**Фаховий Коледж “Університету КРОК”**

**Технологія створення програмного забезпечення**

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**ІПЗ-20к-2**

**Текст завдання:**

Написати програму для гри в хрестики –нулики (три в ряд).

Програма повинна мати наступні функції:

1.Програма дозволяє грати користувачу з комп’ютером. При цьому користувач має можливість обрати хто буде робить перший хід.

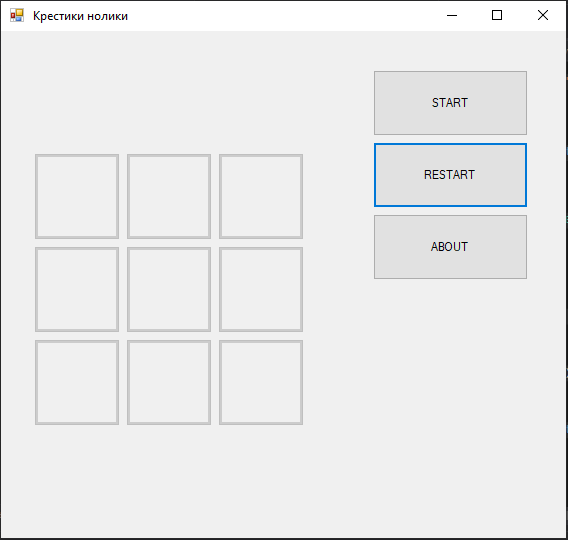
2. Компьютер повинен робити «розумні» ходи. Тобто не допускати тривіального програшу.

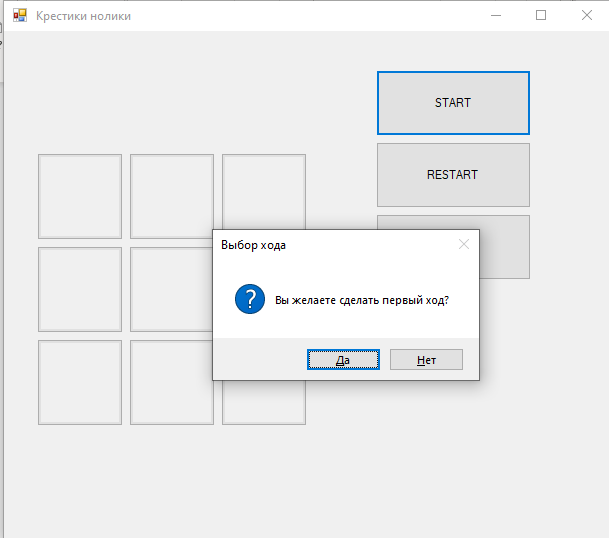
3. У випадку закінчення гри, програма виводить повідомлення про виграш або нічию та виділяє кольором виграшну комбінацію (три однакових символи в рядок, стовпець або навскоси).

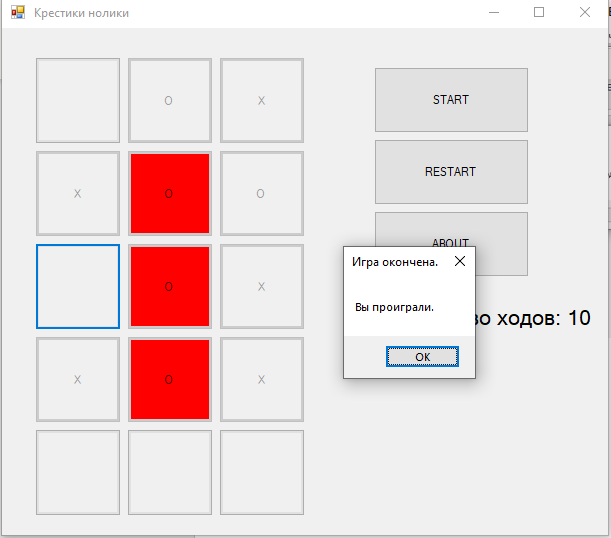
4. Розмір ігрового поля 3x3. Якщо до 8 ходу переможця не виявлено, поле збільшується як показано на схемі 1. Гра продовжується. Якщо переможця не виявлено до 11 ходу, поле збільшується відповідно до схеми 2. Якщо і в цьому випадку переможця не виявлено, виводиться повідомлення про нічию.

