# Bilder vom Programm

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# Programm Code von Tik Tak Toe

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 TikTakToe

{

public partial class TikTakToe : Form

{

//Deklarieren der Objekte

bool s1 = true ;

bool s2 = false;

string cross = "X";

string circle = "O";

string Spieler\_1;

string Spieler\_2;

int cross\_s =0;

int circle\_s = 0;

public TikTakToe()

{

InitializeComponent();

}

private void btn\_start\_Click(object sender, EventArgs e)

{

btn1\_1.Enabled = true; //alle Buttons aktivieren

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn\_start.Enabled = false; //Start Button deaktivieren

btn\_start.Visible = false;

txt\_s1.Enabled = false; //Namenseingabe Blockieren

txt\_s2.Enabled = false;

try

{

Spieler\_1 = txt\_s1.Text; //name in Text umwandeln

Spieler\_2 = txt\_s2.Text;

}

catch (Exception)

{

MessageBox.Show("Überprüfen Sie ihre Eingabe");

return;

}

}

private void btn1\_1\_Click(object sender, EventArgs e)

{

if (s1 == true) //Spieler zuweisung geben und Fläche beschriften

{

btn1\_1.Text = cross;

s1 = false;

s2 = true;

}

else if(s2 == true)

{

btn1\_1.Text = circle;

s1 = true;

s2 = false;

}

btn1\_1.Enabled = false;

if ((btn1\_1.Text == cross && btn1\_2.Text == cross && btn1\_3.Text == cross) ||

(btn2\_1.Text == cross && btn2\_2.Text == cross && btn2\_3.Text == cross) ||

(btn3\_1.Text == cross && btn3\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_1.Text == cross && btn3\_1.Text == cross) ||

(btn1\_2.Text == cross && btn2\_2.Text == cross && btn3\_2.Text == cross) ||

(btn1\_3.Text == cross && btn2\_3.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_3.Text == cross && btn2\_2.Text == cross && btn3\_1.Text == cross))

//abfrage aller kombinationen

{

cross\_s = cross\_s + 1; //Win Counter für cross

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true; //Alle Buttons wieder aktivieren

btn1\_1.Text = "";

btn1\_2.Text = ""; //Textfelder für die nächste Runde leeren

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true; //Neustart möglichkeit geben

btn\_neustart.Enabled = true;

lblX.Text = "Spieler (X) " + Spieler\_1 + " | " + cross\_s; //Win counter anzeigen

picb\_cross.Location = new Point(25, 48); //Win Bild anzeigen

lbl\_gewinner.Text = "Spieler 1 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_1 + " !"; //Win Text anzeigen

MessageBox.Show("Spieler 1 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_1 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!"); //Messagebox anzeigen für den Win und möglichkeiten für die neue Runde erklären

s1 = true; //Gewinner darf anfragen

s2 = false;

}

else if ((btn1\_1.Text == circle && btn1\_2.Text == circle && btn1\_3.Text == circle) ||

(btn2\_1.Text == circle && btn2\_2.Text == circle && btn2\_3.Text == circle) ||

(btn3\_1.Text == circle && btn3\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_1.Text == circle && btn3\_1.Text == circle) ||

(btn1\_2.Text == circle && btn2\_2.Text == circle && btn3\_2.Text == circle) ||

(btn1\_3.Text == circle && btn2\_3.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_3.Text == circle && btn2\_2.Text == circle && btn3\_1.Text == circle))

{

circle\_s = circle\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lbl\_O.Text = "Spieler (O) " + Spieler\_2 + " | " + circle\_s;

picb\_circle.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 2 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_2 + " !";

MessageBox.Show("Spieler 2 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_2 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

s1 = false;

s2 = true; //Gewinner darf anfragen

}

else if ((btn1\_1.Enabled == false && btn1\_2.Enabled == false && btn1\_3.Enabled == false && btn2\_1.Enabled == false && btn2\_2.Enabled == false && btn2\_3.Enabled == false && btn3\_1.Enabled == false && btn3\_2.Enabled == false && btn3\_3.Enabled == false))

