

```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace popballoon
{
    static class Program
    {
        /// <summary>
        /// The main entry point for the
        application.
        /// </summary>
        [STAThread]
        static void Main()
        {
            Application.EnableVisualStyles();

            Application.SetCompatibleTextRenderingDefault(false);

            Application.Run(new Form1());
        }
    }
}

```

```

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 popballoon

```

```

{
    public partial class Form1 : Form
    {
        int speed;

        int score;

        Random rand = new Random();

        bool gameOver;

        public Form1()
        {
            InitializeComponent();

            RestartGame();
        }

        private void MainTimerEvent(object sender,
        EventArgs e)
        {
            txtScore.Text = "Очки: " + score;

            if (gameOver == true)
            {
                gameTimer.Stop();

                txtScore.Text = "Очки: " + score + " Игра
                окончена, нажмите enter!";
            }

            foreach (Control x in this.Controls)
            {
                if (x is PictureBox)
                {
                    x.Top -= speed;

                    if (x.Top < -100)
                    {
                        x.Top = rand.Next(700, 1000);

                        x.Left = rand.Next(5, 500);
                    }

                    if ((string)x.Tag == "balloon")

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        {
            gameOver = true;
            if (x.Top < -50)
            {
                gameOver = true;
            }
            if
(bomb.Bounds.IntersectsWith(x.Bounds))
            {
                x.Top = rand.Next(700, 1000);
                x.Left = rand.Next(5, 800);
            }
        }
    }
}

private void PopBalloon(object sender,
EventArgs e)
{
    if (gameOver == false)
    {
        var balloon = (PictureBox)sender;
        balloon.Top = rand.Next(750, 1000);
        balloon.Left = rand.Next(5, 800);
        score += 1;
        if (score % 10 == 0)
        {
            speed++;
        }
    }
}

private void GoBoom(object sender, EventArgs
e){
    if (gameOver == false) {
        bomb.Image =
Properties.Resources.boom;
    }
}

private void KeysUp(object sender,
EventArgs e)
{
    if (e.KeyCode == Keys.Enter && gameOver
== true)
    {
        RestartGame();
    }
}

private void RestartGame()
{
    speed = 5;
    score = 0;
    gameOver = false;
    bomb.Image = Properties.Resources.bomb;
    foreach(Control x in this.Controls)
    {
        if (x is PictureBox)
        {
            x.Top = rand.Next(750, 1000);
            x.Left = rand.Next(5, 800);
        }
    }
    gameTimer.Start();
}
}
}

```

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