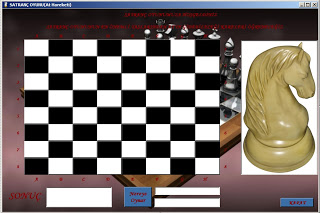
[Satranç Oyunu C# Kodu ve Ekran Görüntüsü](http://hacckteam.blogspot.com/2012/03/satranc-oyunu-c-kodu-ve-ekran-goruntusu.html)

Satranç Oyunu Ekran Görüntüsü

[](http://1.bp.blogspot.com/-3nDMO37ycu4/T2SmQ79SpxI/AAAAAAAAAFc/YfxqRpZx_GY/s1600/Satranc_Oyunu.jpg)

**Kaynak Kodu**

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

using System.Collections;

namespace PROGRAMLARTABLOSU

{

    public partial class SATRANCOYUNU : Form

    {

        public SATRANCOYUNU()

        {

            InitializeComponent();

        }

        private void BtnA1\_Click(object sender, EventArgs e)

        {

            /\*A1 butonu tıklandığında yani A1 karesine tıklandığı anda txtsonuc'a gidebileceği kareleri yazdırıcak.\*/

            RENK();

                TxtSonuc.Text = "B3-C2 KARELERİNE GİDEBİLİR";

            if (BtnA1.Enabled == true)

            {

                BtnB3.BackColor = Color.Blue;

                BtnC2.BackColor = Color.Blue;

            }

        }

        private void BtnB1\_Click(object sender, EventArgs e)

        {

            RENK();

                TxtSonuc.Text = "A3-C3-D2 KARELERİNE GİDEBİLİR";

            if (BtnB1.Enabled == true)

            {

                BtnA3.BackColor = Color.Chocolate;

                BtnC3.BackColor = Color.Chocolate;

                BtnD2.BackColor = Color.Chocolate;

            }

        }

        private void BtnC1\_Click(object sender, EventArgs e)

        {

            RENK();

                TxtSonuc.Text = "A2-B3-D3-E2 KARELERİNE GİDEBİLİR";

            if (BtnC1.Enabled == true)

            {

                BtnA2.BackColor = Color.Brown;

                BtnB3.BackColor = Color.Brown;

                BtnD3.BackColor = Color.Brown;

                BtnE2.BackColor = Color.Brown;

            }

        }

        private void BtnD1\_Click(object sender, EventArgs e)

        {

            RENK();

                TxtSonuc.Text = "B2-C3-E3-F2 KARELERİNE GİDEBİLİR";

            if (BtnD1.Enabled == true)

            {

                BtnB2.BackColor = Color.CadetBlue;

                BtnC3.BackColor = Color.CadetBlue;

                BtnE3.BackColor = Color.CadetBlue;

                BtnF2.BackColor = Color.CadetBlue;

            }

        }

        private void BtnE1\_Click(object sender, EventArgs e)

        {

            RENK();

                TxtSonuc.Text = "C2-D3-F3-G2 KARELERİNE GİDEBİLİR";

            if (BtnE1.Enabled == true)

                {

                BtnC2.BackColor = Color.Coral;

                BtnD3.BackColor = Color.Coral;

                BtnF3.BackColor = Color.Coral;

                BtnG2.BackColor = Color.Coral;

            }

            }

        private void BtnF1\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "D2-E3-G3-H2 KARELERİNE GİDEBİLİR";

            if (BtnF1.Enabled == true)

            {

                BtnD2.BackColor = Color.Crimson;

                BtnE3.BackColor = Color.Crimson;

                BtnG3.BackColor = Color.Crimson;

                BtnH2.BackColor = Color.Crimson;

            }

        }

        private void BtnG1\_Click(object sender, EventArgs e)

        {

            RENK();

                TxtSonuc.Text = "E2-F3-H3 KARELERİNE GİDEBİLİR";

                if (BtnG1.Enabled == true)

                {

                    BtnE2.BackColor = Color.DarkOliveGreen;

                    BtnF3.BackColor = Color.DarkOliveGreen;

                    BtnH3.BackColor = Color.DarkOliveGreen;

                }

        }

        private void BtnH1\_Click(object sender, EventArgs e)

        {

            RENK();

                TxtSonuc.Text = "F2-G3 KARELERİNE GİDEBİLİR";

                if (BtnH1.Enabled == true)

                {

                    BtnF2.BackColor = Color.DarkGreen;

                    BtnG3.BackColor = Color.DarkGreen;

                }

        }

        private void BtnA2\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B4-C1-C3 KARELERİNE GİDEBİLİR";

            if (BtnA2.Enabled == true)

            {

                BtnB4.BackColor = Color.DarkMagenta;

                BtnC1.BackColor = Color.DarkMagenta;

                BtnC3.BackColor = Color.DarkMagenta;

            }

        }

        private void BtnB2\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A4-C4-D1-D3 KARELERİNE GİDEBİLİR";

            if (BtnB2.Enabled == true)

            {

                BtnA4.BackColor = Color.DarkOrange;

                BtnC4.BackColor = Color.DarkOrange;

                BtnD1.BackColor = Color.DarkOrange;

                BtnD3.BackColor = Color.DarkOrange;

            }

        }

        private void BtnC2\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A1-A3-B4-D4-E1-E3 KARELERİNE GİDEBİLİR";

            if (BtnC2.Enabled == true)

            {

                BtnA1.BackColor = Color.DarkOrchid;

                BtnA3.BackColor = Color.DarkOrchid;

                BtnB4.BackColor = Color.DarkOrchid;

                BtnD4.BackColor = Color.DarkOrchid;

                BtnE1.BackColor = Color.DarkOrchid;

                BtnE3.BackColor = Color.DarkOrchid;

            }

        }

        private void BtnD2\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B1-B3-C4-E4-F1-F3 KARELERİNE GİDEBİLİR";

            if (BtnD2.Enabled == true)

            {

                BtnB1.BackColor = Color.DarkRed;

                BtnB3.BackColor = Color.DarkRed;

                BtnC4.BackColor = Color.DarkRed;

                BtnE4.BackColor = Color.DarkRed;

                BtnF1.BackColor = Color.DarkRed;

                BtnF3.BackColor = Color.DarkRed;

            }

        }

        private void BtnE2\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "C1-C3-D4-F4-G1-G3 KARELERİNE GİDEBİLİR";

            if (BtnE2.Enabled == true)

            {

                BtnC1.BackColor = Color.DarkSalmon;

                BtnC3.BackColor = Color.DarkSalmon;

                BtnD4.BackColor = Color.DarkSalmon;

                BtnF4.BackColor = Color.DarkSalmon;

                BtnG1.BackColor = Color.DarkSalmon;

                BtnG3.BackColor = Color.DarkSalmon;

            }

        }

        private void BtnF2\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "D1-D3-E4-G4-H1-H3 KARELERİNE GİDEBİLİR";

            if (BtnF2.Enabled == true)

            {

                BtnD1.BackColor = Color.DarkSeaGreen;

                BtnD3.BackColor = Color.DarkSeaGreen;

                BtnE4.BackColor = Color.DarkSeaGreen;

                BtnG4.BackColor = Color.DarkSeaGreen;

                BtnH1.BackColor = Color.DarkSeaGreen;

                BtnH3.BackColor = Color.DarkSeaGreen;

            }

        }

        private void BtnG2\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "E1-E3-F4-H4 KARELERİNE GİDEBİLİR";

            if (BtnG2.Enabled == true)

            {

                BtnE1.BackColor = Color.DarkSlateGray;

                BtnE3.BackColor = Color.DarkSlateGray;

                BtnF4.BackColor = Color.DarkSlateGray;

                BtnH4.BackColor = Color.DarkSlateGray;

            }

        }

        private void BtnH2\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "F1-F3-G4 KARELERİNE GİDEBİLİR";

            if (BtnH2.Enabled == true)

            {

                BtnF1.BackColor = Color.DarkTurquoise;

                BtnF3.BackColor = Color.DarkTurquoise;

                BtnG4.BackColor = Color.DarkTurquoise;

