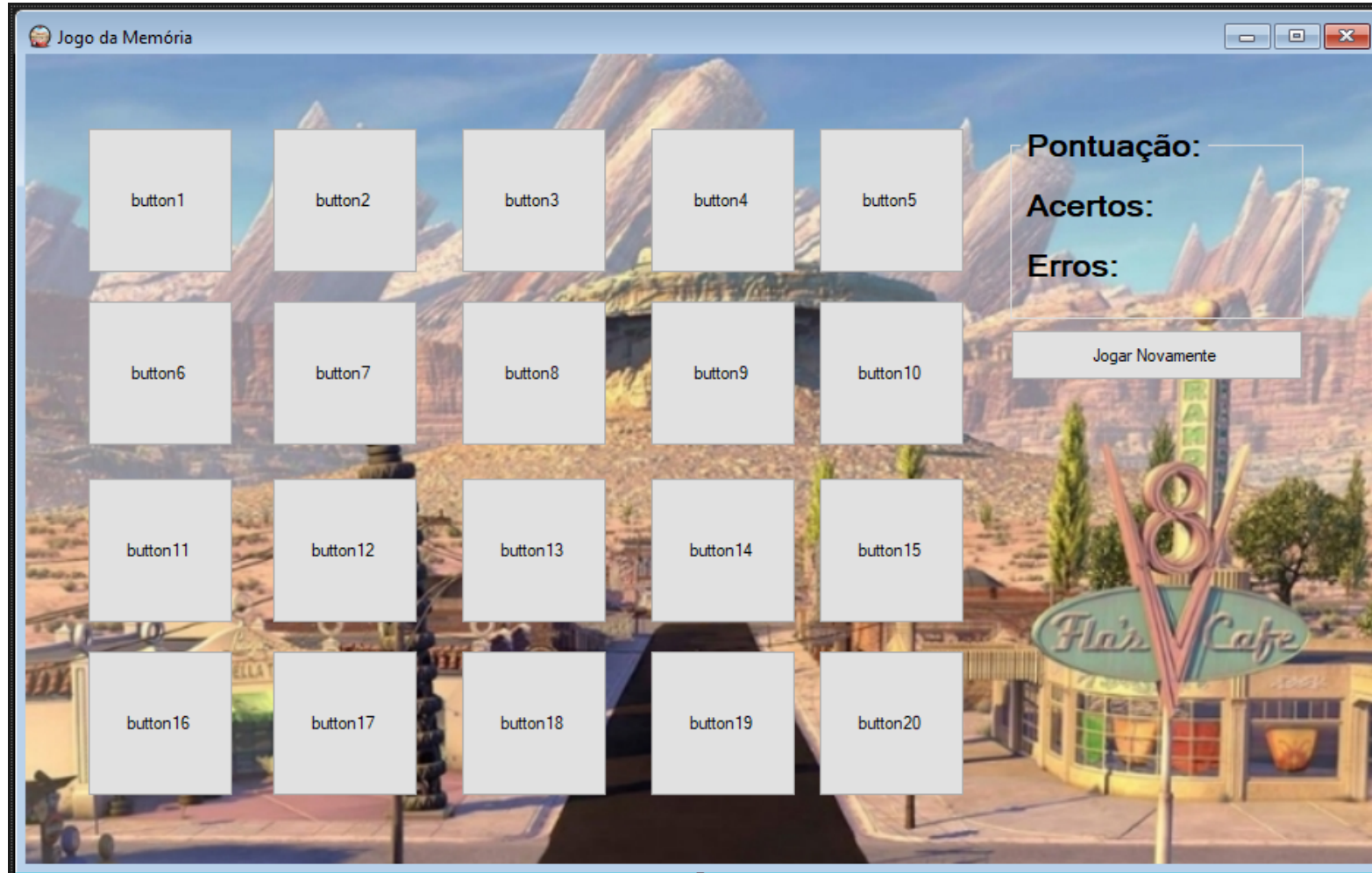
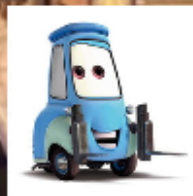
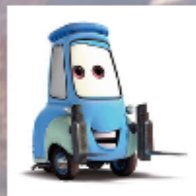
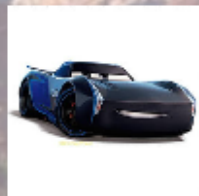


