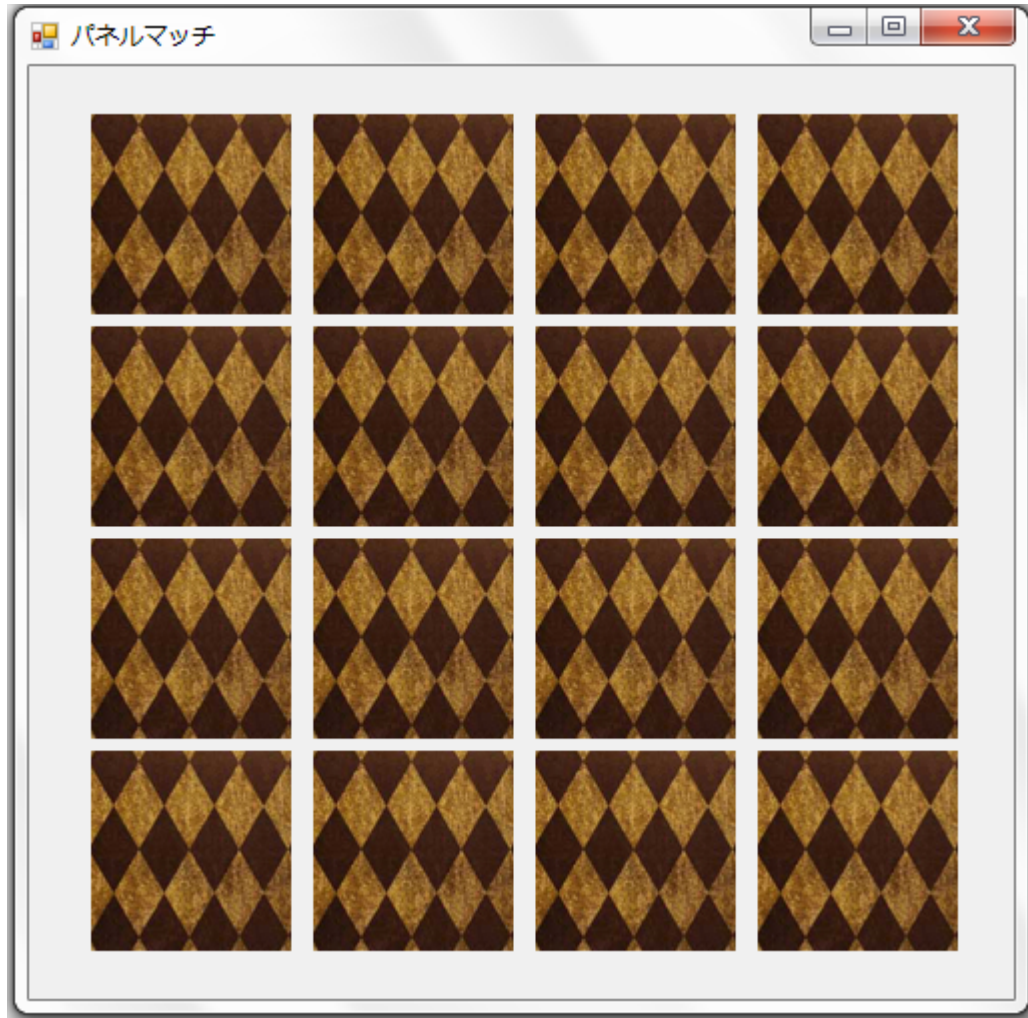
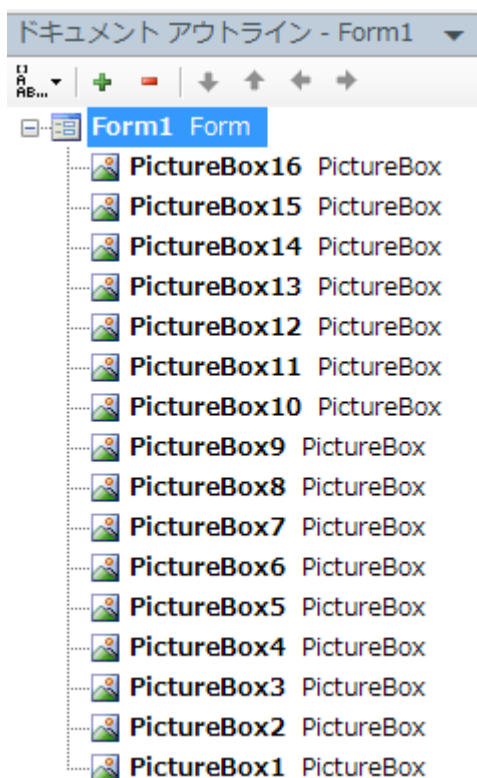