            }

        }

        private void BtnA3\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B1-B5-C2-C4 KARELERİNE GİDEBİLİR";

            if (BtnA3.Enabled == true)

            {

                BtnB1.BackColor = Color.DeepPink;

                BtnB5.BackColor = Color.DeepPink;

                BtnC2.BackColor = Color.DeepPink;

                BtnC4.BackColor = Color.DeepPink;

            }

        }

        private void BtnB3\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A1-A5-C1-C5-D2-D4 KARELERİNE GİDEBİLİR";

            if (BtnB3.Enabled == true)

            {

                BtnA1.BackColor = Color.DimGray;

                BtnA5.BackColor = Color.DimGray;

                BtnC1.BackColor = Color.DimGray;

                BtnC5.BackColor = Color.DimGray;

                BtnD2.BackColor = Color.DimGray;

                BtnD4.BackColor = Color.DimGray;

            }

        }

        private void BtnC3\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A2-A4-B1-B5-D1-D5-E2-E4 KARELERİNE GİDEBİLİR";

            if (BtnC3.Enabled == true)

            {

                BtnA2.BackColor = Color.BurlyWood;

                BtnA4.BackColor = Color.BurlyWood;

                BtnB1.BackColor = Color.BurlyWood;

                BtnB5.BackColor = Color.BurlyWood;

                BtnD1.BackColor = Color.BurlyWood;

                BtnD5.BackColor = Color.BurlyWood;

                BtnE2.BackColor = Color.BurlyWood;

                BtnE4.BackColor = Color.BurlyWood;

            }

        }

        private void BtnD3\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B2-B4-C1-C5-E1-E5-F2-F4 KARELERİNE GİDEBİLİR";

            if (BtnD3.Enabled == true)

            {

                BtnB2.BackColor = Color.ForestGreen;

                BtnB4.BackColor = Color.ForestGreen;

                BtnC1.BackColor = Color.ForestGreen;

                BtnC5.BackColor = Color.ForestGreen;

                BtnE1.BackColor = Color.ForestGreen;

                BtnE5.BackColor = Color.ForestGreen;

                BtnF2.BackColor = Color.ForestGreen;

                BtnF4.BackColor = Color.ForestGreen;

            }

        }

        private void BtnE3\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "C2-C4-D1-D5-F1-F5-G2-G4 KARELERİNE GİDEBİLİR";

            if (BtnE3.Enabled == true)

            {

                BtnC2.BackColor = Color.Fuchsia;

                BtnC4.BackColor = Color.Fuchsia;

                BtnD1.BackColor = Color.Fuchsia;

                BtnD5.BackColor = Color.Fuchsia;

                BtnF1.BackColor = Color.Fuchsia;

                BtnF5.BackColor = Color.Fuchsia;

                BtnG2.BackColor = Color.Fuchsia;

                BtnG4.BackColor = Color.Fuchsia;

            }

        }

        private void BtnF3\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "D2-D4-E1-E5-G1-G5-H2-H4 KARELERİNE GİDEBİLİR";

            if (BtnF3.Enabled == true)

            {

                BtnD2.BackColor = Color.Gold;

                BtnD4.BackColor = Color.Gold;

                BtnE1.BackColor = Color.Gold;

                BtnE5.BackColor = Color.Gold;

                BtnG1.BackColor = Color.Gold;

                BtnG5.BackColor = Color.Gold;

                BtnH2.BackColor = Color.Gold;

                BtnH4.BackColor = Color.Gold;

            }

        }

        private void BtnG3\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "E2-E4-F1-F5-H1-H5 KARELERİNE GİDEBİLİR";

            if (BtnG3.Enabled == true)

            {

                BtnE2.BackColor = Color.Green;

                BtnE4.BackColor = Color.Green;

                BtnF1.BackColor = Color.Green;

                BtnF5.BackColor = Color.Green;

                BtnH1.BackColor = Color.Green;

                BtnH5.BackColor = Color.Green;

            }

        }

        private void BtnH3\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "F2-F4-G1-G5 KARELERİNE GİDEBİLİR";

            if (BtnH3.Enabled == true)

            {

                BtnF2.BackColor = Color.GreenYellow;

                BtnF4.BackColor = Color.GreenYellow;

                BtnG1.BackColor = Color.GreenYellow;

                BtnG5.BackColor = Color.GreenYellow;

            }

        }

        private void BtnA4\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B2-B6-C3-C5 KARELERİNE GİDEBİLİR";

            if (BtnA4.Enabled == true)

            {

                BtnB2.BackColor = Color.MediumAquamarine;

                BtnB6.BackColor = Color.MediumAquamarine;

                BtnC3.BackColor = Color.MediumAquamarine;

                BtnC5.BackColor = Color.MediumAquamarine;

            }

        }

        private void BtnB4\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A2-A6-C2-C6-D3-D5 KARELERİNE GİDEBİLİR";

            if (BtnB4.Enabled == true)

            {

                BtnA2.BackColor = Color.HotPink;

                BtnA6.BackColor = Color.HotPink;

                BtnC2.BackColor = Color.HotPink;

                BtnC6.BackColor = Color.HotPink;

                BtnD3.BackColor = Color.HotPink;

                BtnD5.BackColor = Color.HotPink;

            }

        }

        private void BtnC4\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A3-A5-B2-B6-D2-D6-E3-E5 KARELERİNE GİDEBİLİR";

            if (BtnC4.Enabled == true)

            {

                BtnA3.BackColor = Color.Indigo;

                BtnA5.BackColor = Color.Indigo;

                BtnB2.BackColor = Color.Indigo;

                BtnB6.BackColor = Color.Indigo;

                BtnD2.BackColor = Color.Indigo;

                BtnD6.BackColor = Color.Indigo;

                BtnE3.BackColor = Color.Indigo;

                BtnE5.BackColor = Color.Indigo;

            }

        }

        private void BtnD4\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B3-B5-C2-C6-E2-E6-F3-F5 KARELERİNE GİDEBİLİR";

            if (BtnD4.Enabled == true)

            {

                BtnB3.BackColor = Color.Khaki;

                BtnB5.BackColor = Color.Khaki;

                BtnC2.BackColor = Color.Khaki;

                BtnC6.BackColor = Color.Khaki;

                BtnE2.BackColor = Color.Khaki;

                BtnE6.BackColor = Color.Khaki;

                BtnF3.BackColor = Color.Khaki;

                BtnF5.BackColor = Color.Khaki;

            }

        }

        private void BtnE4\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "C3-C5-D2-D6-F2-F6-G3-G5 KARELERİNE GİDEBİLİR";

            if (BtnE4.Enabled == true)

            {

                BtnC3.BackColor = Color.Lavender;

                BtnC5.BackColor = Color.Lavender;

                BtnD2.BackColor = Color.Lavender;

                BtnD6.BackColor = Color.Lavender;

                BtnF2.BackColor = Color.Lavender;

                BtnF6.BackColor = Color.Lavender;

                BtnG3.BackColor = Color.Lavender;

                BtnG5.BackColor = Color.Lavender;

            }

        }

        private void BtnF4\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "D3-D5-E2-E6-G2-G6-H3-H5 KARELERİNE GİDEBİLİR";

            if (BtnF4.Enabled == true)

            {

                BtnD3.BackColor = Color.LavenderBlush;

                BtnD5.BackColor = Color.LavenderBlush;

                BtnE2.BackColor = Color.LavenderBlush;

                BtnE6.BackColor = Color.LavenderBlush;

                BtnG2.BackColor = Color.LavenderBlush;

                BtnG6.BackColor = Color.LavenderBlush;

                BtnH3.BackColor = Color.LavenderBlush;

                BtnH5.BackColor = Color.LavenderBlush;

            }

        }

        private void BtnG4\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "E3-E5-F2-F6-H2-H6 KARELERİNE GİDEBİLİR";

            if (BtnG4.Enabled == true)

            {

                BtnE3.BackColor = Color.LawnGreen;

                BtnE5.BackColor = Color.LawnGreen;

                BtnF2.BackColor = Color.LawnGreen;

