Public Class Form1

Dim random As String = 1

Private booSoundPlayer = New System.Media.SoundPlayer("E:\BIAS\tugas\semester 4\Pemrograman Visual\Crowd Boo-SoundBible.com-929146967.wav")

Private cheerSoundPlayer = New System.Media.SoundPlayer("E:\BIAS\tugas\semester 4\Pemrograman Visual\5\_Sec\_Crowd\_Cheer-Mike\_Koenig-1562033255.wav")

Private Sub Timer1\_Tick(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Timer1.Tick

random += 1

If random = 10 Then

random = 1

End If

End Sub

Public Sub PC()

If random = 1 And Button1.Enabled = True Then

Button1.Text = "O"

Button1.Enabled = False

End If

If random = 2 And Button2.Enabled = True Then

Button2.Text = "O"

Button2.Enabled = False

End If

If random = 3 And Button3.Enabled = True Then

Button3.Text = "O"

Button3.Enabled = False

End If

If random = 4 And Button4.Enabled = True Then

Button4.Text = "O"

Button4.Enabled = False

End If

If random = 5 And Button5.Enabled = True Then

Button5.Text = "O"

Button5.Enabled = False

End If

If random = 6 And Button6.Enabled = True Then

Button6.Text = "O"

Button6.Enabled = False

End If

If random = 7 And Button7.Enabled = True Then

Button7.Text = "O"

Button7.Enabled = False

End If

If random = 8 And Button8.Enabled = True Then

Button8.Text = "O"

Button8.Enabled = False

End If

If random = 9 And Button9.Enabled = True Then

Button9.Text = "O"

Button9.Enabled = False

End If

End Sub

Private Sub Button10\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button10.Click

Timer1.Stop()

Button1.Text = "O"

Label1.Text = 1

Button1.Enabled = False

Button10.Enabled = False

End Sub

Public Sub Options()

'If user hits 1

If Label1.Text = 1 Then

If Button2.Text = "X" And Button3.Enabled = True Then

With Button3

.Text = "O"

.Enabled = False

End With

ElseIf Button3.Text = "X" And Button2.Enabled = True Then

With Button2

.Text = "O"

.Enabled = False

End With

ElseIf Button5.Text = "X" And Button9.Enabled = True Then

With Button9

.Text = "O"

.Enabled = False

End With

ElseIf Button9.Text = "X" And Button5.Enabled = True Then

With Button5

.Text = "O"

.Enabled = False

End With

ElseIf Button4.Text = "X" And Button7.Enabled = True Then

With Button7

.Text = "O"

.Enabled = False

End With

ElseIf Button7.Text = "X" And Button4.Enabled = True Then

With Button4

.Text = "O"

.Enabled = False

End With

ElseIf Button8.Text = "X" Or Button6.Text = "X" Then

hit()

End If

End If

'If user hits 2

If Label1.Text = 2 Then

If Button1.Text = "X" And Button3.Enabled = True Then

With Button3

.Text = "O"

.Enabled = False

End With

ElseIf Button1.Text = "X" And Button1.Enabled = True Then

With Button1

.Text = "O"

.Enabled = False

End With

ElseIf Button5.Text = "X" And Button8.Enabled = True Then

With Button8

.Text = "O"

.Enabled = False

End With

ElseIf Button8.Text = "X" And Button5.Enabled = True Then

With Button5

.Text = "O"

.Enabled = False

End With

ElseIf Button6.Text = "X" Or Button4.Text = "X" Or Button7.Text = "X" Or Button9.Text = "X" Then

hit()

End If

End If

'If user hits 3

If Label1.Text = 3 Then

If Button1.Text = "X" And Button2.Enabled = True Then

With Button2

.Text = "O"

.Enabled = False

End With

ElseIf Button2.Text = "X" And Button1.Enabled = True Then

With Button1

.Text = "O"

.Enabled = False

End With

ElseIf Button6.Text = "X" And Button9.Enabled = True Then

With Button9

.Text = "O"

.Enabled = False

End With

ElseIf Button9.Text = "X" And Button6.Enabled = True Then

With Button6

.Text = "O"

.Enabled = False

End With

ElseIf Button5.Text = "X" And Button7.Enabled = True Then

With Button7

.Text = "O"

.Enabled = False

End With

ElseIf Button7.Text = "X" And Button5.Enabled = True Then

With Button5

.Text = "O"

.Enabled = False

End With

ElseIf Button8.Text = "X" Or Button4.Text = "X" Then

hit()

End If

End If

'If user hits 4

If Label1.Text = 4 Then

If Button1.Text = "X" And Button7.Enabled = True Then

With Button7

.Text = "O"

.Enabled = False

End With

ElseIf Button7.Text = "X" And Button1.Enabled = True Then

With Button1

.Text = "O"

