

```

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 brojac
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            int poeni = Convert.ToInt16(label2.Text);
            poeni++;
            label2.Text = Convert.ToString(poeni);
        }

        private void button2_Click(object sender, EventArgs e)
        {
            label2.Text = "0";
            label4.Text = "10";
            button1.Enabled = true;
            timer1.Start();
        }

        private void timer1_Tick(object sender, EventArgs e)
        {
            int vreme = Convert.ToInt16(label4.Text);
            vreme--;
            label4.Text = Convert.ToString(vreme);
            if (label4.Text == "0")
            {
                timer1.Stop();
                button1.Enabled = false;
                MessageBox.Show("gameover!!!");
            }
        }
    }
}

```