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

        private void button1_KeyPress(object sender, KeyPressEventArgs e)
        {
            if (e.KeyChar == 'a') button1.Left -= 5;
            if (e.KeyChar == 's') button1.Top += 5;
            if (e.KeyChar == 'd') button1.Left += 5;
            if (e.KeyChar == 'w') button1.Top -= 5;

            if (button1.Bounds.IntersectsWith(button3.Bounds))
            {
                button3.Left = 1000;
            }
            if (button1.Bounds.IntersectsWith(button15.Bounds))
            {
                button15.Left = 100;
            }
            if (button1.Bounds.IntersectsWith(button16.Bounds))
            {
                button16.Left = 1600;
            }
            if (button1.Bounds.IntersectsWith(button10.Bounds))
            {
                button10.Left = 1600;
            }
            if (button1.Bounds.IntersectsWith(button11.Bounds))
            {
                button11.Left = 1600;
            }
            if (button1.Bounds.IntersectsWith(button12.Bounds))
            {
                button12.Left = 1600;
            }
            if (button1.Bounds.IntersectsWith(button13.Bounds))
            {
                button13.Left = 1600;
            }
            if (button1.Bounds.IntersectsWith(button14.Bounds))
            {
                button14.Left = 1600;
            }
        }
    }
}

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    }
    if (button1.Bounds.IntersectsWith(button2.Bounds))
    {
        button1.Left = 0;
        button1.Top = 404;
    }
    if (button1.Bounds.IntersectsWith(button5.Bounds))
    {
        button1.Left = 0;
        button1.Top = 404;
    }
    if (button1.Bounds.IntersectsWith(button6.Bounds))
    {
        button1.Left = 0;
        button1.Top = 404;
    }
    if (button1.Bounds.IntersectsWith(button7.Bounds))
    {
        button1.Left = 0;
        button1.Top = 404;
    }
    if (button1.Bounds.IntersectsWith(button8.Bounds))
    {
        button1.Left = 0;
        button1.Top = 404;
    }

    if (button1.Bounds.IntersectsWith(button9.Bounds))
    {
        button1.Left = 0;
        button1.Top = 404;
        MessageBox.Show("BRAVO!!!");
    }
}

private void button4_Click(object sender, EventArgs e)
{
    button1.Left = 0;
    button1.Top = 404;
    timer1.Start();
    button1.Focus();
}

private void timer1_Tick(object sender, EventArgs e)
{
    button2.Left += 5;
    if (button2.Left > 500) button2.Left = -25;
    button5.Left += 5;
    if (button5.Left > 500) button5.Left = -25;
    button6.Left += 5;
    if (button6.Left > 500) button6.Left = -25;
    button7.Left += 5;
    if (button7.Left > 500) button7.Left = -25;
    button8.Left += 5;
    if (button8.Left > 500) button8.Left = -25;
}
}
}

```