.Enabled = False

End With

ElseIf Button5.Text = "X" And Button6.Enabled = True Then

With Button6

.Text = "O"

.Enabled = False

End With

ElseIf Button6.Text = "X" And Button5.Enabled = True Then

With Button5

.Text = "O"

.Enabled = False

End With

ElseIf Button2.Text = "X" Or Button3.Text = "X" Or Button8.Text = "X" Or Button9.Text = "X" Then

hit()

End If

End If

'If user hits 5

If Label1.Text = 5 Then

If Button1.Text = "X" And Button9.Enabled = True Then

With Button9

.Text = "O"

.Enabled = False

End With

ElseIf Button9.Text = "X" And Button1.Enabled = True Then

With Button1

.Text = "O"

.Enabled = False

End With

ElseIf Button2.Text = "X" And Button8.Enabled = True Then

With Button8

.Text = "O"

.Enabled = False

End With

ElseIf Button8.Text = "X" And Button2.Enabled = True Then

With Button2

.Text = "O"

.Enabled = False

End With

ElseIf Button3.Text = "X" And Button7.Enabled = True Then

With Button7

.Text = "O"

.Enabled = False

End With

ElseIf Button7.Text = "X" And Button3.Enabled = True Then

With Button3

.Text = "O"

.Enabled = False

End With

ElseIf Button6.Text = "X" And Button4.Enabled = True Then

With Button4

.Text = "O"

.Enabled = False

End With

ElseIf Button4.Text = "X" And Button6.Enabled = True Then

With Button6

.Text = "O"

.Enabled = False

End With

End If

End If

'If user hits 6

If Label1.Text = 6 Then

If Button3.Text = "X" And Button9.Enabled = True Then

With Button9

.Text = "O"

.Enabled = False

End With

ElseIf Button9.Text = "X" And Button3.Enabled = True Then

With Button3

.Text = "O"

.Enabled = False

End With

ElseIf Button5.Text = "X" And Button4.Enabled = True Then

With Button4

.Text = "O"

.Enabled = False

End With

ElseIf Button4.Text = "X" And Button5.Enabled = True Then

With Button5

.Text = "O"

.Enabled = False

End With

ElseIf Button1.Text = "X" Or Button2.Text = "X" Or Button7.Text = "X" Or Button8.Text = "X" Then

hit()

End If

End If

'If user hits 7

If Label1.Text = 7 Then

If Button1.Text = "X" And Button4.Enabled = True Then

With Button4

.Text = "O"

.Enabled = False

End With

ElseIf Button4.Text = "X" And Button1.Enabled = True Then

With Button1

.Text = "O"

.Enabled = False

End With

ElseIf Button5.Text = "X" And Button3.Enabled = True Then

With Button3

.Text = "O"

.Enabled = False

End With

ElseIf Button3.Text = "X" And Button5.Enabled = True Then

With Button5

.Text = "O"

.Enabled = False

End With

ElseIf Button8.Text = "X" And Button9.Enabled = True Then

With Button9

.Text = "O"

.Enabled = False

End With

ElseIf Button9.Text = "X" And Button8.Enabled = True Then

With Button8

.Text = "O"

.Enabled = False

End With

ElseIf Button6.Text = "X" Or Button2.Text = "X" Then

hit()

End If

End If

'If user hits 8

If Label1.Text = 8 Then

If Button2.Text = "X" And Button5.Enabled = True Then

With Button5

.Text = "O"

.Enabled = False

End With

ElseIf Button5.Text = "X" And Button2.Enabled = True Then

With Button2

.Text = "O"

.Enabled = False

End With

ElseIf Button9.Text = "X" And Button7.Enabled = True Then

With Button7

.Text = "O"

.Enabled = False

End With

ElseIf Button7.Text = "X" And Button9.Enabled = True Then

With Button9

.Text = "O"

.Enabled = False

End With

ElseIf Button6.Text = "X" Or Button3.Text = "X" Or Button1.Text = "X" Or Button4.Text = "X" Then

hit()

End If

End If

'If user hits 9

If Label1.Text = 9 Then

If Button6.Text = "X" And Button3.Enabled = True Then

With Button3

.Text = "O"

.Enabled = False

End With

ElseIf Button3.Text = "X" And Button6.Enabled = True Then

With Button6

.Text = "O"

.Enabled = False

End With

ElseIf Button5.Text = "X" And Button1.Enabled = True Then

With Button1

.Text = "O"

.Enabled = False

End With

ElseIf Button1.Text = "X" And Button5.Enabled = True Then

With Button5

.Text = "O"

.Enabled = False

End With

ElseIf Button8.Text = "X" And Button7.Enabled = True Then

With Button7

.Text = "O"

.Enabled = False

End With

ElseIf Button7.Text = "X" And Button8.Enabled = True Then

With Button8

.Text = "O"