{

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

picb\_cc.Location = new Point(25, 48);

lbl\_gewinner.Text = "Neue Runde neues Glück Spieler 1 " + Spieler\_1 + " und Spieler 2 " + Spieler\_2 + " Viel Erfolg!";

s1 = true; //Cross fängt an

s2 = false;

}

}

private void btn1\_2\_Click(object sender, EventArgs e)

{

if (s1 == true)

{

btn1\_2.Text = cross;

s1 = false;

s2 = true;

}

else if (s2 == true)

{

btn1\_2.Text = circle;

s1 = true;

s2 = false;

}

btn1\_2.Enabled = false;

if ((btn1\_1.Text == cross && btn1\_2.Text == cross && btn1\_3.Text == cross) ||

(btn2\_1.Text == cross && btn2\_2.Text == cross && btn2\_3.Text == cross) ||

(btn3\_1.Text == cross && btn3\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_1.Text == cross && btn3\_1.Text == cross) ||

(btn1\_2.Text == cross && btn2\_2.Text == cross && btn3\_2.Text == cross) ||

(btn1\_3.Text == cross && btn2\_3.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_3.Text == cross && btn2\_2.Text == cross && btn3\_1.Text == cross))

{

cross\_s = cross\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lblX.Text = "Spieler (X) " + Spieler\_1 + " | " + cross\_s;

picb\_cross.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 1 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_1 + " !";

MessageBox.Show("Spieler 1 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_1 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

s1 = true;

s2 = false;

}

else if ((btn1\_1.Text == circle && btn1\_2.Text == circle && btn1\_3.Text == circle) ||

(btn2\_1.Text == circle && btn2\_2.Text == circle && btn2\_3.Text == circle) ||

(btn3\_1.Text == circle && btn3\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_1.Text == circle && btn3\_1.Text == circle) ||

(btn1\_2.Text == circle && btn2\_2.Text == circle && btn3\_2.Text == circle) ||

(btn1\_3.Text == circle && btn2\_3.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_3.Text == circle && btn2\_2.Text == circle && btn3\_1.Text == circle))

{

circle\_s = circle\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lbl\_O.Text = "Spieler (O) " + Spieler\_2 + " | " + circle\_s;

picb\_circle.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 2 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_2 + " !";

MessageBox.Show("Spieler 2 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_2 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

}

else if ((btn1\_1.Enabled == false && btn1\_2.Enabled == false && btn1\_3.Enabled == false && btn2\_1.Enabled == false && btn2\_2.Enabled == false && btn2\_3.Enabled == false && btn3\_1.Enabled == false && btn3\_2.Enabled == false && btn3\_3.Enabled == false))

{

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

picb\_cc.Location = new Point(25, 48);

lbl\_gewinner.Text = "Neue Runde neues Glück Spieler 1 " + Spieler\_1 + " und Spieler 2 " + Spieler\_2 + " Viel Erfolg!";

}

}

private void btn1\_3\_Click(object sender, EventArgs e)

{

if (s1 == true)

{

btn1\_3.Text = cross;

s1 = false;

s2 = true;

}

else if (s2 == true)

{

btn1\_3.Text = circle;

s1 = true;

s2 = false;

}

btn1\_3.Enabled = false;

}

private void btn2\_1\_Click(object sender, EventArgs e)

{

if (s1 == true)

{

btn2\_1.Text = cross;

s1 = false;

s2 = true;

}

else if (s2 == true)

{

btn2\_1.Text = circle;

s1 = true;

s2 = false;

}

btn2\_1.Enabled = false;

if ((btn1\_1.Text == cross && btn1\_2.Text == cross && btn1\_3.Text == cross) ||

(btn2\_1.Text == cross && btn2\_2.Text == cross && btn2\_3.Text == cross) ||

(btn3\_1.Text == cross && btn3\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_1.Text == cross && btn3\_1.Text == cross) ||

(btn1\_2.Text == cross && btn2\_2.Text == cross && btn3\_2.Text == cross) ||

(btn1\_3.Text == cross && btn2\_3.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_3.Text == cross && btn2\_2.Text == cross && btn3\_1.Text == cross))

