;
11 using System.Windows.Media;
12 using System.Windows.Media.Imaging;
13 using System.Windows.Navigation;
14 using System.Windows.Shapes;
15 using System.Windows.Threading;
16
17 namespace MatchGame
18 {
19     public partial class MainWindow : Window
20     {
21         // variables Timer
22         DispatcherTimer timer = new DispatcherTimer();
23         int tenthsOfSecondsElapsed;
24         int matchesFound;
25
26         // variables Random
27         Random random = new Random();
28
29         // variables pareja
30         TextBlock lastTextBlockClicked;
31         bool findingMatch = false;
32
33
34         public MainWindow()
35         {
36             InitializeComponent();
37
38             timer.Interval = TimeSpan.FromSeconds(0.1);
39             timer.Tick += Timer_Tick;
40
41             CreateGame();
42         }
43
44
45         public void CreateGame()
46         {
47             // Creacion Lista de parejas
48             List<string> listPairs = new List<string>()
49             {
50                 "👧","👧",
51                 "👦","👦",
52                 "👩","👩",
53                 "👩‍🦰","👩‍🦰",
```

```csharp
54                 "👼","👼",
55                 "👨‍🦰♀","👨‍🦰♀",
56                 "🧒","🧒",
57                 "👵","👵"
58             };
59
60             // Distribucion de parejas en el tablero
61             foreach (TextBlock textBlock in
               mainGrid.Children.OfType<TextBlock>())
62             {
63                 if (textBlock.Name != "timeTextBlock")
64                 {
65                     textBlock.Visibility = Visibility.Visible;
66                     int index = random.Next(listPairs.Count);
67                     string nextPair = listPairs[index];
68                     textBlock.Text = nextPair;
69                     listPairs.RemoveAt(index);
70                 }
71             }
72
73             // Inicio del juego
74             timer.Start();
75             tenthsOfSecondsElapsed = 0;
76             matchesFound = 0;
77         }
78
79
80         // Funcionamiento del botón del ratón
81         private void TextBlock_MouseDown(object sender,
             MouseButtonEventArgs e)
82         {
83             TextBlock textBlock = sender as TextBlock;
84
85             if (findingMatch == false)
86             {
87                 textBlock.Visibility = Visibility.Hidden;
88                 lastTextBlockClicked = textBlock;
89                 findingMatch = true;
90             }
91             else if (textBlock.Text == lastTextBlockClicked.Text)
92             {
93                 matchesFound++;
94                 textBlock.Visibility = Visibility.Hidden;
95                 findingMatch = false;
96             }
97             else
98             {
99                 lastTextBlockClicked.Visibility = Visibility.Visible;
100                findingMatch = false;
101             }
102         }
103
104
```

```csharp
105          // Temporizador
106          private void Timer_Tick(object sender, EventArgs e)
107          {
108              tenthsOfSecondsElapsed++;
109              timeTextBlock.Text = (tenthsOfSecondsElapsed /
                    10F).ToString("0.0s");
110              if (matchesFound == 8)
111              {
112                  timer.Stop();
113                  timeTextBlock.Text = timeTextBlock.Text + " – Play
                        again?";
114              }
115          }
116
117
118          // Reinicio del juego
119          private void timeTextBlock_MouseDown(object sender,
              MouseButtonEventArgs e)
120          {
121              if (matchesFound == 8)
122              {
123                  CreateGame();
124              }
125          }
126      }
127 }
128
```