

FrmMain.vb

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Public Class FrmMain
    Dim RndImgsList As New ArrayList(24)
    Private sPicName As String
    Private PicLoaded As Int16 = 1
    'Private NoPicLoad As Int16
    Private iNbrActions As Int16 = 0
    Private PicSource, PicTarget As String 'As Byte
    'Private TimePast As Date

#Region "Load & Start Game"
    Private Sub imagegame_Load(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles MyBase.Load
        Me.PicMain.Image = Image.FromFile("image\" & PicLoaded & "\img.jpg")
        StartInterface()
        Me.BackgroundImage = GetGraphicsObject(Me.Width, Me.Height) 'Set a
background
    End Sub

    Private Sub StartInterface() 'Intilize the interface
        Dim PicStar As Bitmap
        PicStar = CType(Image.FromFile("image\star.png"), Bitmap)
        Dim Obj As Control
        Dim Pic As PictureBox
        For Each Obj In Me.Controls
            If TypeOf Obj Is PictureBox Then
                If Obj.Name <> "PicTmp" AndAlso Obj.Name <> "PicMain" Then
                    Pic = Obj
                    Pic.Image = PicStar
                End If
            End If
        Next
    End Sub

    Private Sub BtnStart_Click(ByVal sender As Object, ByVal e As
System.EventArgs) Handles BtnStart.Click
        'Go --> Start the game
        'TimePast = Now
        'TimerCrono.Enabled = True 'enable timer
        RandPic() 'Fill RndImgsList with values from 0 to 24 (25 value)
        FillRndPic()
        BoxDropValue(True) 'Set all Pics Drag & Drop Property on True
        LblAction.Text = 0
    End Sub

    Private Sub RandPic() 'Generate Random Nubmers
        Dim x, y As Byte
        RndImgsList.Clear()
        For x = 1 To 25
            y = Rnd() * 24 'Rnd(CInt(Now.ToString)) * 24
            If RndImgsList.Contains(y) = False Then
                RndImgsList.Add(y)
            Else
                x = x - 1
            End If
        Next
    End Sub

    Private Sub FillRndPic() 'Fill the picture Randomly
        Dim Obj As Control
        Dim ObjNo As Byte
        Dim PicObj As PictureBox
        For Each Obj In Me.Controls
            If TypeOf Obj Is PictureBox Then
                If Obj.Name <> "PicMain" AndAlso Obj.Name <> "PicTmp" Then
                    ObjNo = Obj.Name.Substring(1, Obj.Name.Length - 1)
                    PicObj = Obj
                    PicObj.Image = CType(Image.FromFile("image\" & PicLoaded &
"\img_" & RndImgsList(ObjNo - 1) + 1 & ".gif"), Bitmap)

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        End If
    End If
Next
End Sub
#End Region

#Region "Play game"
Private Sub PictureBox_mousedown(ByVal sender As System.Object, ByVal e As
System.Windows.Forms.MouseEventArgs) Handles p1.MouseDown, p2.MouseDown,
p3.MouseDown, p4.MouseDown, p5.MouseDown, p6.MouseDown, p7.MouseDown,
p8.MouseDown, p9.MouseDown, p10.MouseDown, p11.MouseDown, p12.MouseDown,
p13.MouseDown, p14.MouseDown, p15.MouseDown, p16.MouseDown, p17.MouseDown,
p18.MouseDown, p19.MouseDown, p20.MouseDown, p21.MouseDown, p22.MouseDown,
p23.MouseDown, p24.MouseDown, p25.MouseDown
    If e.Button = Windows.Forms.MouseButtons.Left Then
        sPicName = sender.name.ToString
        Dim pic As PictureBox = CType(sender, PictureBox)
        If Not pic.Image Is Nothing Then
            pic.DoDragDrop(pic.Image, DragDropEffects.Move)
        End If
    End If
End Sub

