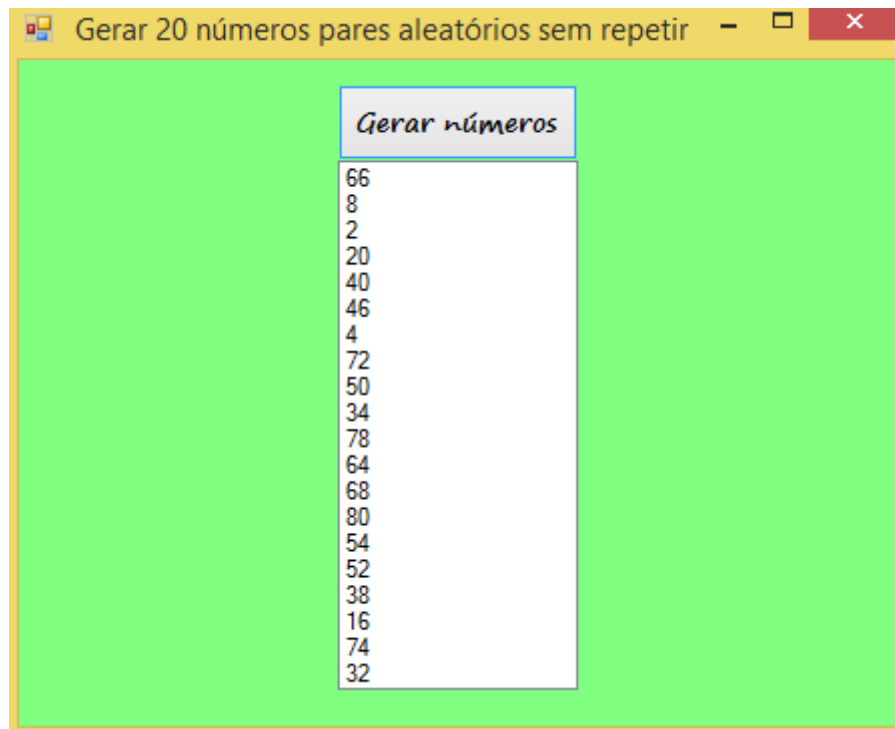


## TAREFA 10 - GERAR 20 PARES NÚMEROS ALEATÓRIOS SEM REPETIR



```
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 Tarefa_10___Gerar_um_vetor_para_armazenar_20_números_pares  
{  
    public partial class Form1 : Form  
    {  
        public Form1()  
        {  
            InitializeComponent();  
        }  
  
        int[] pares = new int[20];  
        int i, num, c;  
        Random rnd = new Random();  
  
        private void button1_Click(object sender, EventArgs e)  
        {
```

```

listBox1.Items.Clear();

for(i=0; i<=19; i++)
{
    inicio:
    num = rnd.Next(81);
    if (num % 2 == 0)
    {
        for (c = 0; c <= 19; c++)
        {
            if (pares[c] == num)
            {
                goto inicio;
            }
        }
        pares[i] = num;
        listBox1.Items.Add(pares[i]);
    }
    else
    {
        goto inicio;
    }
}
}
}
}
}

```