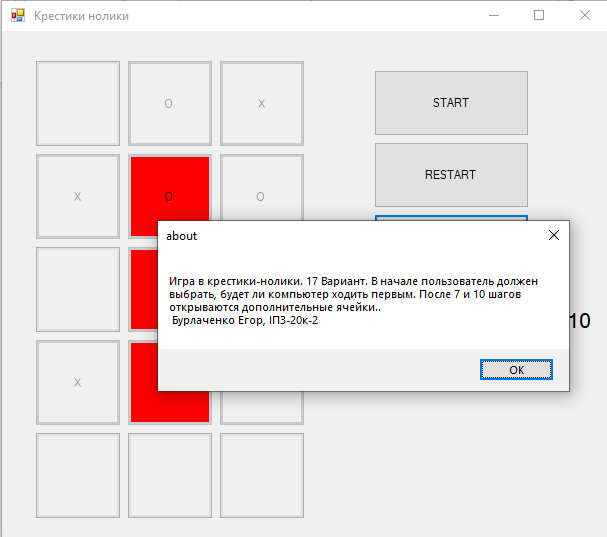


**Результат:**









**Код програми:**

using System;

using System.Collections.Generic;

using System.Drawing;

using System.Windows.Forms;

namespace tictactoe

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

Player currentPlayer;

public enum Player

{

X,

O

}

private void Form1\_Load(object sender, EventArgs e)

{

Default();

}

void Start()

{

const string message = "Вы желаете сделать первый ход?";

const string caption = "Выбор хода";

DialogResult dialogresult = MessageBox.Show(message, caption, MessageBoxButtons.YesNo, MessageBoxIcon.Question);

if (dialogresult == DialogResult.No)

{

randomMove(moves);

moves++;

}

}

int moves = 0;

void CheckMoves(int a)

{

if (a < 6)

{

button1.Enabled = button2.Enabled = button3.Enabled = button13.Enabled = button14.Enabled = button15.Enabled = false;

button1.Visible = button2.Visible = button3.Visible = button13.Visible = button14.Visible = button15.Visible = false;

}

else if (a == 7)

{

button1.Enabled = button2.Enabled = button3.Enabled = true;

button1.Visible = button2.Visible = button3.Visible = true;

}

else if (a == 9)

{

button13.Enabled = button14.Enabled = button15.Enabled = true;

button13.Visible = button14.Visible = button15.Visible = true;

}

else if (a == 15)

{

MessageBox.Show("Ничья", "Результат игры", MessageBoxButtons.YesNo);

}

}

private void ButtonClick(object sender, EventArgs e)

{

try

{

var button = (Button)sender;

currentPlayer = Player.X;

button.Text = currentPlayer.ToString();

button.Enabled = false;

moves++;

CheckMoves(moves);

LableMoves.Text = ("Количество ходов: " + Convert.ToString(moves));

if (!CheckWin\_USER()) return;

playAI(moves); CheckMoves(moves); CheckWin\_AI();

Console.WriteLine(moves);

}catch{}

}

void playAI(int a)

{

moves++;

LableMoves.Text = ("Количество ходов: " + Convert.ToString(moves));

if (Convert.ToBoolean(CheckAttack(a))) return;

if (Convert.ToBoolean(CheckDefend(a))) return;

randomMove(a);

}

bool CheckWin\_AI()

{

if (button4.Text == "O" && button5.Text == "O" && button6.Text == "O")

{

button4.BackColor = Color.Red;

button5.BackColor = Color.Red;

button6.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button6.Text == "O" && button8.Text == "O" && button10.Text == "O")

{

button6.BackColor = Color.Red;

button8.BackColor = Color.Red;

button10.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button7.Text == "O" && button8.Text == "O" && button9.Text == "O")

{

button7.BackColor = Color.Red;

button8.BackColor = Color.Red;

button9.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button4.Text == "O" && button7.Text == "O" && button10.Text == "O")

{

button4.BackColor = Color.Red;

button7.BackColor = Color.Red;

button10.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button5.Text == "O" && button8.Text == "O" && button11.Text == "O")

{

button5.BackColor = Color.Red;

button8.BackColor = Color.Red;

button11.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button6.Text == "O" && button9.Text == "O" && button12.Text == "O")

{

button6.BackColor = Color.Red;

button9.BackColor = Color.Red;

button12.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button4.Text == "O" && button8.Text == "O" && button12.Text == "O")