Jogo da memória

Print das telas, com e sem imagem aparecendo:





Pontuação:

Acertos:

Erros:

Jogar Novamente

```

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 JogoDaMemoriaC
{
    public partial class Form1 : Form
    {
        int fig1 = 0, fig2 = 0, fig3 = 0, fig4 = 0, fig5 = 0, fig6 = 0, fig7 = 0, fig8 = 0;
        int fig9 = 0, fig10 = 0, fig11 = 0, fig12 = 0, fig13 = 0, fig14 = 0, fig15 = 0,
fig16 = 0;
        int fig17 = 0, fig18 = 0, fig19 = 0, fig20 = 0, acertos = 0, erros = 0, conferir
= 0;
        int vira = 0;
        Button bt = null;

        private void button10_Click(object sender, EventArgs e)
        {
            fig10 = 1;
            button10.Visible = false;
            vira = vira + 1;
            if (vira == 2)
            {
                if (fig10 == fig11)
                {

```

```

        button10.Visible = false;
        button11.Visible = false;
        vira = 0;
        acertos++;
        conferir++;
    }
    else
    {
        button10.Visible = true;
        button11.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button10;
}
mostra();
Conferir();
}

```

```

private void button12_Click(object sender, EventArgs e)
{
    fig12 = 1;
    button12.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {

```

```

        if (fig12 == fig15)
        {
            button12.Visible = false;
            button15.Visible = false;
            vira = 0;
            acertos++;
            conferir++;
        }
        else
        {
            button12.Visible = true;
            button15.Visible = true;
            bt.Visible = true;
            zera();
            erros++;
        }
    }
    else
    {
        bt = button12;
    }
    mostra();
    Conferir();
}

```

```

private void button13_Click(object sender, EventArgs e)
{
    fig13 = 1;
    button13.Visible = false;
    vira = vira + 1;
}

```

```

if (vira == 2)
{
    if (fig13 == fig1)
    {
        button13.Visible = false;
        button1.Visible = false;
        vira = 0;
        acertos++;
        conferir++;
    }
    else
    {
        button13.Visible = true;
        button1.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button13;
}
mostra();
Conferir();
}

private void button9_Click(object sender, EventArgs e)
{
    fig9 = 1;

```

```

button9.Visible = false;
vira = vira + 1;
if (vira == 2)
{
    if (fig9 == fig4)
    {
        button9.Visible = false;
        button4.Visible = false;
        vira = 0;
        acertos++;
        conferir++;
    }
    else
    {
        button9.Visible = true;
        button4.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button9;
}
mostra();
Conferir();
}

```

```

private void timer1_Tick(object sender, EventArgs e)