                BtnF6.BackColor = Color.LawnGreen;

                BtnH2.BackColor = Color.LawnGreen;

                BtnH6.BackColor = Color.LawnGreen;

            }

        }

        private void BtnH4\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "F3-F5-G2-G6 KARELERİNE GİDEBİLİR";

            if (BtnH4.Enabled == true)

            {

                BtnF3.BackColor = Color.LemonChiffon;

                BtnF5.BackColor = Color.LemonChiffon;

                BtnG2.BackColor = Color.LemonChiffon;

                BtnG6.BackColor = Color.LemonChiffon;

            }

        }

        private void BtnA5\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B3-B7-C4-C6 KARELERİNE GİDEBİLİR";

            if (BtnA5.Enabled == true)

            {

                BtnB3.BackColor = Color.LightCoral;

                BtnB7.BackColor = Color.LightCoral;

                BtnC4.BackColor = Color.LightCoral;

                BtnC6.BackColor = Color.LightCoral;

            }

        }

        private void BtnB5\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A3-A7-C3-C7-D4-D6 KARELERİNE GİDEBİLİR";

            if (BtnB5.Enabled == true)

            {

                BtnA3.BackColor = Color.Chartreuse;

                BtnA7.BackColor = Color.Chartreuse;

                BtnC3.BackColor = Color.Chartreuse;

                BtnC7.BackColor = Color.Chartreuse;

                BtnD4.BackColor = Color.Chartreuse;

                BtnD6.BackColor = Color.Chartreuse;

            }

        }

        private void BtnC5\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A4-A6-B3-B7-D3-D7-E4-E6 KARELERİNE GİDEBİLİR";

            if (BtnC5.Enabled == true)

            {

                BtnA4.BackColor = Color.LightGoldenrodYellow;

                BtnA6.BackColor = Color.LightGoldenrodYellow;

                BtnB3.BackColor = Color.LightGoldenrodYellow;

                BtnB7.BackColor = Color.LightGoldenrodYellow;

                BtnD3.BackColor = Color.LightGoldenrodYellow;

                BtnD7.BackColor = Color.LightGoldenrodYellow;

                BtnE4.BackColor = Color.LightGoldenrodYellow;

                BtnE6.BackColor = Color.LightGoldenrodYellow;

            }

        }

        private void BtnD5\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B4-B6-C3-C7-E3-E7-F4-F6 KARELERİNE GİDEBİLİR";

            if (BtnD5.Enabled == true)

            {

                BtnB4.BackColor = Color.LightSalmon;

                BtnB6.BackColor = Color.LightSalmon;

                BtnC3.BackColor = Color.LightSalmon;

                BtnC7.BackColor = Color.LightSalmon;

                BtnE3.BackColor = Color.LightSalmon;

                BtnE7.BackColor = Color.LightSalmon;

                BtnF4.BackColor = Color.LightSalmon;

                BtnF6.BackColor = Color.LightSalmon;

            }

        }

        private void BtnE5\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "C4-C6-D3-D7-F3-F7-G4-G6 KARELERİNE GİDEBİLİR";

            if (BtnE5.Enabled == true)

            {

                BtnC4.BackColor = Color.LightSkyBlue;

                BtnC6.BackColor = Color.LightSkyBlue;

                BtnD3.BackColor = Color.LightSkyBlue;

                BtnD7.BackColor = Color.LightSkyBlue;

                BtnF3.BackColor = Color.LightSkyBlue;

                BtnF7.BackColor = Color.LightSkyBlue;

                BtnG4.BackColor = Color.LightSkyBlue;

                BtnG6.BackColor = Color.LightSkyBlue;

            }

        }

        private void BtnF5\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "D4-D6-E3-E7-G3-G7-H4-H6 KARELERİNE GİDEBİLİR";

            if (BtnF5.Enabled == true)

            {

                BtnD4.BackColor = Color.LightSteelBlue;

                BtnD6.BackColor = Color.LightSteelBlue;

                BtnE3.BackColor = Color.LightSteelBlue;

                BtnE7.BackColor = Color.LightSteelBlue;

                BtnG3.BackColor = Color.LightSteelBlue;

                BtnG7.BackColor = Color.LightSteelBlue;

                BtnH4.BackColor = Color.LightSteelBlue;

                BtnH6.BackColor = Color.LightSteelBlue;

            }

        }

        private void BtnG5\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "E4-E6-F3-F7-H3-H7 KARELERİNE GİDEBİLİR";

            if (BtnG5.Enabled == true)

            {

                BtnE4.BackColor = Color.Lime;

                BtnE6.BackColor = Color.Lime;

                BtnF3.BackColor = Color.Lime;

                BtnF7.BackColor = Color.Lime;

                BtnH3.BackColor = Color.Lime;

                BtnH7.BackColor = Color.Lime;

            }

        }

        private void BtnH5\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "F4-F6-G3-G7 KARELERİNE GİDEBİLİR";

            if (BtnH5.Enabled == true)

            {

                BtnF4.BackColor = Color.Chartreuse;

                BtnF6.BackColor = Color.Chartreuse;

                BtnG3.BackColor = Color.Chartreuse;

                BtnG7.BackColor = Color.Chartreuse;

            }

        }

        private void BtnA6\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B4-B8-C5-C7 KARELERİNE GİDEBİLİR";

            if (BtnA6.Enabled == true)

            {

                BtnB4.BackColor = Color.Magenta;

                BtnB8.BackColor = Color.Magenta;

                BtnC5.BackColor = Color.Magenta;

                BtnC7.BackColor = Color.Magenta;

            }

        }

        private void BtnB6\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A4-A8-C4-C8-D5-D7 KARELERİNE GİDEBİLİR";

            if (BtnB6.Enabled == true)

            {

                BtnA4.BackColor = Color.Maroon;

                BtnA8.BackColor = Color.Maroon;

                BtnC4.BackColor = Color.Maroon;

                BtnC8.BackColor = Color.Maroon;

                BtnD5.BackColor = Color.Maroon;

                BtnD7.BackColor = Color.Maroon;

            }

        }

        private void BtnC6\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A5-A7-B4-B8-D4-D8-E5-E7 KARELERİNE GİDEBİLİR";

            if (BtnC6.Enabled == true)

            {

                BtnA5.BackColor = Color.MediumBlue;

                BtnA7.BackColor = Color.MediumBlue;

                BtnB4.BackColor = Color.MediumBlue;

                BtnB8.BackColor = Color.MediumBlue;

                BtnD4.BackColor = Color.MediumBlue;

                BtnD8.BackColor = Color.MediumBlue;

                BtnE5.BackColor = Color.MediumBlue;

                BtnE7.BackColor = Color.MediumBlue;

            }

        }

        private void BtnD6\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B5-B7-C4-C8-E4-E8-F5-F7 KARELERİNE GİDEBİLİR";

            if (BtnD6.Enabled == true)

            {

                BtnB5.BackColor = Color.MediumPurple;

                BtnB7.BackColor = Color.MediumPurple;

                BtnC4.BackColor = Color.MediumPurple;

                BtnC8.BackColor = Color.MediumPurple;

                BtnE4.BackColor = Color.MediumPurple;

                BtnE8.BackColor = Color.MediumPurple;

                BtnF5.BackColor = Color.MediumPurple;

                BtnF7.BackColor = Color.MediumPurple;

            }

        }

        private void BtnE6\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "C5-C7-D4-D8-F4-F8-G5-G7 KARELERİNE GİDEBİLİR";

            if (BtnE6.Enabled == true)

            {

                BtnC5.BackColor = Color.MediumSlateBlue;

                BtnC7.BackColor = Color.MediumSlateBlue;

                BtnD4.BackColor = Color.MediumSlateBlue;

                BtnD8.BackColor = Color.MediumSlateBlue;

                BtnF4.BackColor = Color.MediumSlateBlue;

                BtnF8.BackColor = Color.MediumSlateBlue;

                BtnG5.BackColor = Color.MediumSlateBlue;

                BtnG7.BackColor = Color.MediumSlateBlue;

