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Laboratorio II

TOTITO

namespace TicTacToe

{

public partial class Form1 : Form

{

bool t = true; // 2 (turno) (turno x o turno 0 ) (+ -)

public Form1()

{

InitializeComponent();

}

public void Button\_Click(Object sender, EventArgs e)

{

int contarturno = 0;

Button X = (Button)sender;

if (t)

{

X.Text = "X";

}

else

{

X.Text = "O";

}

t = !t;

X.Enabled = false;

contarturno++;

ganador();

}

private void ganador()

{

bool ganador = false;

int contarturno = 0;

// ganador Horizontal

if ((B1.Text == B2.Text) && (B1.Text == B3.Text) && (!B1.Enabled))

ganador = true;

else if ((B4.Text == B5.Text) && (B4.Text == B6.Text) && (!B4.Enabled))

ganador = true;

else if ((B7.Text == B8.Text) && (B8.Text == B9.Text) && (!B7.Enabled))

ganador = true;

// ganador vertical

if ((B1.Text == B4.Text) && (B4.Text == B7.Text) && (!B1.Enabled))

ganador = true;

else if ((B2.Text == B5.Text) && (B5.Text == B8.Text) && (!B2.Enabled))

ganador = true;

else if ((B3.Text == B6.Text) && (B6.Text == B9.Text) && (!B3.Enabled))

ganador = true;

// ganador cruzado

if ((B1.Text == B5.Text) && (B5.Text == B9.Text) && (!B1.Enabled))

ganador = true;

else if ((B3.Text == B5.Text) && (B5.Text == B7.Text) && (!B3.Enabled))

ganador = true;

if (ganador)

{

butondedecision();

string ganar = "";

if (t)

{

ganar = "O";

}

else

{

ganar = "X";

}

MessageBox.Show(ganar + " Usted gano ");

}

else if (contartu

else if (contarturno == 9)

{

MessageBox.Show("Lo sentimos, tenemos un empate", "ANUNCIO");

}

}

private void butondedecision()

{

try

{

foreach ( Control c in Controls)

{

Button X = (Button)c;

X.Enabled = false;

}

}

catch { }

}

else if (contarturno == 9)

{

MessageBox.Show("Lo sentimos, tenemos un empate", "ANUNCIO");

}

}

private void butondedecision()

{

try

{

foreach ( Control c in Controls)

{

Button X = (Button)c;

X.Enabled = false;

}

}

catch { }

}

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

{

int contarturno = 0;

t = true;

contarturno = 0;

try

{

foreach (Control c in Controls)

{

Button X = (Button)c;

X.Enabled = true;

X.Text = "TicTacToe";

}

}

catch { }

}

private void button1\_Click(object sender, EventArgs e)

{

int contarturno = 0;

t = true;

contarturno = 0;

button1.Enabled = true;

{

foreach ( Control c in Controls)

{

Button x = (Button)c;

x.Enabled = false;

x.Text = "";

}

}

catch { }

}

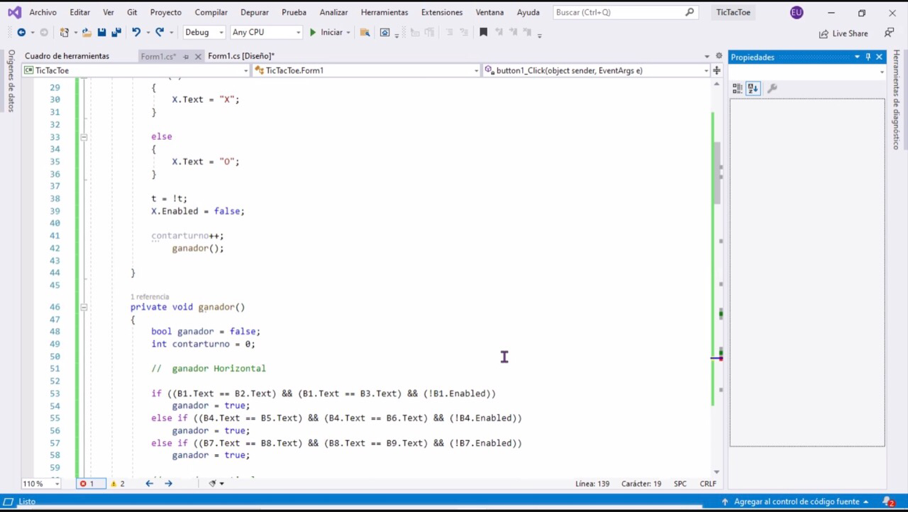
private void salirToolStripMenuItem\_Click(object sender, EventArgs e )

{

this.Close();

}

}

}