```

```
{  
    button1.Visible = true;  
    button2.Visible = true;  
    button3.Visible = true;  
    button3.Visible = true;  
    button4.Visible = true;  
    button5.Visible = true;  
    button6.Visible = true;  
    button7.Visible = true;  
    button8.Visible = true;  
    button9.Visible = true;  
    button10.Visible = true;  
    button11.Visible = true;  
    button12.Visible = true;  
    button13.Visible = true;  
    button14.Visible = true;  
    button15.Visible = true;  
    button16.Visible = true;  
    button17.Visible = true;  
    button18.Visible = true;  
    button19.Visible = true;  
    button20.Visible = true;  
    timer1.Enabled = false;  
}
```

```
private void button21_Click(object sender, EventArgs e)  
{  
    zera();  
    acertos = 0;  
    erros = 0;
```



```
conferir = 0;
bt = null;
label1.Text = "Acertos: " + acertos;
label2.Text = "Erros: " + erros;
timer1.Enabled = true;
button1.Visible = true;
button2.Visible = true;
button3.Visible = true;
button3.Visible = true;
button4.Visible = true;
button5.Visible = true;
button6.Visible = true;
button7.Visible = true;
button8.Visible = true;
button9.Visible = true;
button10.Visible = true;
button11.Visible = true;
button12.Visible = true;
button13.Visible = true;
button14.Visible = true;
button15.Visible = true;
button16.Visible = true;
button17.Visible = true;
button18.Visible = true;
button19.Visible = true;
button20.Visible = true;
button21.Enabled = true;

}
```

```
private void button11_Click(object sender, EventArgs e)
{
    fig11 = 1;
    button11.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig11 == fig10)
        {
            button11.Visible = false;
            button10.Visible = false;
            vira = 0;
            acertos++;
            conferir++;
        }
        else
        {
            button11.Visible = true;
            button10.Visible = true;
            bt.Visible = true;
            zera();
            erros++;
        }
    }
    else
    {
        bt = button11;
    }
    mostra();
    Conferir();
}
```

```
}
```

```
private void button14_Click(object sender, EventArgs e)
```

```
{  
    fig14 = 1;  
    button14.Visible = false;  
    vira = vira + 1;  
    if (vira == 2)  
    {  
        if (fig14 == fig6)  
        {  
            button14.Visible = false;  
            button6.Visible = false;  
            vira = 0;  
            acertos++;  
            conferir++;  
        }  
        else  
        {  
            button14.Visible = true;  
            button6.Visible = true;  
            bt.Visible = true;  
            zera();  
            erros++;  
        }  
    }  
    else  
    {  
        bt = button14;  
    }  
}
```

```
    mostra();  
    Conferir();  
}
```

```
private void button15_Click(object sender, EventArgs e)  
{  
    fig15 = 1;  
    button15.Visible = false;  
    vira = vira + 1;  
    if (vira == 2)  
    {  
        if (fig15 == fig12)  
        {  
            button15.Visible = false;  
            button12.Visible = false;  
            vira = 0;  
            acertos++;  
            conferir++;  
        }  
        else  
        {  
            button15.Visible = true;  
            button12.Visible = true;  
            bt.Visible = true;  
            zera();  
            erros++;  
        }  
    }  
}  
else  
{
```

```
        bt = button15;
    }
    mostra();
    Conferir();
}
```

```
private void button16_Click(object sender, EventArgs e)
{
    fig16 = 1;
    button16.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig16 == fig3)
        {
            button16.Visible = false;
            button3.Visible = false;
            vira = 0;
            acertos++;
            conferir++;
        }
        else
        {
            button16.Visible = true;
            button3.Visible = true;
            bt.Visible = true;
            zera();
            erros++;
        }
    }
}
```

```

else
{
    bt = button16;
}
mostra();
Conferir();
}

```

```

private void button17_Click(object sender, EventArgs e)
{
    fig17 = 1;
    button17.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig17 == fig5)
        {
            button17.Visible = false;
            button5.Visible = false;
            vira = 0;
            acertos++;
            conferir++;
        }
        else
        {
            button17.Visible = true;
            button5.Visible = true;
            bt.Visible = true;
            zera();
            erros++;
        }
    }
}

```

```

    }
}
else
{
    bt = button17;
}
mostra();
Conferir();
}

```

```

private void button18_Click(object sender, EventArgs e)
{
    fig18 = 1;
    button18.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig18 == fig8)
        {
            button18.Visible = false;
            button8.Visible = false;
            vira = 0;
            acertos++;
            conferir++;
        }
        else
        {
            button18.Visible = true;
            button8.Visible = true;
            bt.Visible = true;

```

```

        zera();
        erros++;
    }
}
else
{
    bt = button18;
}
mostra();
Conferir();
}

```

```

private void button19_Click(object sender, EventArgs e)
{
    fig19 = 1;
    button19.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig19 == fig2)
        {
            button19.Visible = false;
            button2.Visible = false;
            vira = 0;
            acertos++;
            conferir++;
        }
        else
        {
            button19.Visible = true;

```



```

        button2.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button19;
}
mostra();
Conferir();
}

```

```

private void button20_Click(object sender, EventArgs e)
{
    fig20 = 1;
    button20.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig20 == fig7)
        {
            button20.Visible = false;
            button7.Visible = false;
            vira = 0;
            acertos++;
            conferir++;
        }
        else

```

```

    {
        button20.Visible = true;
        button7.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button20;
}
mostra();
Conferir();
}