            }

        }

        private void BtnF6\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "D5-D7-E4-E8-G4-G8-H5-H7 KARELERİNE GİDEBİLİR";

            if (BtnF6.Enabled == true)

            {

                BtnD5.BackColor = Color.MediumSpringGreen;

                BtnD7.BackColor = Color.MediumSpringGreen;

                BtnE4.BackColor = Color.MediumSpringGreen;

                BtnE8.BackColor = Color.MediumSpringGreen;

                BtnG4.BackColor = Color.MediumSpringGreen;

                BtnG8.BackColor = Color.MediumSpringGreen;

                BtnH5.BackColor = Color.MediumSpringGreen;

                BtnH7.BackColor = Color.MediumSpringGreen;

            }

        }

        private void BtnG6\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "E5-E7-F4-F8-H4-H8 KARELERİNE GİDEBİLİR";

            if (BtnG6.Enabled == true)

            {

                BtnE5.BackColor = Color.MediumVioletRed;

                BtnE7.BackColor = Color.MediumVioletRed;

                BtnF4.BackColor = Color.MediumVioletRed;

                BtnF8.BackColor = Color.MediumVioletRed;

                BtnH4.BackColor = Color.MediumVioletRed;

                BtnH8.BackColor = Color.MediumVioletRed;

            }

        }

        private void BtnH6\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "F5-F7-G4-G8 KARELERİNE GİDEBİLİR";

            if (BtnH6.Enabled == true)

            {

                BtnF5.BackColor = Color.MidnightBlue;

                BtnF7.BackColor = Color.MidnightBlue;

                BtnG4.BackColor = Color.MidnightBlue;

                BtnG8.BackColor = Color.MidnightBlue;

            }

        }

        private void BtnA7\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B5-C6-C8 KARELERİNE GİDEBİLİR";

            if (BtnA7.Enabled == true)

            {

                BtnB5.BackColor = Color.MistyRose;

                BtnC6.BackColor = Color.MistyRose;

                BtnC8.BackColor = Color.MistyRose;

            }

        }

        private void BtnB7\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A5-C5-D6-D8 KARELERİNE GİDEBİLİR";

            if (BtnB7.Enabled == true)

            {

                BtnA5.BackColor = Color.Moccasin;

                BtnC5.BackColor = Color.Moccasin;

                BtnD6.BackColor = Color.Moccasin;

                BtnD8.BackColor = Color.Moccasin;

            }

        }

        private void BtnC7\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A6-A8-B5-D5-E6-E8 KARELERİNE GİDEBİLİR";

            if (BtnC7.Enabled == true)

            {

                BtnA6.BackColor = Color.NavajoWhite;

                BtnA8.BackColor = Color.NavajoWhite;

                BtnB5.BackColor = Color.NavajoWhite;

                BtnD5.BackColor = Color.NavajoWhite;

                BtnE6.BackColor = Color.NavajoWhite;

                BtnE8.BackColor = Color.NavajoWhite;

            }

        }

        private void BtnD7\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B6-B8-C5-E5-F6-F8 KARELERİNE GİDEBİLİR";

            if (BtnD7.Enabled == true)

            {

                BtnB6.BackColor = Color.Aquamarine;

                BtnB8.BackColor = Color.Aquamarine;

                BtnC5.BackColor = Color.Aquamarine;

                BtnE5.BackColor = Color.Aquamarine;

                BtnF6.BackColor = Color.Aquamarine;

                BtnF8.BackColor = Color.Aquamarine;

            }

        }

        private void BtnE7\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "C6-C8-D5-F5-G6-G8 KARELERİNE GİDEBİLİR";

            if (BtnE7.Enabled == true)

            {

                BtnC6.BackColor = Color.OliveDrab;

                BtnC8.BackColor = Color.OliveDrab;

                BtnD5.BackColor = Color.OliveDrab;

                BtnF5.BackColor = Color.OliveDrab;

                BtnG6.BackColor = Color.OliveDrab;

                BtnG8.BackColor = Color.OliveDrab;

            }

        }

        private void BtnF7\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "D6-D8-E5-G5-H6-H8 KARELERİNE GİDEBİLİR";

            if (BtnF7.Enabled == true)

            {

                BtnD6.BackColor = Color.OrangeRed;

                BtnD8.BackColor = Color.OrangeRed;

                BtnE5.BackColor = Color.OrangeRed;

                BtnG5.BackColor = Color.OrangeRed;

                BtnH6.BackColor = Color.OrangeRed;

                BtnH8.BackColor = Color.OrangeRed;

            }

        }

        private void BtnG7\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "E6-E8-F5-H5 KARELERİNE GİDEBİLİR";

            if (BtnG7.Enabled == true)

            {

                BtnE6.BackColor = Color.PaleGoldenrod;

                BtnE8.BackColor = Color.PaleGoldenrod;

                BtnF5.BackColor = Color.PaleGoldenrod;

                BtnH5.BackColor = Color.PaleGoldenrod;

            }

        }

        private void BtnH7\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "F6-F8-G5 KARELERİNE GİDEBİLİR";

            if (BtnH7.Enabled == true)

            {

                BtnF6.BackColor = Color.PaleGreen;

                BtnF8.BackColor = Color.PaleGreen;

                BtnG5.BackColor = Color.PaleGreen;

            }

        }

        private void BtnA8\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B6-C7 KARELERİNE GİDEBİLİR";

            if (BtnA8.Enabled == true)

            {

                BtnB6.BackColor = Color.PaleTurquoise;

                BtnC7.BackColor = Color.PaleTurquoise;

            }

        }

        private void BtnB8\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A6-C6-D7 KARELERİNE GİDEBİLİR";

            if (BtnB8.Enabled == true)

            {

                BtnA6.BackColor = Color.PaleVioletRed;

                BtnC6.BackColor = Color.PaleVioletRed;

                BtnD7.BackColor = Color.PaleVioletRed;

            }

        }

        private void BtnC8\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "A7-B6-D6-E7 KARELERİNE GİDEBİLİR";

            if (BtnC8.Enabled == true)

            {

                BtnA7.BackColor = Color.PapayaWhip;

                BtnB6.BackColor = Color.PapayaWhip;

                BtnD6.BackColor = Color.PapayaWhip;

                BtnE7.BackColor = Color.PapayaWhip;

            }

        }

        private void BtnD8\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "B7-C6-E6-F7 KARELERİNE GİDEBİLİR";

            if (BtnD8.Enabled == true)

            {

                BtnB7.BackColor = Color.PeachPuff;

                BtnC6.BackColor = Color.PeachPuff;

                BtnE6.BackColor = Color.PeachPuff;

                BtnF7.BackColor = Color.PeachPuff;

            }

        }

        private void BtnE8\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "C7-D6-F6-G7 KARELERİNE GİDEBİLİR";

            if (BtnE8.Enabled == true)

            {

                BtnC7.BackColor = Color.Peru;

                BtnD6.BackColor = Color.Peru;

                BtnF6.BackColor = Color.Peru;

                BtnG7.BackColor = Color.Peru;

            }

        }

        private void BtnF8\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "D7-E6-G6-H7 KARELERİNE GİDEBİLİR";

            if (BtnF8.Enabled == true)

            {

                BtnD7.BackColor = Color.PowderBlue;

                BtnE6.BackColor = Color.PowderBlue;

                BtnG6.BackColor = Color.PowderBlue;

                BtnH7.BackColor = Color.PowderBlue;

            }

        }

        private void BtnG8\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "E7-F6-H6 KARELERİNE GİDEBİLİR";

            if (BtnG8.Enabled == true)

            {

                BtnE7.BackColor = Color.Purple;

                BtnF6.BackColor = Color.Purple;

                BtnH6.BackColor = Color.Purple;

            }

        }

        private void BtnH8\_Click(object sender, EventArgs e)

        {

            RENK();

            TxtSonuc.Text = "F7-G6 KARELERİNE GİDEBİLİR";

            if (BtnH8.Enabled == true)

            {

                BtnF7.BackColor = Color.RosyBrown;

                BtnG6.BackColor = Color.RosyBrown;

            }

        }

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

        {

            Close();

