

```

Public Class FrmMain
    Dim RndImgsList As New ArrayList(24)
    Private sPicName As String
    Private PicLoaded As Int16 = 1
    Private iNbrActions As Int16 = 0
    Private PicSource, PicTarget As String
    Private bMin, bSec, bMil As Byte

#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
        bMin = 0 : bSec = 0 : bMil = 0
        TimerCrono.Interval = 100
        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
        BtnStart.Enabled = False
    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)
                End If
            End If
        Next
    End Sub
#End Region

```

```
#Region "Play game"
```

```
' اثناء الضغط على الماوس
```

```
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) 'change Pictureboxs image
    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
    Call CheckPic()
End Sub
```

```
Private Sub CheckPic() 'Check If completed
```

```
    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
            'check if Target is correct Box
            If bTarget = RndImgsList(bTarget) Then
```

```

        My.Computer.Audio.Play("music\correct.wav")
        Call FixBox(bTarget)
    Else
        My.Computer.Audio.Play("music\pass.wav")
    End If
    'Check if Source is Correct Box
    If bSource = RndImgsList(bSource) Then
        Call FixBox(bSource)
    End If
    'Exit
    Exit Sub
End If
Next
My.Computer.Audio.Play("music\tada.wav")
TimerCrono.Enabled = False 'Stop timer
MessageBox.Show("مبرووووووووووووك")
Call BoxDropValue(False)
BtnStart.Enabled = True
'TODO: Save score
End Sub
#End Region

#Region "Additional Subs & Functions"
Private Sub FixBox(ByVal value As Byte)
    Dim Obj As Control
    For Each Obj In Me.Controls
        If TypeOf Obj Is PictureBox AndAlso Obj.Name = "p" & value + 1 Then
            'Obj.AllowDrop = False
            Obj.Enabled = False
        End If
    Next
End Sub

Private Sub TimerCrono_Tick(ByVal sender As Object, ByVal e As System.EventArgs)
Handles TimerCrono.Tick
    bMil += 1
    If bMil = 60 Then
        bSec += 1
        bMil = 0
        If bSec = 60 Then
            bMin += 1
            bSec = 0
        End If
    End If
    lblTime.Text = Format(bMin, "0#") & ":" & Format(bSec, "0#") & ":" & _
        Format(bMil, "0#")
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
            If PictureBoxImg.Enabled = False Then PictureBoxImg.Enabled = True
        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

```