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)

{

}

}

}