        }

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

        {

            /\*String olarak deger tanımlayıp txtdeger'in boş olup olmadığın kontrol ettiriyorum

             \* eğer boş ise buton nereye oynar'a tıklandığında ekrana mesaj yazdırıyorum.\*/

            string deger = TxtDegerGir.Text;

            if (deger == "")

            {

                MessageBox.Show("Lütfen AT'ın Bulunduğu Konum Değerini Giriniz");

            }

                /\*Eğer ilk koşul sağlanmıyorsa diğer koşullarıma uygun olan işlemi gerçeklekleştirmesi için

                 \* değilse eğer koşullarıyla yazılan veriye göre istenilen durumu txt.text'ime yazdırıyorum\*/

            else if (deger == "A1" || deger == "a1")

            {

                RENK();/\*butonun ilk rengini çağırıyorum\*/

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B3-C2 KARELERİNE GİDEBİLİR";

                BtnB3.BackColor = Color.Azure;/\*gidilen karelerin renkleri değişmesi için bu kodumu yazıyorum.\*/

                BtnC2.BackColor = Color.Azure;

            }

            else if (deger == "A2" || deger == "a2")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A3-C3-D2 KARELERİNE GİDEBİLİR";

                BtnA3.BackColor = Color.AliceBlue;

                BtnC3.BackColor = Color.AliceBlue;

                BtnD2.BackColor = Color.AliceBlue;

            }

            else if (deger == "A3" || deger == "a3")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B1-C2-C4-B5 KARELERİNE GİDEBİLİR";

                BtnB1.BackColor = Color.Aqua;

                BtnC2.BackColor = Color.Aqua;

                BtnC4.BackColor = Color.Aqua;

                BtnB5.BackColor = Color.Aqua;

            }

            else if (deger == "A4" || deger == "a4")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B2-B6-C3-C5 KARELERİNE GİDEBİLİR";

                BtnB2.BackColor = Color.Aquamarine;

                BtnB6.BackColor = Color.Aquamarine;

                BtnC3.BackColor = Color.Aquamarine;

                BtnC5.BackColor = Color.Aquamarine;

            }

            else if (deger == "A5" || deger == "a5")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B3-B7-C4-C6 KARELERİNE GİDEBİLİR";

                BtnB3.BackColor = Color.Beige;

                BtnB7.BackColor = Color.Beige;

                BtnC4.BackColor = Color.Beige;

                BtnC6.BackColor = Color.Beige;

            }

            else if (deger == "A6" || deger == "a6")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B4-B8-C5-C7 KARELERİNE GİDEBİLİR";

                BtnB4.BackColor = Color.Bisque;

                BtnB8.BackColor = Color.Bisque;

                BtnC5.BackColor = Color.Bisque;

                BtnC7.BackColor = Color.Bisque;

            }

            else if (deger == "A7" || deger == "a7")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B5-C6-C8 KARELERİNE GİDEBİLİR";

                BtnB5.BackColor = Color.BlanchedAlmond;

                BtnC6.BackColor = Color.BlanchedAlmond;

                BtnC8.BackColor = Color.BlanchedAlmond;

            }

            else if (deger == "A8" || deger == "a8")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B6-C7 KARELERİNE GİDEBİLİR";

                BtnB6.BackColor = Color.BlueViolet;

                BtnC7.BackColor = Color.BlueViolet;

            }

            else if (deger == "B1" || deger == "B1")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A3-C3-D2 KARELERİNE GİDEBİLİR";

                BtnA3.BackColor = Color.Brown;

                BtnC3.BackColor = Color.Brown;

                BtnD2.BackColor = Color.Brown;

            }

            else if (deger == "B2" || deger == "b2")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A4-C4-D1-D3 KARELERİNE GİDEBİLİR";

                BtnA4.BackColor = Color.BurlyWood;

                BtnC4.BackColor = Color.BurlyWood;

                BtnD1.BackColor = Color.BurlyWood;

                BtnD3.BackColor = Color.BurlyWood;

            }

            else if (deger == "B3" || deger == "b3")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A1-A5-C1-C5-D2-D4 KARELERİNE GİDEBİLİR";

                BtnA1.BackColor = Color.CadetBlue;

                BtnA5.BackColor = Color.CadetBlue;

                BtnC1.BackColor = Color.CadetBlue;

                BtnC5.BackColor = Color.CadetBlue;

                BtnD2.BackColor = Color.CadetBlue;

                BtnD4.BackColor = Color.CadetBlue;

            }

            else if (deger == "B4" || deger == "b4")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A2-A6-C2-C6-D3-D5 KARELERİNE GİDEBİLİR";

                BtnA2.BackColor = Color.Chartreuse;

                BtnA6.BackColor = Color.Chartreuse;

                BtnC2.BackColor = Color.Chartreuse;

                BtnC6.BackColor = Color.Chartreuse;

                BtnD3.BackColor = Color.Chartreuse;

                BtnD5.BackColor = Color.Chartreuse;

            }

            else if (deger == "B5" || deger == "b5")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A3-A7-C3-C7-D4-D6 KARELERİNE GİDEBİLİR";

                BtnA3.BackColor = Color.Chocolate;

                BtnA7.BackColor = Color.Chocolate;

                BtnC3.BackColor = Color.Chocolate;

                BtnC7.BackColor = Color.Chocolate;

                BtnD4.BackColor = Color.Chocolate;

                BtnD6.BackColor = Color.Chocolate;

            }

            else if (deger == "B6" || deger == "b6")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A4-A8-C4-C8-D5-D7 KARELERİNE GİDEBİLİR";

                BtnA4.BackColor = Color.Coral;

                BtnA8.BackColor = Color.Coral;

                BtnC4.BackColor = Color.Coral;

                BtnC8.BackColor = Color.Coral;

                BtnD5.BackColor = Color.Coral;

                BtnD7.BackColor = Color.Coral;

            }

            else if (deger == "B7" || deger == "b7")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A5-C5-D6-D8 KARELERİNE GİDEBİLİR";

                BtnA5.BackColor = Color.CornflowerBlue;

                BtnC5.BackColor = Color.CornflowerBlue;

                BtnD6.BackColor = Color.CornflowerBlue;

                BtnD8.BackColor = Color.CornflowerBlue;

            }

            else if (deger == "B8" || deger == "b8")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A6-C6-D7 KARELERİNE GİDEBİLİR";

                BtnA6.BackColor = Color.Cornsilk;

                BtnC6.BackColor = Color.Cornsilk;

                BtnD7.BackColor = Color.Cornsilk;

            }

            else if (deger == "C1" || deger == "c1")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A2-B3-D3-E2 KARELERİNE GİDEBİLİR";

                BtnA2.BackColor = Color.Crimson;

                BtnB3.BackColor = Color.Crimson;

                BtnD3.BackColor = Color.Crimson;

                BtnE2.BackColor = Color.Crimson;

            }

            else if (deger == "C2" || deger == "c2")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A1-A3-B4-D4-E1-E3 KARELERİNE GİDEBİLİR";

                BtnA1.BackColor = Color.Cyan;

                BtnA3.BackColor = Color.Cyan;

                BtnB4.BackColor = Color.Cyan;

                BtnD4.BackColor = Color.Cyan;

                BtnE1.BackColor = Color.Cyan;

                BtnE3.BackColor = Color.Cyan;

            }

            else if (deger == "C3" || deger == "c3")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A2-A4-B1-B5-D1-D5-E2-E4 KARELERİNE GİDEBİLİR";

                BtnA2.BackColor = Color.DarkBlue;

                BtnA4.BackColor = Color.DarkBlue;

                BtnB1.BackColor = Color.DarkBlue;

                BtnB5.BackColor = Color.DarkBlue;

                BtnD1.BackColor = Color.DarkBlue;

                BtnD5.BackColor = Color.DarkBlue;

                BtnE2.BackColor = Color.DarkBlue;

                BtnE4.BackColor = Color.DarkBlue;

            }

            else if (deger == "C4" || deger == "c4")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A3-A5-B2-B6-D2-D6-E3-E5 KARELERİNE GİDEBİLİR";