{

button4.BackColor = Color.Red;

button8.BackColor = Color.Red;

button12.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button13.Text == "O" && button14.Text == "O" && button15.Text == "O")

{

button13.BackColor = Color.Red;

button14.BackColor = Color.Red;

button15.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button1.Text == "O" && button4.Text == "O" && button7.Text == "O")

{

button1.BackColor = Color.Red;

button4.BackColor = Color.Red;

button7.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button2.Text == "O" && button5.Text == "O" && button8.Text == "O")

{

button2.BackColor = Color.Red;

button5.BackColor = Color.Red;

button8.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button3.Text == "O" && button6.Text == "O" && button9.Text == "O")

{

button3.BackColor = Color.Red;

button6.BackColor = Color.Red;

button9.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button1.Text == "O" && button5.Text == "O" && button9.Text == "O")

{

button1.BackColor = Color.Red;

button5.BackColor = Color.Red;

button9.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button3.Text == "O" && button5.Text == "O" && button7.Text == "O")

{

button3.BackColor = Color.Red;

button5.BackColor = Color.Red;

button7.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button7.Text == "O" && button10.Text == "O" && button13.Text == "O")

{

button7.BackColor = Color.Red;

button10.BackColor = Color.Red;

button13.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button9.Text == "O" && button12.Text == "O" && button15.Text == "O")

{

button9.BackColor = Color.Red;

button12.BackColor = Color.Red;

button15.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button7.Text == "O" && button10.Text == "O" && button13.Text == "O")

{

button7.BackColor = Color.Red;

button10.BackColor = Color.Red;

button13.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button9.Text == "O" && button11.Text == "O" && button13.Text == "O")

{

button9.BackColor = Color.Red;

button11.BackColor = Color.Red;

button13.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button10.Text == "O" && button11.Text == "O" && button12.Text == "O")

{

button10.BackColor = Color.Red;

button11.BackColor = Color.Red;

button12.BackColor = Color.Red;

MessageBox.Show("Вы проиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else

{

return true;

}

}

bool CheckWin\_USER()

{

if (button4.Text == "X" && button5.Text == "X" && button6.Text == "X")

{

button4.BackColor = Color.Green;

button5.BackColor = Color.Green;

button6.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button6.Text == "X" && button8.Text == "X" && button10.Text == "X")

{

button6.BackColor = Color.Green;

button8.BackColor = Color.Green;

button10.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button10.Text == "X" && button11.Text == "X" && button12.Text == "X")

{

button10.BackColor = Color.Green;

button11.BackColor = Color.Green;

button12.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button7.Text == "X" && button8.Text == "X" && button9.Text == "X")

{

button7.BackColor = Color.Green;

button8.BackColor = Color.Green;

button9.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button4.Text == "X" && button7.Text == "X" && button10.Text == "X")

{

button4.BackColor = Color.Green;

button7.BackColor = Color.Green;

button10.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button5.Text == "X" && button8.Text == "X" && button11.Text == "X")

{

button5.BackColor = Color.Green;

button8.BackColor = Color.Green;

button11.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button6.Text == "X" && button9.Text == "X" && button12.Text == "X")

{

button6.BackColor = Color.Green;

button9.BackColor = Color.Green;

button12.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button4.Text == "X" && button8.Text == "X" && button12.Text == "X")

{

button4.BackColor = Color.Green;

button8.BackColor = Color.Green;

button12.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button13.Text == "X" && button14.Text == "X" && button15.Text == "X")

{

button13.BackColor = Color.Green;

button14.BackColor = Color.Green;

button15.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button1.Text == "X" && button4.Text == "X" && button7.Text == "X")

{

button13.BackColor = Color.Green;

button14.BackColor = Color.Green;

button15.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button2.Text == "X" && button5.Text == "X" && button8.Text == "X")

{

button2.BackColor = Color.Green;

button5.BackColor = Color.Green;

button8.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button3.Text == "X" && button6.Text == "X" && button9.Text == "X")

{

button3.BackColor = Color.Green;

button6.BackColor = Color.Green;

button9.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button1.Text == "X" && button5.Text == "X" && button9.Text == "X")

{

button1.BackColor = Color.Green;

button5.BackColor = Color.Green;

button9.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button3.Text == "X" && button5.Text == "X" && button7.Text == "X")

{

button3.BackColor = Color.Green;

button5.BackColor = Color.Green;

button7.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button7.Text == "X" && button10.Text == "X" && button13.Text == "X")

