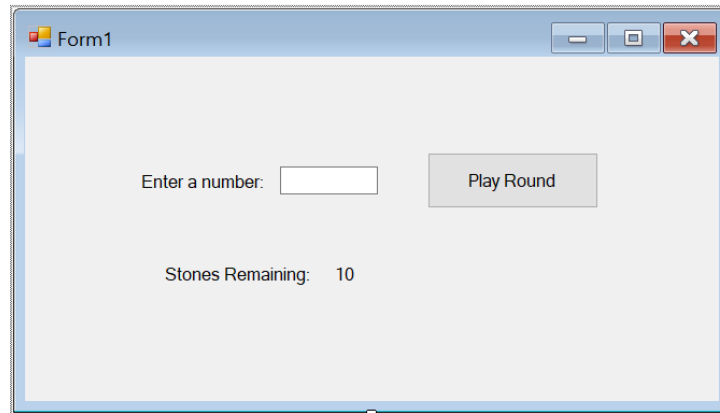


## Game of Nim:

### Design Window:



### Code:

Public Class Form1

```
Dim totalPoints As Integer = 10
```

```
Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
```

```
    Dim UserTurn As Integer = Val(TextBox1.Text)
```

```
    Dim ComTurn As Integer = 2 * Rnd() + 1
```

```
    'error handling
```

```
    If UserTurn < 0 Or UserTurn > 3 Then
```

```
        MessageBox.Show("Invalid entry")
```

```
    ElseIf UserTurn > totalPoints Then
```

```
        MessageBox.Show("Invalid entry")
```

```
    Else
```

```
        'USER TURN
```

```
        'Update Score
```

```
        totalPoints -= UserTurn
```

```
        lblTotal.Text = totalPoints
```

```
    'check for win
```

```
    If totalPoints <= 0 Then
```

```
        MessageBox.Show("You Win!")
```

```
        Application.Exit()
```

```
    End If
```

```
    'Display new score
```

```
    MessageBox.Show("You took " & UserTurn & " stones. There are " & totalPoints & " remaining.")
```

```
    'COMPUTER TURN
```

```
    'Update Score
```

```
    totalPoints -= ComTurn
```

```
    lblTotal.Text = totalPoints
```

```
    'Display new score
```

```
    MessageBox.Show("The computer took " & ComTurn & " stones. There are " & totalPoints & " remaining.")
```

```
    'check for win
```

```
    If totalPoints <= 0 Then
        MessageBox.Show("Computer Wins!")
        Application.Exit()
    End If
End If

End Sub
End Class
```