                BtnA3.BackColor = Color.Gray;

                BtnA5.BackColor = Color.Gray;

                BtnB2.BackColor = Color.Gray;

                BtnB6.BackColor = Color.Gray;

                BtnD2.BackColor = Color.Gray;

                BtnD6.BackColor = Color.Gray;

                BtnE3.BackColor = Color.Gray;

                BtnE5.BackColor = Color.Gray;

            }

            else if (deger == "C5" || deger == "c5")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A4-A6-B3-B7-D3-D7-E4-E6 KARELERİNE GİDEBİLİR";

                BtnA4.BackColor = Color.Green;

                BtnA6.BackColor = Color.Green;

                BtnB3.BackColor = Color.Green;

                BtnB7.BackColor = Color.Green;

                BtnD3.BackColor = Color.Green;

                BtnD7.BackColor = Color.Green;

                BtnE4.BackColor = Color.Green;

                BtnE6.BackColor = Color.Green;

            }

            else if (deger == "C6" || deger == "c6")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A5-A7-B4-B8-D4-D8-E5-E7 KARELERİNE GİDEBİLİR";

                BtnA5.BackColor = Color.Honeydew;

                BtnA7.BackColor = Color.Honeydew;

                BtnB4.BackColor = Color.Honeydew;

                BtnB8.BackColor = Color.Honeydew;

                BtnD4.BackColor = Color.Honeydew;

                BtnD8.BackColor = Color.Honeydew;

                BtnE5.BackColor = Color.Honeydew;

                BtnE7.BackColor = Color.Honeydew;

            }

            else if (deger == "C7" || deger == "c7")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A6-A8-B5-D5-E6-E8 KARELERİNE GİDEBİLİR";

                BtnA6.BackColor = Color.HotPink;

                BtnA8.BackColor = Color.HotPink;

                BtnA5.BackColor = Color.HotPink;

                BtnD5.BackColor = Color.HotPink;

                BtnE6.BackColor = Color.HotPink;

                BtnE8.BackColor = Color.HotPink;

            }

            else if (deger == "C8" || deger == "c8")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "A7-B6-D6-E7 KARELERİNE GİDEBİLİR";

                BtnA7.BackColor = Color.IndianRed;

                BtnB6.BackColor = Color.IndianRed;

                BtnD6.BackColor = Color.IndianRed;

                BtnE7.BackColor = Color.IndianRed;

            }

            else if (deger == "D1" || deger == "d1")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B2-C3-E3-F2 KARELERİNE GİDEBİLİR";

                BtnB2.BackColor = Color.Maroon;

                BtnC3.BackColor = Color.Maroon;

                BtnE3.BackColor = Color.Maroon;

                BtnF2.BackColor = Color.Maroon;

            }

            else if (deger == "D2" || deger == "d2")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B1-B3-C4-E4-F1-F3 KARELERİNE GİDEBİLİR";

                BtnB1.BackColor = Color.MediumAquamarine;

                BtnB3.BackColor = Color.MediumAquamarine;

                BtnC4.BackColor = Color.MediumAquamarine;

                BtnE4.BackColor = Color.MediumAquamarine;

                BtnF1.BackColor = Color.MediumAquamarine;

                BtnF3.BackColor = Color.MediumAquamarine;

            }

            else if (deger == "D3" || deger == "d3")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B2-B4-C1-C5-E1-E5-F2-F4 KARELERİNE GİDEBİLİR";

                BtnB2.BackColor = Color.MediumBlue;

                BtnB4.BackColor = Color.MediumBlue;

                BtnC1.BackColor = Color.MediumBlue;

                BtnC5.BackColor = Color.MediumBlue;

                BtnE1.BackColor = Color.MediumBlue;

                BtnE5.BackColor = Color.MediumBlue;

                BtnF2.BackColor = Color.MediumBlue;

                BtnF4.BackColor = Color.MediumBlue;

            }

            else if (deger == "D4" || deger == "d4")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B3-B5-C2-C6-E2-E6-F3-F5 KARELERİNE GİDEBİLİR";

                BtnB3.BackColor = Color.MediumOrchid;

                BtnB5.BackColor = Color.MediumOrchid;

                BtnC2.BackColor = Color.MediumOrchid;

                BtnC6.BackColor = Color.MediumOrchid;

                BtnE2.BackColor = Color.MediumOrchid;

                BtnE6.BackColor = Color.MediumOrchid;

                BtnF3.BackColor = Color.MediumOrchid;

                BtnF5.BackColor = Color.MediumOrchid;

            }

            else if (deger == "D5" || deger == "d5")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B4-B6-C3-C7-E3-E7-F4-F6 KARELERİNE GİDEBİLİR";

                BtnB4.BackColor = Color.MediumSeaGreen;

                BtnB6.BackColor = Color.MediumSeaGreen;

                BtnC3.BackColor = Color.MediumSeaGreen;

                BtnC7.BackColor = Color.MediumSeaGreen;

                BtnE3.BackColor = Color.MediumSeaGreen;

                BtnE7.BackColor = Color.MediumSeaGreen;

                BtnF4.BackColor = Color.MediumSeaGreen;

                BtnF6.BackColor = Color.MediumSeaGreen;

            }

            else if (deger == "D6" || deger == "d6")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B5-B7-C4-C8-E4-E8-F5-F7 KARELERİNE GİDEBİLİR";

                BtnB5.BackColor = Color.MediumSlateBlue;

                BtnB7.BackColor = Color.MediumSlateBlue;

                BtnC4.BackColor = Color.MediumSlateBlue;

                BtnC8.BackColor = Color.MediumSlateBlue;

                BtnE4.BackColor = Color.MediumSlateBlue;

                BtnE8.BackColor = Color.MediumSlateBlue;

                BtnF5.BackColor = Color.MediumSlateBlue;

                BtnF7.BackColor = Color.MediumSlateBlue;

            }

            else if (deger == "D7" || deger == "d7")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B6-B8-C5-E5-F6-F8 KARELERİNE GİDEBİLİR";

                BtnB6.BackColor = Color.MidnightBlue;

                BtnB8.BackColor = Color.MidnightBlue;

                BtnC5.BackColor = Color.MidnightBlue;

                BtnE5.BackColor = Color.MidnightBlue;

                BtnF6.BackColor = Color.MidnightBlue;

                BtnF8.BackColor = Color.MidnightBlue;

            }

            else if (deger == "D8" || deger == "d8")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "B7-C6-E6-F7 KARELERİNE GİDEBİLİR";

                BtnB7.BackColor = Color.MistyRose;

                BtnC6.BackColor = Color.MistyRose;

                BtnE6.BackColor = Color.MistyRose;

                BtnF7.BackColor = Color.MistyRose;

            }

            else if (deger == "E1" || deger == "e1")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "C2-D3-F3-G2 KARELERİNE GİDEBİLİR";

                BtnC2.BackColor = Color.Magenta;

                BtnD3.BackColor = Color.Magenta;

                BtnF3.BackColor = Color.Magenta;

                BtnG2.BackColor = Color.Magenta;

            }

            else if (deger == "E2" || deger == "e2")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "C1-C3-D4-F4-G1-G3 KARELERİNE GİDEBİLİR";

                BtnC1.BackColor = Color.Linen;

                BtnC3.BackColor = Color.Linen;

                BtnD4.BackColor = Color.Linen;

                BtnF4.BackColor = Color.Linen;

                BtnG1.BackColor = Color.Linen;

                BtnG3.BackColor = Color.Linen;

            }

            else if (deger == "E3" || deger == "e3")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "C2-C4-D1-D5-F1-F5-G2-G4 KARELERİNE GİDEBİLİR";

                BtnC2.BackColor = Color.Lime;

                BtnC4.BackColor = Color.Lime;

                BtnD1.BackColor = Color.Lime;

                BtnD5.BackColor = Color.Lime;

                BtnF1.BackColor = Color.Lime;

                BtnF5.BackColor = Color.Lime;

                BtnG2.BackColor = Color.Lime;

                BtnG4.BackColor = Color.Lime;