{

button7.BackColor = Color.Green;

button10.BackColor = Color.Green;

button13.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button9.Text == "X" && button12.Text == "X" && button15.Text == "X")

{

button9.BackColor = Color.Green;

button12.BackColor = Color.Green;

button15.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button7.Text == "X" && button10.Text == "X" && button13.Text == "X")

{

button7.BackColor = Color.Green;

button10.BackColor = Color.Green;

button13.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else if (button9.Text == "X" && button11.Text == "X" && button13.Text == "X")

{

button9.BackColor = Color.Green;

button11.BackColor = Color.Green;

button13.BackColor = Color.Green;

MessageBox.Show("Вы выиграли.", "Игра окончена.", MessageBoxButtons.OK);

return false;

}

else

{

return true;

}

}

int CheckDefend(int a)

{

if (a < 7)

{

if (button4.Text == "X" && button5.Text == " " && button6.Text == "X")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button4.Text == " " && button5.Text == "X" && button6.Text == "X")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button5.Text == "X" && button6.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button7.Text == "X" && button8.Text == " " && button9.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button7.Text == " " && button8.Text == "X" && button9.Text == "X")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button7.Text == "X" && button8.Text == "X" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button10.Text == " " && button11.Text == "X" && button12.Text == "X")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button10.Text == "X" && button11.Text == " " && button12.Text == "X")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button10.Text == "X" && button11.Text == "X" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button4.Text == " " && button7.Text == "X" && button10.Text == "X")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button7.Text == " " && button10.Text == "X")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button7.Text == "X" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button5.Text == " " && button8.Text == "X" && button11.Text == "X")

{

button5.Text = "O";

button5.Enabled = false; ;

return 1;

}

else if (button5.Text == "X" && button8.Text == " " && button11.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button5.Text == "X" && button8.Text == "X" && button11.Text == " ")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button6.Text == " " && button9.Text == "X" && button12.Text == "X")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button9.Text == " " && button12.Text == "X")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button9.Text == "X" && button12.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button4.Text == " " && button8.Text == "X" && button12.Text == "X")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button8.Text == " " && button12.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button8.Text == "X" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button6.Text == " " && button8.Text == "X" && button10.Text == "X")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button8.Text == " " && button10.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button8.Text == "X" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

return 0;

}

else if (a >= 8)

{

if (button4.Text == "X" && button5.Text == " " && button6.Text == "X")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button4.Text == " " && button5.Text == "X" && button6.Text == "X")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button5.Text == "X" && button6.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button7.Text == "X" && button8.Text == " " && button9.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button7.Text == " " && button8.Text == "X" && button9.Text == "X")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button7.Text == "X" && button8.Text == "X" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button10.Text == " " && button11.Text == "X" && button12.Text == "X")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button10.Text == "X" && button11.Text == " " && button12.Text == "X")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button10.Text == "X" && button11.Text == "X" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button4.Text == " " && button7.Text == "X" && button10.Text == "X")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button7.Text == " " && button10.Text == "X")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button7.Text == "X" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button5.Text == " " && button8.Text == "X" && button11.Text == "X")

{

button5.Text = "O";

button5.Enabled = false; ;

return 1;

}

else if (button5.Text == "X" && button8.Text == " " && button11.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button5.Text == "X" && button8.Text == "X" && button11.Text == " ")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button6.Text == " " && button9.Text == "X" && button12.Text == "X")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button9.Text == " " && button12.Text == "X")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button9.Text == "X" && button12.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button4.Text == " " && button8.Text == "X" && button12.Text == "X")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button8.Text == " " && button12.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button8.Text == "X" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button6.Text == " " && button8.Text == "X" && button10.Text == "X")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button8.Text == " " && button10.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button8.Text == "X" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button1.Text == " " && button4.Text == "X" && button7.Text == "X")

{

button1.Text = "O";

button1.Enabled = false; return 1;

}

else if (button1.Text == "X" && button4.Text == " " && button7.Text == "X")

{

button4.Text = "O";

button4.Enabled = false; return 1;

}

else if (button1.Text == "X" && button4.Text == "X" && button7.Text == " ")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button2.Text == " " && button5.Text == "X" && button8.Text == "X")

{

button2.Text = "O";

button2.Enabled = false;

return 1;