{

cross\_s = cross\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lblX.Text = "Spieler (X) " + " | " + cross\_s;

picb\_cross.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 1 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_1 + " !";

MessageBox.Show("Spieler 1 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_1 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

s1 = true;

s2 = false;

}

else if ((btn1\_1.Text == circle && btn1\_2.Text == circle && btn1\_3.Text == circle) ||

(btn2\_1.Text == circle && btn2\_2.Text == circle && btn2\_3.Text == circle) ||

(btn3\_1.Text == circle && btn3\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_1.Text == circle && btn3\_1.Text == circle) ||

(btn1\_2.Text == circle && btn2\_2.Text == circle && btn3\_2.Text == circle) ||

(btn1\_3.Text == circle && btn2\_3.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_3.Text == circle && btn2\_2.Text == circle && btn3\_1.Text == circle))

{

circle\_s = circle\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lbl\_O.Text = "Spieler (O) " + " | " + circle\_s;

picb\_circle.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 2 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_2 + " !";

MessageBox.Show("Spieler 2 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_2 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

}

else if ((btn1\_1.Enabled == false && btn1\_2.Enabled == false && btn1\_3.Enabled == false && btn2\_1.Enabled == false && btn2\_2.Enabled == false && btn2\_3.Enabled == false && btn3\_1.Enabled == false && btn3\_2.Enabled == false && btn3\_3.Enabled == false))

{

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

picb\_cc.Location = new Point(25, 48);

lbl\_gewinner.Text = "Neue Runde neues Glück Spieler 1 " + Spieler\_1 + " und Spieler 2 " + Spieler\_2 + " Viel Erfolg!";

}

}

private void btn2\_2\_Click(object sender, EventArgs e)

{

if (s1 == true)

{

btn2\_2.Text = cross;

s1 = false;

s2 = true;

}

else if (s2 == true)

{

btn2\_2.Text = circle;

s1 = true;

s2 = false;

}

btn2\_2.Enabled = false;

if ((btn1\_1.Text == cross && btn1\_2.Text == cross && btn1\_3.Text == cross) ||

(btn2\_1.Text == cross && btn2\_2.Text == cross && btn2\_3.Text == cross) ||

(btn3\_1.Text == cross && btn3\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_1.Text == cross && btn3\_1.Text == cross) ||

(btn1\_2.Text == cross && btn2\_2.Text == cross && btn3\_2.Text == cross) ||

(btn1\_3.Text == cross && btn2\_3.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_3.Text == cross && btn2\_2.Text == cross && btn3\_1.Text == cross))

{

cross\_s = cross\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lblX.Text = "Spieler (X) " + " | " + cross\_s;

picb\_cross.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 1 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_1 + " !";

MessageBox.Show("Spieler 1 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_1 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

s1 = true;

s2 = false;

}

else if ((btn1\_1.Text == circle && btn1\_2.Text == circle && btn1\_3.Text == circle) ||

(btn2\_1.Text == circle && btn2\_2.Text == circle && btn2\_3.Text == circle) ||

(btn3\_1.Text == circle && btn3\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_1.Text == circle && btn3\_1.Text == circle) ||

(btn1\_2.Text == circle && btn2\_2.Text == circle && btn3\_2.Text == circle) ||

(btn1\_3.Text == circle && btn2\_3.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_3.Text == circle && btn2\_2.Text == circle && btn3\_1.Text == circle))

{

circle\_s = circle\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lbl\_O.Text = "Spieler (O) " + " | " + circle\_s;

picb\_circle.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 2 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_2 + " !";

MessageBox.Show("Spieler 2 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_2 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

}

else if ((btn1\_1.Enabled == false && btn1\_2.Enabled == false && btn1\_3.Enabled == false && btn2\_1.Enabled == false && btn2\_2.Enabled == false && btn2\_3.Enabled == false && btn3\_1.Enabled == false && btn3\_2.Enabled == false && btn3\_3.Enabled == false))

{

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

picb\_cc.Location = new Point(25, 48);

lbl\_gewinner.Text = "Neue Runde neues Glück Spieler 1 " + Spieler\_1 + " und Spieler 2 " + Spieler\_2 + " Viel Erfolg!";