できあがりのフォーム



コントロール



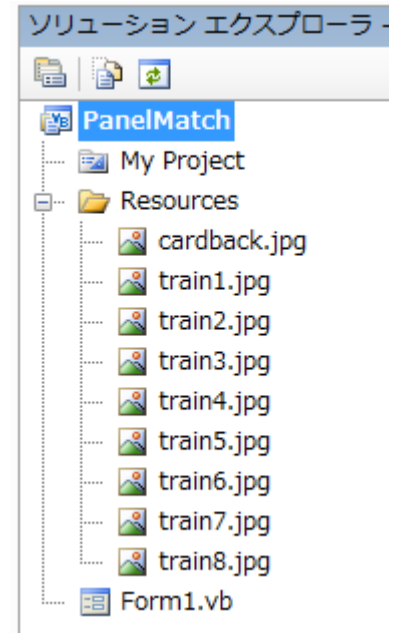
プロパティ

**PictureBox1** から **PictureBox16** まで

Size           **100, 100**

## イメージの追加

ソリューションエクスプローラの My Project をダブルクリックする  
リソース → リソースの追加 → 既存のファイルの追加 をえらぶ  
ダウンロードしたファイルを選ぶ  
ソリューションエクスプローラに Resources フォルダが作られる



## ソースリスト

Public Class Form1

```
Dim panel(4, 4) As PictureBox
Dim photo(4, 4), tail, wk As Image
Dim count, hit, i, j, ii, jj, ri1, ri2, rj1, rj2 As Integer
Dim rnd As Random = New Random()
```

```
Private Sub Form1_Load(ByVal ... ) Handles MyBase.Load
```

```
panel(1, 1) = PictureBox1
panel(1, 2) = PictureBox2
panel(1, 3) = PictureBox3
panel(1, 4) = PictureBox4
panel(2, 1) = PictureBox5
panel(2, 2) = PictureBox6
panel(2, 3) = PictureBox7
panel(2, 4) = PictureBox8
panel(3, 1) = PictureBox9
panel(3, 2) = PictureBox10
panel(3, 3) = PictureBox11
panel(3, 4) = PictureBox12
panel(4, 1) = PictureBox13
panel(4, 2) = PictureBox14
panel(4, 3) = PictureBox15
panel(4, 4) = PictureBox16
```

```
photo(1, 1) = My.Resources.train1
photo(1, 2) = My.Resources.train2
photo(1, 3) = My.Resources.train3
photo(1, 4) = My.Resources.train4
photo(2, 1) = My.Resources.train5
photo(2, 2) = My.Resources.train6
photo(2, 3) = My.Resources.train7
photo(2, 4) = My.Resources.train8
photo(3, 1) = My.Resources.train1
photo(3, 2) = My.Resources.train2
photo(3, 3) = My.Resources.train3
photo(3, 4) = My.Resources.train4
photo(4, 1) = My.Resources.train5
photo(4, 2) = My.Resources.train6
photo(4, 3) = My.Resources.train7
photo(4, 4) = My.Resources.train8
```

```

photo(1, 1).Tag = 1
photo(1, 2).Tag = 2
photo(1, 3).Tag = 3
photo(1, 4).Tag = 4
photo(2, 1).Tag = 5
photo(2, 2).Tag = 6
photo(2, 3).Tag = 7
photo(2, 4).Tag = 8
photo(3, 1).Tag = 1
photo(3, 2).Tag = 2
photo(3, 3).Tag = 3
photo(3, 4).Tag = 4
photo(4, 1).Tag = 5
photo(4, 2).Tag = 6
photo(4, 3).Tag = 7
photo(4, 4).Tag = 8
tail = My.Resources.cardback

```

```

For k As Integer = 1 To 20
    ri1 = rnd.Next(1, 5)
    rj1 = rnd.Next(1, 5)
    ri2 = rnd.Next(1, 5)
    rj2 = rnd.Next(1, 5)
    wk = photo(ri1, rj1)
    photo(ri1, rj1) = photo(ri2, rj2)
    photo(ri2, rj2) = wk
Next

```

```

For i As Integer = 1 To 4
    For j As Integer = 1 To 4
        panel(i, j).Image = tail
    Next
Next
count = 0
hit = 0

```

End Sub

Private Sub PictureBoxs\_Click(ByVal ... ) Handles PictureBox1.Click, PictureBox2.Click, PictureBox3.Click, PictureBox4.Click, PictureBox5.Click, PictureBox6.Click, PictureBox7.Click, PictureBox8.Click, PictureBox9.Click, PictureBox10.Click, PictureBox11.Click, PictureBox12.Click, PictureBox13.Click, PictureBox14.Click, PictureBox15.Click, PictureBox16.Click

```

count += 1
For i = 1 To 4
    For j = 1 To 4
        If sender Is panel(i, j) Then
            panel(i, j).Image = photo(i, j)
            If count = 1 Then
                ii = i
                jj = j
            ElseIf count = 2 Then
                Call check(i, j, ii, jj)
                count = 0
            End If
            Exit For
        End If
    Next
Next

```

End Sub

```
Private Sub check(ByVal i As Integer, ByVal j As Integer, ByVal ii As Integer, ByVal jj As Integer)
```

```
    If photo(ii, jj).Tag = photo(i, j).Tag Then
```

```
        MessageBox.Show("一致しました!")
```

```
        panel(ii, jj).Image = Nothing
```

```
        panel(ii, jj).Enabled = False
```

```
        panel(i, j).Image = Nothing
```

```
        panel(i, j).Enabled = False
```

```
        hit += 1
```

```
        If hit = 8 Then
```

```
            MessageBox.Show("おめでとうございます。ゲーム終了です!")
```

```
            Me.Close()
```

```
        End If
```

```
    Else
```

```
        MessageBox.Show("残念!")
```

```
        panel(ii, jj).Image = tail
```

```
        panel(i, j).Image = tail
```

```
    End If
```

```
End Sub
```

```
End Class
```