' اثناء عملية السحب
Private Sub picturebox_DragEnter(ByVal sender As System.Object, ByVal e As
System.Windows.Forms.DragEventArgs) Handles p1.DragEnter, p2.DragEnter,
p3.DragEnter, p4.DragEnter, p5.DragEnter, p6.DragEnter, p7.DragEnter,
p8.DragEnter, p9.DragEnter, p10.DragEnter, p11.DragEnter, p12.DragEnter,
p13.DragEnter, p14.DragEnter, p15.DragEnter, p16.DragEnter, p17.DragEnter,
p18.DragEnter, p19.DragEnter, p20.DragEnter, p21.DragEnter, p22.DragEnter,
p23.DragEnter, p24.DragEnter, p25.DragEnter
    If (e.Data.GetDataPresent(DataFormats.Bitmap)) Then
        e.Effect = DragDropEffects.Move
        PicTmp.Image = CType(sender, PictureBox).Image
        PicTarget = sender.name
    Else
        e.Effect = DragDropEffects.None
    End If
End Sub

' مرحلة الأسقاط
Private Sub picturebox_dragdrop(ByVal sender As System.Object, ByVal e As
System.Windows.Forms.DragEventArgs) Handles p1.DragDrop, p2.DragDrop,
p3.DragDrop, p4.DragDrop, p5.DragDrop, p6.DragDrop, p7.DragDrop, p8.DragDrop,
p9.DragDrop, p10.DragDrop, p11.DragDrop, p12.DragDrop, p13.DragDrop,
p14.DragDrop, p15.DragDrop, p16.DragDrop, p17.DragDrop, p18.DragDrop,
p19.DragDrop, p20.DragDrop, p21.DragDrop, p22.DragDrop, p23.DragDrop,
p24.DragDrop, p25.DragDrop
    Dim Pic As PictureBox = CType(sender, PictureBox)
    pic.Image = CType(e.Data.GetData(DataFormats.Bitmap), Bitmap)
    SetPicToLastBox(sPicName)
End Sub

Private Sub SetPicToLastBox(ByVal p As String)
    Dim Obj As Control
    PicSource = p
    For Each Obj In Me.Controls
        If TypeOf Obj Is PictureBox Then
            If p = Obj.Name Then
                Dim Pic As PictureBox = Obj
                Pic.Image = PicTmp.Image
            End If
        End If
    Next
    If PicSource <> PicTarget Then inbrActions += 1
    lblAction.Text = inbrActions
    'MessageBox.Show("source: " & PicSource & vbCrLf & _
    , "target: " & PicTarget)

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    Call CheckPic()
End Sub

Private Sub CheckPic()
    Dim bSource As Byte = PicSource.Substring(1, PicSource.Length - 1) - 1
    Dim bTarget As Byte = PicTarget.Substring(1, PicTarget.Length - 1) - 1
    Dim bTmp = 0

    bTmp = RndImgsList(bSource)
    RndImgsList(bSource) = RndImgsList(bTarget)
    RndImgsList(bTarget) = bTmp

    For i As Byte = 0 To RndImgsList.Count - 1
        If i <> RndImgsList(i) Then
            Exit Sub
        End If
    Next
    MessageBox.Show("مبروووووووووووووووولك")
    Call BoxDropValue(False)
    'TODO: Save score
End Sub
#End Region

#Region "Additional Subs & Functions"
Private Sub TimerCrono_Tick(ByVal sender As Object, ByVal e As
System.EventArgs) Handles TimerCrono.Tick
    ,
End Sub

Private Sub BoxDropValue(ByVal value As Boolean)
    Dim PictureBoxImg As Control
    For Each PictureBoxImg In Me.Controls
        If TypeOf PictureBoxImg Is PictureBox Then
            PictureBoxImg.AllowDrop = value
        End If
    Next
End Sub

Public Function GetGraphicsObject(ByVal w As Int16, ByVal h As Int16) As
Image
    Dim bmp As Bitmap
    bmp = New Bitmap(w, h)
    Dim G As Graphics = Graphics.FromImage(bmp)
    Dim R As New RectangleF(0, 0, w, h)
    Dim startColor As Color = Color.Pink
    Dim EndColor As Color = Color.Orange
    Dim LGBrush As New Drawing2D.LinearGradientBrush(R, startColor,
EndColor, Drawing2D.LinearGradientMode.ForwardDiagonal)
    G.FillRectangle(LGBrush, New Rectangle(0, 0, w, h))
    Return bmp
End Function
#End Region

End Class

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