            }

            else if (deger == "E4" || deger == "e4")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "C3-C5-D2-D6-F2-F6-G3-G5 KARELERİNE GİDEBİLİR";

                BtnC3.BackColor = Color.LemonChiffon;

                BtnC5.BackColor = Color.LemonChiffon;

                BtnD2.BackColor = Color.LemonChiffon;

                BtnD6.BackColor = Color.LemonChiffon;

                BtnF2.BackColor = Color.LemonChiffon;

                BtnF6.BackColor = Color.LemonChiffon;

                BtnG3.BackColor = Color.LemonChiffon;

                BtnG5.BackColor = Color.LemonChiffon;

            }

            else if (deger == "E5" || deger == "e5")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "C4-C6-D3-D7-F3-F7-G4-G6 KARELERİNE GİDEBİLİR";

                BtnC4.BackColor = Color.LavenderBlush;

                BtnC6.BackColor = Color.LavenderBlush;

                BtnD3.BackColor = Color.LavenderBlush;

                BtnD7.BackColor = Color.LavenderBlush;

                BtnF3.BackColor = Color.LavenderBlush;

                BtnF7.BackColor = Color.LavenderBlush;

                BtnG4.BackColor = Color.LavenderBlush;

                BtnG6.BackColor = Color.LavenderBlush;

            }

            else if (deger == "E6" || deger == "e6")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "C5-C7-D4-D8-F4-F8-G5-G7 KARELERİNE GİDEBİLİR";

                BtnC5.BackColor = Color.Lavender;

                BtnC7.BackColor = Color.Lavender;

                BtnD4.BackColor = Color.Lavender;

                BtnD8.BackColor = Color.Lavender;

                BtnF4.BackColor = Color.Lavender;

                BtnF8.BackColor = Color.Lavender;

                BtnG5.BackColor = Color.Lavender;

                BtnG7.BackColor = Color.Lavender;

            }

            else if (deger == "E7" || deger == "e7")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "C6-C8-D5-F5-G6-G8 KARELERİNE GİDEBİLİR";

                BtnC6.BackColor = Color.Ivory;

                BtnC8.BackColor = Color.Ivory;

                BtnD5.BackColor = Color.Ivory;

                BtnF5.BackColor = Color.Ivory;

                BtnG6.BackColor = Color.Ivory;

                BtnG8.BackColor = Color.Ivory;

            }

            else if (deger == "E8" || deger == "e8")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "C7-D6-F6-G7 KARELERİNE GİDEBİLİR";

                BtnC7.BackColor = Color.Indigo;

                BtnD6.BackColor = Color.Indigo;

                BtnF6.BackColor = Color.Indigo;

                BtnG7.BackColor = Color.Indigo;

            }

            else if (deger == "F1" || deger == "f1")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "D2-E3-G3-H2 KARELERİNE GİDEBİLİR";

                BtnD2.BackColor = Color.Gold;

                BtnE3.BackColor = Color.Gold;

                BtnG3.BackColor = Color.Gold;

                BtnH2.BackColor = Color.Gold;

            }

            else if (deger == "F2" || deger == "f2")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "D1-D3-E4-G4-H1-H3 KARELERİNE GİDEBİLİR";

                BtnD1.BackColor = Color.Gainsboro;

                BtnD3.BackColor = Color.Gainsboro;

                BtnE4.BackColor = Color.Gainsboro;

                BtnH1.BackColor = Color.Gainsboro;

                BtnH3.BackColor = Color.Gainsboro;

            }

            else if (deger == "F3" || deger == "f3")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "D2-D4-E1-E5-G1-G5-H2-H4 KARELERİNE GİDEBİLİR";

                BtnD2.BackColor = Color.Fuchsia;

                BtnD4.BackColor = Color.Fuchsia;

                BtnE1.BackColor = Color.Fuchsia;

                BtnE5.BackColor = Color.Fuchsia;

                BtnG1.BackColor = Color.Fuchsia;

                BtnG5.BackColor = Color.Fuchsia;

                BtnH2.BackColor = Color.Fuchsia;

                BtnH4.BackColor = Color.Fuchsia;

            }

            else if (deger == "F4" || deger == "f4")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "D3-D5-E2-E6-G2-G6-H3-H5 KARELERİNE GİDEBİLİR";

                BtnD3.BackColor = Color.ForestGreen;

                BtnD5.BackColor = Color.ForestGreen;

                BtnE2.BackColor = Color.ForestGreen;

                BtnE6.BackColor = Color.ForestGreen;

                BtnG2.BackColor = Color.ForestGreen;

                BtnG6.BackColor = Color.ForestGreen;

                BtnH3.BackColor = Color.ForestGreen;

                BtnH5.BackColor = Color.ForestGreen;

            }

            else if (deger == "F5" || deger == "f5")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "D4-D6-E3-E7-G3-G7-H4-H6 KARELERİNE GİDEBİLİR";

                BtnD4.BackColor = Color.Firebrick;

                BtnD6.BackColor = Color.Firebrick;

                BtnE3.BackColor = Color.Firebrick;

                BtnE7.BackColor = Color.Firebrick;

                BtnG3.BackColor = Color.Firebrick;

                BtnG7.BackColor = Color.Firebrick;

                BtnH4.BackColor = Color.Firebrick;

                BtnH6.BackColor = Color.Firebrick;

            }

            else if (deger == "F6" || deger == "f6")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "D5-D7-E4-E8-G4-G8-H5-H7 KARELERİNE GİDEBİLİR";

                BtnD5.BackColor = Color.DodgerBlue;

                BtnD7.BackColor = Color.DodgerBlue;

                BtnE4.BackColor = Color.DodgerBlue;

                BtnE8.BackColor = Color.DodgerBlue;

                BtnG4.BackColor = Color.DodgerBlue;

                BtnG8.BackColor = Color.DodgerBlue;

                BtnH5.BackColor = Color.DodgerBlue;

                BtnH7.BackColor = Color.DodgerBlue;

            }

            else if (deger == "F7" || deger == "f7")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "D6-D8-E5-G5-H6-H8 KARELERİNE GİDEBİLİR";

                BtnD6.BackColor = Color.DimGray;

                BtnD8.BackColor = Color.DimGray;

                BtnE5.BackColor = Color.DimGray;

                BtnG5.BackColor = Color.DimGray;

                BtnH6.BackColor = Color.DimGray;

                BtnH8.BackColor = Color.DimGray;

            }

            else if (deger == "F8" || deger == "f8")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "D7-E6-G6-H7 KARELERİNE GİDEBİLİR";

                BtnD7.BackColor = Color.DeepSkyBlue;

                BtnE6.BackColor = Color.DeepSkyBlue;

                BtnG6.BackColor = Color.DeepSkyBlue;

                BtnH7.BackColor = Color.DeepSkyBlue;

            }

            else if (deger == "G1" || deger == "g1")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "E2-F3-H3 KARELERİNE GİDEBİLİR";

                BtnE2.BackColor = Color.DeepPink;

                BtnF3.BackColor = Color.DeepPink;

                BtnH3.BackColor = Color.DeepPink;

            }

            else if (deger == "G2" || deger == "g2")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "E1-E3-F4-H4 KARELERİNE GİDEBİLİR";

                BtnE1.BackColor = Color.DarkViolet;

                BtnE3.BackColor = Color.DarkViolet;

                BtnF4.BackColor = Color.DarkViolet;

                BtnH4.BackColor = Color.DarkViolet;

            }

            else if (deger == "G3" || deger == "g3")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "E2-E4-F1-F5-H1-H5 KARELERİNE GİDEBİLİR";

                BtnE2.BackColor = Color.DarkTurquoise;

                BtnE4.BackColor = Color.DarkTurquoise;

                BtnF1.BackColor = Color.DarkTurquoise;

                BtnF5.BackColor = Color.DarkTurquoise;

                BtnH1.BackColor = Color.DarkTurquoise;

                BtnH5.BackColor = Color.DarkTurquoise;

            }

            else if (deger == "G4" || deger == "g4")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "E3-E5-F2-F6-H2-H6 KARELERİNE GİDEBİLİR";

