namespace BANDIT\_со\_смыслом\_

{

public partial class student : Form

{

int Count = 0;

public student()

{

InitializeComponent();

}

private void click\_btn\_Click(object sender, EventArgs e)

{

Count++;

Count\_lbl.Text = Count.ToString();

if (Count >= 6)

{

click\_btn.Enabled = false;

}

if (Count >= 11)

{

MessageBox.Show("Ты победил, молодец!!!!");

}

}

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

{

Count += 4;

Count\_lbl.Text = Count.ToString();

if (Count >=11)

{

MessageBox.Show("Ты победил, молодец!!!!");

}

if (Count >= 6)

{

click\_btn.Enabled = false;

}

}

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

{

Count += 9;

Count\_lbl.Text = Count.ToString();

if (Count >= 11)

{

MessageBox.Show("Ты победил, молодец!!!!");

}

if (Count >= 6)

{

click\_btn.Enabled = false;

}

}

private void click\_nol\_Click(object sender, EventArgs e)

{

Count = 0;

Count\_lbl.Text = Count.ToString();

click\_btn.Enabled = true;

}

private void click\_opa\_Click(object sender, EventArgs e)

{

if (Count < 50)

{

Count += 5;

}

else

Count += 10;

Count\_lbl.Text = Count.ToString();

if (Count >= 11)

{

MessageBox.Show("Ты победил, молодец!!!!");

}

if (Count >= 6)

{

click\_btn.Enabled = false;

}

}

private void Count\_lbl\_Click(object sender, EventArgs e)

{

}

}

}