}

}

private void btn2\_3\_Click(object sender, EventArgs e)

{

if (s1 == true)

{

btn2\_3.Text = cross;

s1 = false;

s2 = true;

}

else if (s2 == true)

{

btn2\_3.Text = circle;

s1 = true;

s2 = false;

}

btn2\_3.Enabled = false;

if ((btn1\_1.Text == cross && btn1\_2.Text == cross && btn1\_3.Text == cross) ||

(btn2\_1.Text == cross && btn2\_2.Text == cross && btn2\_3.Text == cross) ||

(btn3\_1.Text == cross && btn3\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_1.Text == cross && btn3\_1.Text == cross) ||

(btn1\_2.Text == cross && btn2\_2.Text == cross && btn3\_2.Text == cross) ||

(btn1\_3.Text == cross && btn2\_3.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_3.Text == cross && btn2\_2.Text == cross && btn3\_1.Text == cross))

{

cross\_s = cross\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lblX.Text = "Spieler (X) " + " | " + cross\_s;

picb\_cross.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 1 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_1 + " !";

MessageBox.Show("Spieler 1 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_1 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

s1 = true;

s2 = false;

}

else if ((btn1\_1.Text == circle && btn1\_2.Text == circle && btn1\_3.Text == circle) ||

(btn2\_1.Text == circle && btn2\_2.Text == circle && btn2\_3.Text == circle) ||

(btn3\_1.Text == circle && btn3\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_1.Text == circle && btn3\_1.Text == circle) ||

(btn1\_2.Text == circle && btn2\_2.Text == circle && btn3\_2.Text == circle) ||

(btn1\_3.Text == circle && btn2\_3.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_3.Text == circle && btn2\_2.Text == circle && btn3\_1.Text == circle))

{

circle\_s = circle\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lbl\_O.Text = "Spieler (O) " + " | " + circle\_s;

picb\_circle.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 2 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_2 + " !";

MessageBox.Show("Spieler 2 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_2 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

}

else if ((btn1\_1.Enabled == false && btn1\_2.Enabled == false && btn1\_3.Enabled == false && btn2\_1.Enabled == false && btn2\_2.Enabled == false && btn2\_3.Enabled == false && btn3\_1.Enabled == false && btn3\_2.Enabled == false && btn3\_3.Enabled == false))

{

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

picb\_cc.Location = new Point(25, 48);

lbl\_gewinner.Text = "Neue Runde neues Glück Spieler 1 " + Spieler\_1 + " und Spieler 2 " + Spieler\_2 + " Viel Erfolg!";

}

}

private void btn3\_1\_Click(object sender, EventArgs e)

{

if (s1 == true)

{

btn3\_1.Text = cross;

s1 = false;

s2 = true;

}

else if (s2 == true)

{

btn3\_1.Text = circle;

s1 = true;

s2 = false;

}

btn3\_1.Enabled = false;

if ((btn1\_1.Text == cross && btn1\_2.Text == cross && btn1\_3.Text == cross) ||

(btn2\_1.Text == cross && btn2\_2.Text == cross && btn2\_3.Text == cross) ||

(btn3\_1.Text == cross && btn3\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_1.Text == cross && btn3\_1.Text == cross) ||

(btn1\_2.Text == cross && btn2\_2.Text == cross && btn3\_2.Text == cross) ||

(btn1\_3.Text == cross && btn2\_3.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_3.Text == cross && btn2\_2.Text == cross && btn3\_1.Text == cross))

{

cross\_s = cross\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lblX.Text = "Spieler (X) " + " | " + cross\_s;

picb\_cross.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 1 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_1 + " !";

MessageBox.Show("Spieler 1 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_1 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

s1 = true;

s2 = false;

}

else if ((btn1\_1.Text == circle && btn1\_2.Text == circle && btn1\_3.Text == circle) ||

(btn2\_1.Text == circle && btn2\_2.Text == circle && btn2\_3.Text == circle) ||

(btn3\_1.Text == circle && btn3\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_1.Text == circle && btn3\_1.Text == circle) ||