}

else if (button2.Text == "X" && button5.Text == " " && button8.Text == "X")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button2.Text == "X" && button5.Text == "X" && button8.Text == " ")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button3.Text == " " && button6.Text == "X" && button9.Text == "X")

{

button3.Text = "O";

button3.Enabled = false;

return 1;

}

else if (button3.Text == "X" && button6.Text == " " && button9.Text == "X")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button3.Text == "X" && button6.Text == "X" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button1.Text == " " && button5.Text == "X" && button9.Text == "X")

{

button1.Text = "O";

button1.Enabled = false;

return 1;

}

else if (button1.Text == "X" && button5.Text == " " && button9.Text == "X")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button1.Text == "X" && button5.Text == "X" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button3.Text == " " && button5.Text == "X" && button7.Text == "X")

{

button3.Text = "O";

button3.Enabled = false;

return 1;

}

else if (button3.Text == "X" && button5.Text == " " && button7.Text == "X")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button3.Text == "X" && button5.Text == "X" && button7.Text == " ")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

return 0;

}

else if (a >= 12)

{

if (button4.Text == "X" && button5.Text == " " && button6.Text == "X")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button4.Text == " " && button5.Text == "X" && button6.Text == "X")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button5.Text == "X" && button6.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button7.Text == "X" && button8.Text == " " && button9.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button7.Text == " " && button8.Text == "X" && button9.Text == "X")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button7.Text == "X" && button8.Text == "X" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button10.Text == " " && button11.Text == "X" && button12.Text == "X")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button10.Text == "X" && button11.Text == " " && button12.Text == "X")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button10.Text == "X" && button11.Text == "X" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button4.Text == " " && button7.Text == "X" && button10.Text == "X")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button7.Text == " " && button10.Text == "X")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button7.Text == "X" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button5.Text == " " && button8.Text == "X" && button11.Text == "X")

{

button5.Text = "O";

button5.Enabled = false; ;

return 1;

}

else if (button5.Text == "X" && button8.Text == " " && button11.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button5.Text == "X" && button8.Text == "X" && button11.Text == " ")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button6.Text == " " && button9.Text == "X" && button12.Text == "X")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button9.Text == " " && button12.Text == "X")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button9.Text == "X" && button12.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button4.Text == " " && button8.Text == "X" && button12.Text == "X")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button8.Text == " " && button12.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button4.Text == "X" && button8.Text == "X" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button6.Text == " " && button8.Text == "X" && button10.Text == "X")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button8.Text == " " && button10.Text == "X")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button6.Text == "X" && button8.Text == "X" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button1.Text == " " && button4.Text == "X" && button7.Text == "X")

{

button1.Text = "O";

button1.Enabled = false; return 1;

}

else if (button1.Text == "X" && button4.Text == " " && button7.Text == "X")

{

button4.Text = "O";

button4.Enabled = false; return 1;

}

else if (button1.Text == "X" && button4.Text == "X" && button7.Text == " ")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button2.Text == " " && button5.Text == "X" && button8.Text == "X")

{

button2.Text = "O";

button2.Enabled = false;

return 1;

}

else if (button2.Text == "X" && button5.Text == " " && button8.Text == "X")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button2.Text == "X" && button5.Text == "X" && button8.Text == " ")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button3.Text == " " && button6.Text == "X" && button9.Text == "X")

{

button3.Text = "O";

button3.Enabled = false;

return 1;

}

else if (button3.Text == "X" && button6.Text == " " && button9.Text == "X")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button3.Text == "X" && button6.Text == "X" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button1.Text == " " && button5.Text == "X" && button9.Text == "X")

{

button1.Text = "O";

button1.Enabled = false;

return 1;

}

else if (button1.Text == "X" && button5.Text == " " && button9.Text == "X")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button1.Text == "X" && button5.Text == "X" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button3.Text == " " && button5.Text == "X" && button7.Text == "X")

{

button3.Text = "O";

button3.Enabled = false;

return 1;

}

else if (button3.Text == "X" && button5.Text == " " && button7.Text == "X")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button3.Text == "X" && button5.Text == "X" && button7.Text == " ")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button13.Text == " " && button14.Text == "X" && button15.Text == "X")

{

button13.Text = "O";

button13.Enabled = false;

return 1;

}

else if (button13.Text == "X" && button14.Text == " " && button15.Text == "X")

{

button14.Text = "O";

button14.Enabled = false;

return 1;

