**JUEGO DE DADOS**

**(xaml)**

**<Window x:Class="Ejercicio12.MainWindow"**

**xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"**

**xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"**

**Title="MainWindow" Height="350" Width="525">**

**<Grid ContextMenuClosing="clicResultado1">**

**<Grid.ColumnDefinitions>**

**<ColumnDefinition Width="90"/>**

**<ColumnDefinition Width="90"/>**

**<ColumnDefinition Width="90"/>**

**<ColumnDefinition Width="80"/>**

**<ColumnDefinition Width="90"/>**

**<ColumnDefinition Width="90"/>**

**</Grid.ColumnDefinitions>**

**<Grid.RowDefinitions>**

**<RowDefinition Height="50"/>**

**<RowDefinition Height="50"/>**

**<RowDefinition Height="50"/>**

**<RowDefinition Height="50"/>**

**<RowDefinition Height="50"/>**

**<RowDefinition Height="50"/>**

**<RowDefinition Height="50"/>**

**</Grid.RowDefinitions>**

**<Button x:Name="btnClic" Content="suerte sin Negra" Grid.Column="1" Grid.Row="4" FontWeight="ExtraBold"></Button>**

**<Button x:Name="btnClic2" Content="Suerte sin blanca" Grid.Column="4" Grid.Row="4" FontWeight="SemiBold" Click="ClicResultado2"></Button>**

**<Label Content="Casino el Solitario Frienzoner" Grid.Column="0" Grid.Row="1" Grid.ColumnSpan="2" FontSize="15" FontWeight="Bold"></Label>**

**<Label Content="Casino el Solitario Frienzoner" Grid.Column="3" Grid.Row="1" Grid.ColumnSpan="2" FontSize="15" FontWeight="Bold"></Label>**

**<Label x:Name="lblDado1" Content="Dado Uno" Grid.Column="0" Grid.Row="3" HorizontalAlignment="Center" VerticalAlignment="Center"></Label>**

**<Label x:Name="lblDado2" Content="Dado Dos" Grid.Column="2" Grid.Row="3" HorizontalAlignment="Center" VerticalAlignment="Center"></Label>**

**<Label x:Name="lblResp1" Content="Dado Uno" Grid.Column="3" Grid.Row="3" HorizontalAlignment="Center" VerticalAlignment="Center"></Label>**

**<Label x:Name="lblResp2" Content="Dado Dos" Grid.Column="4" Grid.Row="3" HorizontalAlignment="Center" VerticalAlignment="Center"></Label>**

**<Label x:Name="lblResultado2" Content="" Grid.Column="3" Grid.Row="2" Grid.ColumnSpan="3" HorizontalAlignment="Center" VerticalAlignment="Center"></Label>**

**<Label x:Name="lblResultado1" Content="" Grid.Column="0" Grid.Row="2" Grid.ColumnSpan="2" HorizontalAlignment="Center" VerticalAlignment="Center"></Label>**

**<Label x:Name="lblResp3" Content="Dado Tres" Grid.Column="5" Grid.Row="3" HorizontalAlignment="Center" VerticalAlignment="Center"></Label>**

**<Label Content="Dado Tres" Grid.Column="5" Grid.Row="3" HorizontalAlignment="Center" VerticalAlignment="Center"></Label>**

**</Grid>**

**</Window>**

**CODIGO (**MainWindow.xaml.cs**)**

**using System;**

**using System.Collections.Generic;**

**using System.Linq;**

**using System.Text;**

**using System.Threading.Tasks;**

**using System.Windows;**

**using System.Windows.Controls;**

**using System.Windows.Data;**

**using System.Windows.Documents;**

**using System.Windows.Input;**

**using System.Windows.Media;**

**using System.Windows.Media.Imaging;**

**using System.Windows.Navigation;**

**using System.Windows.Shapes;**

**namespace Ejercicio12**

**{**

**public partial class MainWindow : Window**

**{**

**int num1,num2,num3, result;**

**Random aleatorio = new Random();**

**public MainWindow()**

**{**

**InitializeComponent();**

**}**

**private void ClicResultado2(object sender, RoutedEventArgs e)**

**{**

**num1 = aleatorio.Next(1, 7);**

**num2 = aleatorio.Next(1, 7);**

**lblDado1.Content = num1;**

**lblDado1.Content = num2;**

**if(num1>(num2-1)&&num2>(num1-1)){**

**lblResultado1.Content = "Ganaste Salio escalera";**

**}**

**else**

**{**

**lblResultado1.Content = "Perdedor no Salio escalera";**

**}**

**}**

**private void clicResultado1(object sender, ContextMenuEventArgs e)**

**{**

**num1 = aleatorio.Next(1,7);**

**num2 = aleatorio.Next(1,7);**

**num3 = aleatorio.Next(1,7);**

**lblResp1.Content = num1;**

**lblResp2.Content = num2;**

**lblResp3.Content = num3;**

**if (num1 > (num2 - 1)&&num1>(num3-1)||num2>(num1-1)&&num2>(num3- 1)||num3>(num1-1)&&num3>(num2-1))**

**{**

**lblResultado2.Content = "Ganaste Sacaste Escalera de 3 dados";**

**}**

**else**

**{**

**lblResultado2.Content = "Perdedor no Sacaste Escalera de 3 dados";**

**}**

**}**

**}**

**}**