(btn1\_2.Text == circle && btn2\_2.Text == circle && btn3\_2.Text == circle) ||

(btn1\_3.Text == circle && btn2\_3.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_3.Text == circle && btn2\_2.Text == circle && btn3\_1.Text == circle))

{

circle\_s = circle\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lbl\_O.Text = "Spieler (O) " + " | " + circle\_s;

picb\_circle.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 2 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_2 + " !";

MessageBox.Show("Spieler 2 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_2 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

}

else if ((btn1\_1.Enabled == false && btn1\_2.Enabled == false && btn1\_3.Enabled == false && btn2\_1.Enabled == false && btn2\_2.Enabled == false && btn2\_3.Enabled == false && btn3\_1.Enabled == false && btn3\_2.Enabled == false && btn3\_3.Enabled == false))

{

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

picb\_cc.Location = new Point(25, 48);

lbl\_gewinner.Text = "Neue Runde neues Glück Spieler 1 " + Spieler\_1 + " und Spieler 2 " + Spieler\_2 + " Viel Erfolg!";

}

}

private void btn3\_2\_Click(object sender, EventArgs e)

{

if (s1 == true)

{

btn3\_2.Text = cross;

s1 = false;

s2 = true;

}

else if (s2 == true)

{

btn3\_2.Text = circle;

s1 = true;

s2 = false;

}

btn3\_2.Enabled = false;

if ((btn1\_1.Text == cross && btn1\_2.Text == cross && btn1\_3.Text == cross) ||

(btn2\_1.Text == cross && btn2\_2.Text == cross && btn2\_3.Text == cross) ||

(btn3\_1.Text == cross && btn3\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_1.Text == cross && btn3\_1.Text == cross) ||

(btn1\_2.Text == cross && btn2\_2.Text == cross && btn3\_2.Text == cross) ||

(btn1\_3.Text == cross && btn2\_3.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_3.Text == cross && btn2\_2.Text == cross && btn3\_1.Text == cross))

{

cross\_s = cross\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lblX.Text = "Spieler (X) " + " | " + cross\_s;

picb\_cross.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 1 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_1 + " !";

MessageBox.Show("Spieler 1 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_1 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

s1 = true;

s2 = false;

}

else if ((btn1\_1.Text == circle && btn1\_2.Text == circle && btn1\_3.Text == circle) ||

(btn2\_1.Text == circle && btn2\_2.Text == circle && btn2\_3.Text == circle) ||

(btn3\_1.Text == circle && btn3\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_1.Text == circle && btn3\_1.Text == circle) ||

(btn1\_2.Text == circle && btn2\_2.Text == circle && btn3\_2.Text == circle) ||

(btn1\_3.Text == circle && btn2\_3.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_3.Text == circle && btn2\_2.Text == circle && btn3\_1.Text == circle))

{

circle\_s = circle\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lbl\_O.Text = "Spieler (O) " + " | " + circle\_s;

picb\_circle.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 2 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_2 + " !";

MessageBox.Show("Spieler 2 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_2 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

}

else if ((btn1\_1.Enabled == false && btn1\_2.Enabled == false && btn1\_3.Enabled == false && btn2\_1.Enabled == false && btn2\_2.Enabled == false && btn2\_3.Enabled == false && btn3\_1.Enabled == false && btn3\_2.Enabled == false && btn3\_3.Enabled == false))

{

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

picb\_cc.Location = new Point(25, 48);

lbl\_gewinner.Text = "Neue Runde neues Glück Spieler 1 " + Spieler\_1 + " und Spieler 2 " + Spieler\_2 + " Viel Erfolg!";

}

}

private void btn3\_3\_Click(object sender, EventArgs e)

{

if (s1 == true)

{

btn3\_3.Text = cross;

s1 = false;

s2 = true;

}

else if (s2 == true)

{

btn3\_3.Text = circle;

s1 = true;

s2 = false;

}

btn3\_3.Enabled = false;

if ((btn1\_1.Text == cross && btn1\_2.Text == cross && btn1\_3.Text == cross) ||

(btn2\_1.Text == cross && btn2\_2.Text == cross && btn2\_3.Text == cross) ||

(btn3\_1.Text == cross && btn3\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_1.Text == cross && btn3\_1.Text == cross) ||