}

else if (button13.Text == "X" && button14.Text == "X" && button15.Text == " ")

{

button15.Text = "O";

button15.Enabled = false;

return 1;

}

else if (button7.Text == " " && button10.Text == "X" && button13.Text == "X")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button7.Text == "X" && button10.Text == " " && button13.Text == "X")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button7.Text == "X" && button10.Text == "X" && button13.Text == " ")

{

button13.Text = "O";

button13.Enabled = false;

return 1;

}

else if (button9.Text == " " && button12.Text == "X" && button15.Text == "X")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button9.Text == "X" && button12.Text == " " && button15.Text == "X")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button9.Text == "X" && button12.Text == "X" && button15.Text == " ")

{

button15.Text = "O";

button15.Enabled = false;

return 1;

}

else if (button9.Text == " " && button11.Text == "X" && button13.Text == "X")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button9.Text == "X" && button11.Text == " " && button13.Text == "X")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button9.Text == "X" && button11.Text == "X" && button13.Text == " ")

{

button13.Text = "O";

button13.Enabled = false;

return 1;

}

return 0;

}

return 0;

}

int CheckAttack(int a)

{

if (a < 7)

{

if (button4.Text == "O" && button5.Text == " " && button6.Text == "O")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button4.Text == " " && button5.Text == "O" && button6.Text == "O")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button5.Text == "O" && button6.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button7.Text == "O" && button8.Text == " " && button9.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button7.Text == " " && button8.Text == "O" && button9.Text == "O")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button7.Text == "O" && button8.Text == "O" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button10.Text == " " && button11.Text == "O" && button12.Text == "O")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button10.Text == "O" && button11.Text == " " && button12.Text == "O")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button10.Text == "O" && button11.Text == "O" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button4.Text == " " && button7.Text == "O" && button10.Text == "O")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button7.Text == " " && button10.Text == "O")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button7.Text == "O" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button5.Text == " " && button8.Text == "O" && button11.Text == "O")

{

button5.Text = "O";

button5.Enabled = false; ;

return 1;

}

else if (button5.Text == "O" && button8.Text == " " && button11.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button5.Text == "O" && button8.Text == "O" && button11.Text == " ")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button6.Text == " " && button9.Text == "O" && button12.Text == "O")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button9.Text == " " && button12.Text == "O")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button9.Text == "O" && button12.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button4.Text == " " && button8.Text == "O" && button12.Text == "O")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button8.Text == " " && button12.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button8.Text == "O" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button6.Text == " " && button8.Text == "O" && button10.Text == "O")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button8.Text == " " && button10.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button8.Text == "O" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else

{

return 0;

}

return 3;

}

else if (a >= 8)

{

if (button4.Text == "O" && button5.Text == " " && button6.Text == "O")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button4.Text == " " && button5.Text == "O" && button6.Text == "O")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button5.Text == "O" && button6.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button7.Text == "O" && button8.Text == " " && button9.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button7.Text == " " && button8.Text == "O" && button9.Text == "O")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button7.Text == "O" && button8.Text == "O" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button10.Text == " " && button11.Text == "O" && button12.Text == "O")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button10.Text == "O" && button11.Text == " " && button12.Text == "O")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button10.Text == "O" && button11.Text == "O" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button4.Text == " " && button7.Text == "O" && button10.Text == "O")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button7.Text == " " && button10.Text == "O")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button7.Text == "O" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button5.Text == " " && button8.Text == "O" && button11.Text == "O")

{

button5.Text = "O";

button5.Enabled = false; ;

return 1;

}

else if (button5.Text == "O" && button8.Text == " " && button11.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button5.Text == "O" && button8.Text == "O" && button11.Text == " ")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button6.Text == " " && button9.Text == "O" && button12.Text == "O")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button9.Text == " " && button12.Text == "O")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button9.Text == "O" && button12.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button4.Text == " " && button8.Text == "O" && button12.Text == "O")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button8.Text == " " && button12.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button8.Text == "O" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button6.Text == " " && button8.Text == "O" && button10.Text == "O")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button8.Text == " " && button10.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button8.Text == "O" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button1.Text == " " && button4.Text == "O" && button7.Text == "O")

{

button1.Text = "O";

button1.Enabled = false; return 1;

}

else if (button1.Text == "O" && button4.Text == " " && button7.Text == "O")

{

button4.Text = "O";

button4.Enabled = false; return 1;