```

```

private void button8_Click(object sender, EventArgs e)
{
    fig8 = 1;
    button8.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig8 == fig18)
        {
            button8.Visible = false;
            button18.Visible = false;
            vira = 0;
            acertos++;
            conferir++;
        }
    }
}

```

```

    }
    else
    {
        button8.Visible = true;
        button18.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button8;
}
mostra();
Conferir();
}

```

```

private void button7_Click(object sender, EventArgs e)
{
    fig7 = 1;
    button7.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig7 == fig20)
        {
            button7.Visible = false;
            button20.Visible = false;
            vira = 0;

```

```

        acertos++;
        conferir++;
    }
    else
    {
        button7.Visible = true;
        button20.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button7;
}
mostra();
Conferir();
}

```

```

private void button6_Click(object sender, EventArgs e)
{
    fig6 = 1;
    button6.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig6 == fig14)
        {
            button6.Visible = false;

```

```

        button14.Visible = false;
        vira = 0;
        acertos++;
        conferir++;
    }
    else
    {
        button6.Visible = true;
        button14.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button6;
}
mostra();
Conferir();
}

```

```

private void button5_Click(object sender, EventArgs e)
{
    fig5 = 1;
    button5.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig5 == fig17)

```

```

    {
        button5.Visible = false;
        button17.Visible = false;
        vira = 0;
        acertos++;
        conferir++;
    }
    else
    {
        button5.Visible = true;
        button17.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button5;
}
mostra();
Conferir();
}

```

```

private void button4_Click(object sender, EventArgs e)
{
    fig4 = 1;
    button4.Visible = false;
    vira = vira + 1;
    if (vira == 2)

```

```

{
    if (fig4 == fig9)
    {
        button4.Visible = false;
        button9.Visible = false;
        vira = 0;
        acertos++;
        conferir++;
    }
    else
    {
        button4.Visible = true;
        button9.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button4;
}
mostra();
Conferir();
}

private void button3_Click(object sender, EventArgs e)
{
    fig3 = 1;
    button3.Visible = false;

```

```

vira = vira + 1;
if (vira == 2)
{
    if (fig3 == fig16)
    {
        button3.Visible = false;
        button16.Visible = false;
        vira = 0;
        acertos++;
        conferir++;
    }
    else
    {
        button3.Visible = true;
        button16.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button3;
}
mostra();
Conferir();
}

```

```

private void button2_Click(object sender, EventArgs e)
{

```



```

fig2 = 1;
button2.Visible = false;
vira = vira + 1;
if (vira == 2)
{
    if (fig2 == fig19)
    {
        button2.Visible = false;
        button19.Visible = false;
        vira = 0;
        acertos++;
        conferir++;
    }
    else
    {
        button2.Visible = true;
        button19.Visible = true;
        bt.Visible = true;
        zera();
        erros++;
    }
}
else
{
    bt = button2;
}
mostra();
Conferir();
}
public Form1()

```

```
{
    InitializeComponent();
}
public void Conferir()
{
    if (conferir == 10)
    {
        button21.Enabled = true;
    }
}
public void mostra() {
    label1.Text = "Acertos: " + acertos;
    label2.Text = "Erros: " + erros;
}
public void zera() {
    fig1 = 0;
    fig2 = 0;
    fig3 = 0;
    fig4 = 0;
    fig5 = 0;
    fig6 = 0;
    fig7 = 0;
    fig8 = 0;
    fig9 = 0;
    fig10 = 0;
    fig11 = 0;
    fig12 = 0;
    fig13 = 0;
    fig14 = 0;
    fig15 = 0;
```

```

    fig16 = 0;
    fig17 = 0;
    fig18 = 0;
    fig19 = 0;
    fig20 = 0;
    vira = 0;
}
private void button1_Click(object sender, EventArgs e)
{
    fig1 = 1;
    button1.Visible = false;
    vira = vira + 1;
    if (vira == 2)
    {
        if (fig1 == fig13)
        {
            button1.Visible = false;
            button13.Visible = false;
            vira = 0;
            acertos++;
            conferir++;
        }
        else {
            button1.Visible = true;
            button13.Visible = true;
            bt.Visible = true;
            zera();
            erros++; }
    }
    else {

```

```
        bt = button1;  
    }  
    mostra();  
    Conferir();  
}  
}  
}
```