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 WindowsFormsApp2

{

public partial class Form1 : Form

{

int Count = 0;

public Form1()

{

InitializeComponent();

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void Label1\_Click(object sender, EventArgs e)

{

}

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

{

Count++;

Count\_lbl.Text = Count.ToString();

if (Count > 100)

{

MessageBox.Show("You win");

BidChik.Enabled = false;

manus100.Enabled = false;

DoubleChlik.Enabled = false;

}

}

private void manus100\_Click(object sender, EventArgs e)

{

Count = -100;Count\_lbl.Text = Count.ToString();

}

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

{

if (Count > 0)

{

Count = 0;

Count\_lbl.Text = Count.ToString();

BidChik.Enabled = true;

manus100.Enabled = true;

DoubleChlik.Enabled = true;

}

}

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

{

if (Count < 50)

{

Count = Count + 5;

Count\_lbl.Text = Count.ToString();

}

if (Count>=50)

{

Count = Count + 10;

Count\_lbl.Text = Count.ToString();

}

if (Count >= 100)

{

MessageBox.Show("You win");

BidChik.Enabled = false;

manus100.Enabled = false;

DoubleChlik.Enabled = false;

}

}

}

}