}

else if (button1.Text == "O" && button4.Text == "O" && button7.Text == " ")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button2.Text == " " && button5.Text == "O" && button8.Text == "O")

{

button2.Text = "O";

button2.Enabled = false;

return 1;

}

else if (button2.Text == "O" && button5.Text == " " && button8.Text == "O")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button2.Text == "O" && button5.Text == "O" && button8.Text == " ")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button3.Text == " " && button6.Text == "O" && button9.Text == "O")

{

button3.Text = "O";

button3.Enabled = false;

return 1;

}

else if (button3.Text == "O" && button6.Text == " " && button9.Text == "O")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button3.Text == "O" && button6.Text == "O" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button1.Text == " " && button5.Text == "O" && button9.Text == "O")

{

button1.Text = "O";

button1.Enabled = false;

return 1;

}

else if (button1.Text == "O" && button5.Text == " " && button9.Text == "O")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button1.Text == "O" && button5.Text == "O" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button3.Text == " " && button5.Text == "O" && button7.Text == "O")

{

button3.Text = "O";

button3.Enabled = false;

return 1;

}

else if (button3.Text == "O" && button5.Text == " " && button7.Text == "O")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button3.Text == "O" && button5.Text == "O" && button7.Text == " ")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else

{

return 0;

}

return 0;

}

else if (a >= 12)

{

if (button4.Text == "O" && button5.Text == " " && button6.Text == "O")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button4.Text == " " && button5.Text == "O" && button6.Text == "O")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button5.Text == "O" && button6.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button7.Text == "O" && button8.Text == " " && button9.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button7.Text == " " && button8.Text == "O" && button9.Text == "O")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button7.Text == "O" && button8.Text == "O" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button10.Text == " " && button11.Text == "O" && button12.Text == "O")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button10.Text == "O" && button11.Text == " " && button12.Text == "O")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button10.Text == "O" && button11.Text == "O" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button4.Text == " " && button7.Text == "O" && button10.Text == "O")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button7.Text == " " && button10.Text == "O")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button7.Text == "O" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button5.Text == " " && button8.Text == "O" && button11.Text == "O")

{

button5.Text = "O";

button5.Enabled = false; ;

return 1;

}

else if (button5.Text == "O" && button8.Text == " " && button11.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button5.Text == "O" && button8.Text == "O" && button11.Text == " ")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button6.Text == " " && button9.Text == "O" && button12.Text == "O")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button9.Text == " " && button12.Text == "O")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button9.Text == "O" && button12.Text == " ")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button4.Text == " " && button8.Text == "O" && button12.Text == "O")

{

button4.Text = "O";

button4.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button8.Text == " " && button12.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button4.Text == "O" && button8.Text == "O" && button12.Text == " ")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button6.Text == " " && button8.Text == "O" && button10.Text == "O")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button8.Text == " " && button10.Text == "O")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button6.Text == "O" && button8.Text == "O" && button10.Text == " ")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button1.Text == " " && button4.Text == "O" && button7.Text == "O")

{

button1.Text = "O";

button1.Enabled = false; return 1;

}

else if (button1.Text == "O" && button4.Text == " " && button7.Text == "O")

{

button4.Text = "O";

button4.Enabled = false; return 1;

}

else if (button1.Text == "O" && button4.Text == "O" && button7.Text == " ")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button2.Text == " " && button5.Text == "O" && button8.Text == "O")

{

button2.Text = "O";

button2.Enabled = false;

return 1;

}

else if (button2.Text == "O" && button5.Text == " " && button8.Text == "O")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button2.Text == "O" && button5.Text == "O" && button8.Text == " ")

{

button8.Text = "O";

button8.Enabled = false;

return 1;

}

else if (button3.Text == " " && button6.Text == "O" && button9.Text == "O")

{

button3.Text = "O";

button3.Enabled = false;

return 1;

}

else if (button3.Text == "O" && button6.Text == " " && button9.Text == "O")

{

button6.Text = "O";

button6.Enabled = false;

return 1;

}

else if (button3.Text == "O" && button6.Text == "O" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button1.Text == " " && button5.Text == "O" && button9.Text == "O")

{

button1.Text = "O";

button1.Enabled = false;

return 1;

}

else if (button1.Text == "O" && button5.Text == " " && button9.Text == "O")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button1.Text == "O" && button5.Text == "O" && button9.Text == " ")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button3.Text == " " && button5.Text == "O" && button7.Text == "O")

