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' IndovinaNumero - Semplice gioco - prof. Zampini - 21/01/2011 - VB 2010
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Public Class Form1
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Dim Numero, Casuale, Tiro As Integer  
Dim Risultato As String
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Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles MyBase.Load  
    Randomize()  
End Sub
```

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Private Sub BtnEnd_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles BtnEnd.Click  
    End  
End Sub
```

```
Private Sub BtnReset_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles BtnReset.Click  
    ListView1.Items.Clear() : Tiro = 0 : BtnStart.Enabled = True  
End Sub
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```
Private Sub BtnStart_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles BtnStart.Click  
    BtnStart.Enabled = False : Dim Check As Short : Casuale = Int(Rnd() * 100)  
    Do  
        Tiro = Tiro + 1 : Numero = Val(InputBox("Tiro " & Tiro, "Indovina Numero"))  
        If Numero > Casuale Then  
            Check = MsgBox("Tiro alto", MsgBoxStyle.Critical + MsgBoxStyle.RetryCancel, "Indovina Numero")  
            Risultato = "Tiro alto"  
        ElseIf Numero < Casuale Then  
            Check = MsgBox("Tiro basso", MsgBoxStyle.Critical + MsgBoxStyle.RetryCancel, "Indovina Numero")  
            Risultato = "Tiro basso"  
        Else  
            Check = MsgBox("INDOVINATO al Tiro " & Tiro, MsgBoxStyle.OkOnly + MsgBoxStyle.OkOnly, "Indovina Numero")  
            Risultato = "INDOVINATO!"  
        End If  
        If Check = MsgBoxResult.Cancel Then Exit Sub  
        Dim lvi As New ListViewItem  
        lvi.Text = CStr(Tiro) : lvi.SubItems.Add(Numero) : lvi.SubItems.Add(Risultato)  
        ListView1.Items.Add(lvi)  
    Loop While Numero <> Casuale  
End Sub
```

```
End Class
```