using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace WindowsFormsApplication3

 {

 public partial class Form1 : Form

 {

 public Form1()

 {

 InitializeComponent();

 }

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

 {

 timer1.Interval = 100;

 }

 private void мсToolStripMenuItem1\_Click(object sender, EventArgs e)

 {

 timer1.Interval = 500;

 }

 private void мсToolStripMenuItem2\_Click(object sender, EventArgs e)

 {

 timer1.Interval = 1000;

 }

 private void мсToolStripMenuItem3\_Click(object sender, EventArgs e)

 {

 timer1.Interval = 2000;

 }

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

 {

 timer1.Stop();

 MessageBox.Show("Вы поймали кнопку", "Победа!");

 }

 private void timer1\_Tick(object sender, EventArgs e)

 {

 Random r = new Random();

 button1.Left = r.Next(0, this.ClientSize.Width - button1.Width);

 button1.Top = r.Next(0, this.ClientSize.Height - button1.Height);

 button1.Refresh();

 }

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

 {

 }

 }

}