{

button3.Text = "O";

button3.Enabled = false;

return 1;

}

else if (button3.Text == "O" && button5.Text == " " && button7.Text == "O")

{

button5.Text = "O";

button5.Enabled = false;

return 1;

}

else if (button3.Text == "O" && button5.Text == "O" && button7.Text == " ")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button13.Text == " " && button14.Text == "O" && button15.Text == "O")

{

button13.Text = "O";

button13.Enabled = false;

return 1;

}

else if (button13.Text == "O" && button14.Text == " " && button15.Text == "O")

{

button14.Text = "O";

button14.Enabled = false;

return 1;

}

else if (button13.Text == "O" && button14.Text == "O" && button15.Text == " ")

{

button15.Text = "O";

button15.Enabled = false;

return 1;

}

else if (button7.Text == " " && button10.Text == "O" && button13.Text == "O")

{

button7.Text = "O";

button7.Enabled = false;

return 1;

}

else if (button7.Text == "O" && button10.Text == " " && button13.Text == "O")

{

button10.Text = "O";

button10.Enabled = false;

return 1;

}

else if (button7.Text == "O" && button10.Text == "O" && button13.Text == " ")

{

button13.Text = "O";

button13.Enabled = false;

return 1;

}

else if (button9.Text == " " && button12.Text == "O" && button15.Text == "O")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button9.Text == "O" && button12.Text == " " && button15.Text == "O")

{

button12.Text = "O";

button12.Enabled = false;

return 1;

}

else if (button9.Text == "O" && button12.Text == "O" && button15.Text == " ")

{

button15.Text = "O";

button15.Enabled = false;

return 1;

}

else if (button9.Text == " " && button11.Text == "O" && button13.Text == "O")

{

button9.Text = "O";

button9.Enabled = false;

return 1;

}

else if (button9.Text == "O" && button11.Text == " " && button13.Text == "O")

{

button11.Text = "O";

button11.Enabled = false;

return 1;

}

else if (button9.Text == "O" && button11.Text == "O" && button13.Text == " ")

{

button13.Text = "O";

button13.Enabled = false;

return 1;

}

return 0;

}

else

{

return 0;

}

}

void randomMove(int a)

{

List<Button> buttons;

currentPlayer = Player.O;

buttons = new List<Button> { button4, button5, button6, button7, button8, button9, button10, button11, button12 };

if (a == 8)

{

buttons.Add(button1);

buttons.Add(button2);

buttons.Add(button3);

Console.WriteLine("added new buttons");

}

else if (a == 10)

{

buttons.Add(button13);

buttons.Add(button14);

buttons.Add(button15);

Console.WriteLine("were added more");

}

int k = buttons.Count - 1;

const int cj = 0;

int j = cj;

while (-1 < k)

{

if (buttons[k].Enabled == false)

{

buttons.RemoveAt(k);

k--;

}

else

{

k--;

}

}

Random r = new Random();

int value;

value = r.Next(0, buttons.Count - 1);

buttons[value].Text = currentPlayer.ToString();

buttons[value].Enabled = false;

}

void Default()

{

foreach (Control x in this.Controls)

{

if (x is Button && x.Tag == "Play")

{

((Button)x).Enabled = false;

((Button)x).Text = " ";

((Button)x).BackColor = default(Color);

}

if (x is Button && x.Tag == "Play1")

{

((Button)x).Visible = false;

((Button)x).Enabled = false;

((Button)x).Text = " ";

((Button)x).BackColor = default(Color);

}

}

}

private void restBut\_Click(object sender, EventArgs e)

{

moves = 0;

LableMoves.Text = " ";

Default();

}

private void startbut\_Click(object sender, EventArgs e)

{

foreach (Control x in this.Controls)

{

if (x is Button && x.Tag == "Play")

{

((Button)x).Enabled = true;

((Button)x).Text = " ";

((Button)x).BackColor = default(Color);

}

}

Start();

}

private void About\_Click(object sender, EventArgs e)

{

MessageBox.Show("Игра в крестики-нолики. 17 Вариант. В начале пользователь должен выбрать, будет ли компьютер ходить первым. После 7 и 10 шагов открываются дополнительные ячейки.. \n Бурлаченко Егор, ІПЗ-20к-2", "about");

}

}

}