(btn1\_2.Text == cross && btn2\_2.Text == cross && btn3\_2.Text == cross) ||

(btn1\_3.Text == cross && btn2\_3.Text == cross && btn3\_3.Text == cross) ||

(btn1\_1.Text == cross && btn2\_2.Text == cross && btn3\_3.Text == cross) ||

(btn1\_3.Text == cross && btn2\_2.Text == cross && btn3\_1.Text == cross))

{

cross\_s = cross\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lblX.Text = "Spieler (X) " + " | " + cross\_s;

picb\_cross.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 1 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_1 + " !";

MessageBox.Show("Spieler 1 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_1 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

s1 = true;

s2 = false;

}

else if ((btn1\_1.Text == circle && btn1\_2.Text == circle && btn1\_3.Text == circle) ||

(btn2\_1.Text == circle && btn2\_2.Text == circle && btn2\_3.Text == circle) ||

(btn3\_1.Text == circle && btn3\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_1.Text == circle && btn3\_1.Text == circle) ||

(btn1\_2.Text == circle && btn2\_2.Text == circle && btn3\_2.Text == circle) ||

(btn1\_3.Text == circle && btn2\_3.Text == circle && btn3\_3.Text == circle) ||

(btn1\_1.Text == circle && btn2\_2.Text == circle && btn3\_3.Text == circle) ||

(btn1\_3.Text == circle && btn2\_2.Text == circle && btn3\_1.Text == circle))

{

circle\_s = circle\_s + 1;

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

lbl\_O.Text = "Spieler (O) " + " | " + circle\_s;

picb\_circle.Location = new Point(25, 48);

lbl\_gewinner.Text = "Spieler 2 hat gewonnen! Herzlichen Glückwunsch " + Spieler\_2 + " !";

MessageBox.Show("Spieler 2 hat gewonnen!! Herzlichen Glückwunsch " + Spieler\_2 + "! Drücken Sie nun bitte auf das Bild wenn sie weiterspielen wollen, bei einer neuen Runde bitte auf Neustarten klicken!!");

}

else if ((btn1\_1.Enabled == false && btn1\_2.Enabled == false && btn1\_3.Enabled == false && btn2\_1.Enabled == false && btn2\_2.Enabled == false && btn2\_3.Enabled == false && btn3\_1.Enabled == false && btn3\_2.Enabled == false && btn3\_3.Enabled == false))

{

btn1\_1.Enabled = true;

btn1\_2.Enabled = true;

btn1\_3.Enabled = true;

btn2\_1.Enabled = true;

btn2\_2.Enabled = true;

btn2\_3.Enabled = true;

btn3\_1.Enabled = true;

btn3\_2.Enabled = true;

btn3\_3.Enabled = true;

btn1\_1.Text = "";

btn1\_2.Text = "";

btn1\_3.Text = "";

btn2\_1.Text = "";

btn2\_2.Text = "";

btn2\_3.Text = "";

btn3\_1.Text = "";

btn3\_2.Text = "";

btn3\_3.Text = "";

btn\_neustart.Visible = true;

btn\_neustart.Enabled = true;

picb\_cc.Location = new Point(25, 48);

lbl\_gewinner.Text = "Neue Runde neues Glück Spieler 1 " + Spieler\_1 + " und Spieler 2 " + Spieler\_2 + " Viel Erfolg!";

}

}

private void picb\_cc\_MouseClick(object sender, MouseEventArgs e)

{

picb\_cc.Location = new Point(448, 48); //Das Bild wegpositionieren durchs klicken

btn\_neustart.Visible = false; //Neustart button disable

btn\_neustart.Enabled = false;

}

private void picb\_circle\_MouseClick(object sender, MouseEventArgs e)

{

picb\_circle.Location = new Point(448, 48);

btn\_neustart.Visible = false;

btn\_neustart.Enabled = false;

}

private void picb\_cross\_MouseClick(object sender, MouseEventArgs e)

{

picb\_cross.Location = new Point(448, 48);

btn\_neustart.Visible = false;

btn\_neustart.Enabled = false;

}

}

}