.Enabled = False

End With

ElseIf Button2.Text = "X" Or Button4.Text = "X" Then

hit()

End If

End If

End Sub

Private Sub Button4\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) \_

Handles Button9.Click, Button8.Click, Button7.Click, Button6.Click, \_

Button5.Click, Button4.Click, Button3.Click, Button2.Click, Button1.Click

sender.Text = "X"

sender.Enabled = False

Timer1.Stop()

Label1.Text = sender.name

Label1.Text = Label1.Text.Replace("Button", "")

If random = Label1.Text Then

random = random + 1

End If

If random > 0 Then

PC()

random = 0

ElseIf random = 0 Then

Options()

End If

Label2.Text = random

CheckIfComputerWins()

End Sub

Public Sub hit()

For Each ctl As Control In Me.Controls

If Label1.Text < 9 Then

If (ctl.Name.StartsWith("Button" & Label1.Text + 1)) Then

Dim btn As Button = DirectCast(ctl, Button)

If btn.Enabled = True Then

btn.Text = "O"

btn.Enabled = False

Else

Label1.Text = Label1.Text + 1

End If

End If

Else

If (ctl.Name.StartsWith("Button1")) Then

Dim btn As Button = DirectCast(ctl, Button)

If btn.Enabled = True Then

btn.Text = "O"

btn.Enabled = False

Else

Label1.Text = Label1.Text + 1

End If

End If

End If

Next

End Sub

Public Sub CheckIfComputerWins()

If Button1.Text = "O" And Button2.Text = "O" And Button3.Text = "O" \_

Or Button4.Text = "O" And Button5.Text = "O" And Button6.Text = "O" \_

Or Button7.Text = "O" And Button8.Text = "O" And Button9.Text = "O" \_

Or Button1.Text = "O" And Button4.Text = "O" And Button7.Text = "O" \_

Or Button2.Text = "O" And Button5.Text = "O" And Button8.Text = "O" \_

Or Button3.Text = "O" And Button6.Text = "O" And Button9.Text = "O" \_

Or Button1.Text = "O" And Button5.Text = "O" And Button9.Text = "O" \_

Or Button7.Text = "O" And Button5.Text = "O" And Button3.Text = "O" Then

booSoundPlayer.Play()

MsgBox("Computer Wins")

Button1.Text = ""

Button1.Enabled = True

Button2.Text = ""

Button2.Enabled = True

Button3.Text = ""

Button3.Enabled = True

Button4.Text = ""

Button4.Enabled = True

Button5.Text = ""

Button5.Enabled = True

Button6.Text = ""

Button6.Enabled = True

Button7.Text = ""

Button7.Enabled = True

Button8.Text = ""

Button8.Enabled = True

Button9.Text = ""

Button9.Enabled = True

ElseIf Button1.Text = "X" And Button2.Text = "X" And Button3.Text = "X" \_

Or Button4.Text = "X" And Button5.Text = "X" And Button6.Text = "X" \_

Or Button7.Text = "X" And Button8.Text = "X" And Button9.Text = "X" \_

Or Button1.Text = "X" And Button4.Text = "X" And Button7.Text = "X" \_

Or Button2.Text = "X" And Button5.Text = "X" And Button8.Text = "X" \_

Or Button3.Text = "X" And Button6.Text = "X" And Button9.Text = "X" \_

Or Button1.Text = "X" And Button5.Text = "X" And Button9.Text = "X" \_

Or Button7.Text = "X" And Button5.Text = "X" And Button3.Text = "X" Then

cheerSoundPlayer.Play()

MsgBox("Congratulations, You Win")

Button1.Text = ""

Button1.Enabled = True

Button2.Text = ""

Button2.Enabled = True

Button3.Text = ""

Button3.Enabled = True

Button4.Text = ""

Button4.Enabled = True

Button5.Text = ""

Button5.Enabled = True

Button6.Text = ""

Button6.Enabled = True

Button7.Text = ""

Button7.Enabled = True

Button8.Text = ""

Button8.Enabled = True

Button9.Text = ""

Button9.Enabled = True

End If

End Sub

Private Sub Button11\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button11.Click

Button10.Enabled = True

Button1.Text = ""

Button1.Enabled = True

Button2.Text = ""

Button2.Enabled = True

Button3.Text = ""

Button3.Enabled = True

Button4.Text = ""

Button4.Enabled = True

Button5.Text = ""

Button5.Enabled = True

Button6.Text = ""

Button6.Enabled = True

Button7.Text = ""

Button7.Enabled = True

Button8.Text = ""

Button8.Enabled = True

Button9.Text = ""

Button9.Enabled = True

Timer1.Start()

End Sub

Private Sub Button12\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button12.Click

Me.Close()

End Sub

End Class