                BtnE3.BackColor = Color.DarkSlateGray;

                BtnE5.BackColor = Color.DarkSlateGray;

                BtnF2.BackColor = Color.DarkSlateGray;

                BtnF6.BackColor = Color.DarkSlateGray;

                BtnH2.BackColor = Color.DarkSlateGray;

                BtnH6.BackColor = Color.DarkSlateGray;

            }

            else if (deger == "G5" || deger == "g5")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "E4-E6-F3-F7-H3-H7 KARELERİNE GİDEBİLİR";

                BtnE4.BackColor = Color.DarkSlateBlue;

                BtnE6.BackColor = Color.DarkSlateBlue;

                BtnF3.BackColor = Color.DarkSlateBlue;

                BtnF7.BackColor = Color.DarkSlateBlue;

                BtnH3.BackColor = Color.DarkSlateBlue;

                BtnH7.BackColor = Color.DarkSlateBlue;

            }

            else if (deger == "G6" || deger == "g6")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "E5-E7-F4-F8-H4-H8 KARELERİNE GİDEBİLİR";

                BtnE5.BackColor = Color.DarkSeaGreen;

                BtnE7.BackColor = Color.DarkSeaGreen;

                BtnF4.BackColor = Color.DarkSeaGreen;

                BtnF8.BackColor = Color.DarkSeaGreen;

                BtnH4.BackColor = Color.DarkSeaGreen;

                BtnH8.BackColor = Color.DarkSeaGreen;

            }

            else if (deger == "G7" || deger == "g7")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "E6-E8-F5-H5 KARELERİNE GİDEBİLİR";

                BtnE6.BackColor = Color.DarkSalmon;

                BtnE8.BackColor = Color.DarkSalmon;

                BtnF5.BackColor = Color.DarkSalmon;

                BtnH5.BackColor = Color.DarkSalmon;

            }

            else if (deger == "G8" || deger == "g8")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "E7-F6-H6 KARELERİNE GİDEBİLİR";

                BtnE7.BackColor = Color.DarkRed;

                BtnF6.BackColor = Color.DarkRed;

                BtnH6.BackColor = Color.DarkRed;

            }

            else if (deger == "H1" || deger == "h1")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "F2-G3 KARELERİNE GİDEBİLİR";

                BtnF2.BackColor = Color.DarkOrchid;

                BtnG3.BackColor = Color.DarkOrchid;

            }

            else if (deger == "H2" || deger == "h2")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "F1-F3-G4 KARELERİNE GİDEBİLİR";

                BtnF1.BackColor = Color.DarkOrange;

                BtnF3.BackColor = Color.DarkOrange;

                BtnG4.BackColor = Color.DarkOrange;

            }

            else if (deger == "H3" || deger == "h3")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "F2-F4-G1-G5 KARELERİNE GİDEBİLİR";

                BtnF2.BackColor = Color.DarkOliveGreen;

                BtnF4.BackColor = Color.DarkOliveGreen;

                BtnG1.BackColor = Color.DarkOliveGreen;

                BtnG5.BackColor = Color.DarkOliveGreen;

            }

            else if (deger == "H4" || deger == "h4")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "F3-F5-G2-G6 KARELERİNE GİDEBİLİR";

                BtnF3.BackColor = Color.DarkMagenta;

                BtnF5.BackColor = Color.DarkMagenta;

                BtnG2.BackColor = Color.DarkMagenta;

                BtnG6.BackColor = Color.DarkMagenta;

            }

            else if (deger == "H5" || deger == "h5")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "F4-F6-G3-G7 KARELERİNE GİDEBİLİR";

                BtnF4.BackColor = Color.DarkKhaki;

                BtnF6.BackColor = Color.DarkKhaki;

                BtnG3.BackColor = Color.DarkKhaki;

                BtnG7.BackColor = Color.DarkKhaki;

            }

            else if (deger == "H6" || deger == "h6")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "F5-F7-G4-G8 KARELERİNE GİDEBİLİR";

                BtnF5.BackColor = Color.DarkGreen;

                BtnF7.BackColor = Color.DarkGreen;

                BtnG4.BackColor = Color.DarkGreen;

                BtnG8.BackColor = Color.DarkGreen;

            }

            else if (deger == "H7" || deger == "h7")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "F6-F8-G5 KARELERİNE GİDEBİLİR";

                BtnF6.BackColor = Color.DarkGoldenrod;

                BtnF8.BackColor = Color.DarkGoldenrod;

                BtnG5.BackColor = Color.DarkGoldenrod;

            }

            else if (deger == "H8" || deger == "h8")

            {

                RENK();

                TxtNereyeOynar.Clear();

                TxtNereyeOynar.Text = "F7-G6 KARELERİNE GİDEBİLİR";

                BtnF7.BackColor = Color.DarkCyan;

                BtnG6.BackColor = Color.DarkCyan;

            }

        }

        private void RENK()

        {

            /\*Kareleri ilk haline getirebilmek için karelerin renklerini 64 adet butonun kendi ilk renklerini burada tanımlıyorum\*/

            BtnA1.BackColor = Color.White;

            BtnA2.BackColor = Color.Black;

            BtnA3.BackColor = Color.White;

            BtnA4.BackColor = Color.Black;

            BtnA5.BackColor = Color.White;

            BtnA6.BackColor = Color.Black;

            BtnA7.BackColor = Color.White;

            BtnA8.BackColor = Color.Black;

            BtnB1.BackColor = Color.Black;

            BtnB2.BackColor = Color.White;

            BtnB3.BackColor = Color.Black;

            BtnB4.BackColor = Color.White;

            BtnB5.BackColor = Color.Black;

            BtnB6.BackColor = Color.White;

            BtnB7.BackColor = Color.Black;

            BtnB8.BackColor = Color.White;

            BtnC1.BackColor = Color.White;

            BtnC2.BackColor = Color.Black;

            BtnC3.BackColor = Color.White;

            BtnC4.BackColor = Color.Black;

            BtnC5.BackColor = Color.White;

            BtnC6.BackColor = Color.Black;

            BtnC7.BackColor = Color.White;

            BtnC8.BackColor = Color.Black;

            BtnD1.BackColor = Color.Black;

            BtnD2.BackColor = Color.White;

            BtnD3.BackColor = Color.Black;

            BtnD4.BackColor = Color.White;

            BtnD5.BackColor = Color.Black;

            BtnD6.BackColor = Color.White;

            BtnD7.BackColor = Color.Black;

            BtnD8.BackColor = Color.White;

            BtnE1.BackColor = Color.White;

            BtnE2.BackColor = Color.Black;

            BtnE3.BackColor = Color.White;

            BtnE4.BackColor = Color.Black;

            BtnE5.BackColor = Color.White;

            BtnE6.BackColor = Color.Black;

            BtnE7.BackColor = Color.White;

            BtnE8.BackColor = Color.Black;

            BtnF1.BackColor = Color.Black;

            BtnF2.BackColor = Color.White;

            BtnF3.BackColor = Color.Black;

            BtnF4.BackColor = Color.White;

            BtnF5.BackColor = Color.Black;

            BtnF6.BackColor = Color.White;

            BtnF7.BackColor = Color.Black;

            BtnF8.BackColor = Color.White;

            BtnG1.BackColor = Color.White;

            BtnG2.BackColor = Color.Black;

            BtnG3.BackColor = Color.White;

            BtnG4.BackColor = Color.Black;

            BtnG5.BackColor = Color.White;

            BtnG6.BackColor = Color.Black;

            BtnG7.BackColor = Color.White;

            BtnG8.BackColor = Color.Black;

            BtnH1.BackColor = Color.Black;

            BtnH2.BackColor = Color.White;

            BtnH3.BackColor = Color.Black;

            BtnH4.BackColor = Color.White;

            BtnH5.BackColor = Color.Black;

            BtnH6.BackColor = Color.White;

            BtnH7.BackColor = Color.Black;

            BtnH8.BackColor = Color.White;

        }

        private void SATRANCOYUNU\_Load(object sender, EventArgs e)

        {

        }

    }

}