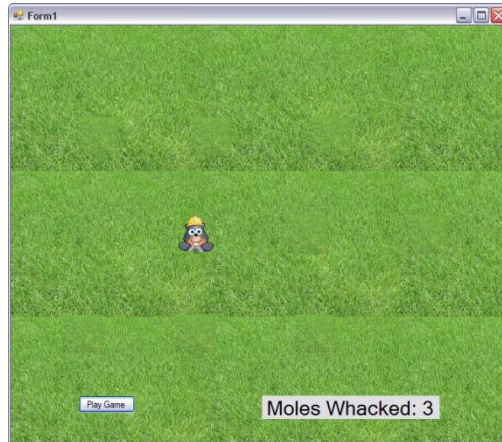


**Name:**  
**Programming II**  
**Lab Exercise 5.10.2024**  
**Whack-A-Mole Project**



**Features of game**

- Play Game button starts a timer that will place a picture of a mole in a PictureBox chosen at random
- I have 9 PictureBox
- The PictureBox is only enabled when the mole is in the box
- A second timer is used to hide the mole
- There is a click event for each PictureBox that will add a point and hide the mole
- Hidden Mole – grass picture put in the Image property of PictureBox
- Mole - mole picture put in the Image property of PictureBox
- There is a Label that displays the number of moles whacked

Once you have your game working, you are then to make some “improvements” to the game.

Here is some basic code to get you started

1. Create the following Global Variables.

```
int moles;  
int rNumber;  
Random r = new Random();
```

2. Add the following code to the btnPlay\_Click event handler.  
timer1.Enabled = true;

3. Add the following code to the timer1\_Tick event handler.

```
//Show the mole
rNumber = r.Next(1, 9);
switch (rNumber)
{
    case 1:
        pb1.Image = pbMole.Image;
        pb1.Enabled = true;
        break;
    case 2:
        pb2.Image = pbMole.Image;
        pb2.Enabled = true;
        break;
    case 3:
        pb3.Image = pbMole.Image;
        pb3.Enabled = true;
        break;
    case 4:
        pb4.Image = pbMole.Image;
        pb4.Enabled = true;
        break;
    case 5:
        pb5.Image = pbMole.Image;
        pb5.Enabled = true;
        break;
    case 6:
        pb6.Image = pbMole.Image;
        pb6.Enabled = true;
        break;
    case 7:
        pb7.Image = pbMole.Image;
        pb7.Enabled = true;
        break;
    case 8:
        pb8.Image = pbMole.Image;
        pb8.Enabled = true;
        break;
    case 9:
        pb9.Image = pbMole.Image;
        pb9.Enabled = true;
        break;
}
timer1.Enabled = false;
timer2.Enabled = true;
```

4. Add the following code to the timer2\_Tick event handler.

```
//Hide the mole
switch (rNumber)
{
    case 1:
        pb1.Image = pbGrass.Image;
        pb1.Enabled = false;
        break;
    case 2:
        pb2.Image = pbGrass.Image;
        pb2.Enabled = false;
        break;
    case 3:
        pb3.Image = pbGrass.Image;
        pb3.Enabled = false;
        break;
    case 4:
        pb4.Image = pbGrass.Image;
        pb4.Enabled = false;
        break;
    case 5:
        pb5.Image = pbGrass.Image;
        pb5.Enabled = false;
        break;
    case 6:
        pb6.Image = pbGrass.Image;
        pb6.Enabled = false;
        break;
    case 7:
        pb7.Image = pbGrass.Image;
        pb7.Enabled = false;
        break;
    case 8:
        pb8.Image = pbGrass.Image;
        pb8.Enabled = false;
        break;
    case 9:
        pb9.Image = pbGrass.Image;
        pb9.Enabled = false;
        break;
}
timer2.Enabled = false;
timer1.Enabled = true;
```

5. Add the following code to the pb1\_Click event handler. This event handler will be used to handle the Click events for pb1 to pb9.

```
moles++;  
lblMoles.Text = "Moles Whacked: " + moles;
```

6. Once your program is completed, make some improvements to it.

Turn in a screenshot of your finished game and the source code.