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 mrRtx

{

public partial class Form : System.Windows.Forms.Form

{

int X = 0;

public Form()

{

InitializeComponent();

}

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

{

X++; //увеличиваем на 1

X\_lbl.Text = X.ToString(); // выводим в Label

}

private void but1\_Click(object sender, EventArgs e)

{

X = X - 10;

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

if (X < 1000)

but2.Enabled = true;

if (X < 1000)

button1.Enabled = true;

}

private void but2\_Click(object sender, EventArgs e)

{

X = X + 10;

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

if (X >= 1000)but2.Enabled = false;

if (X == 1000)

MessageBox.Show("You win"); if (X >= 1000)

button1.Enabled = false;

}

private void but3\_Click(object sender, EventArgs e)

{

X = 0;

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

if (X == 1000)

MessageBox.Show("You win");

if (X < 500)

but2.Enabled = true;

if (X < 500)

button1.Enabled = true;

}

private void button4\_Click(object sender, EventArgs e)

{

X = X + 5;

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

if (X == 1000)

MessageBox.Show("You win");

if (X >= 50)

X = X + 15;

if (X >= 150)

X = X + 45;

if (X >= 1000)

button4.Enabled = false;

if (X >= 1000)

but2.Enabled = false;

}

}

}