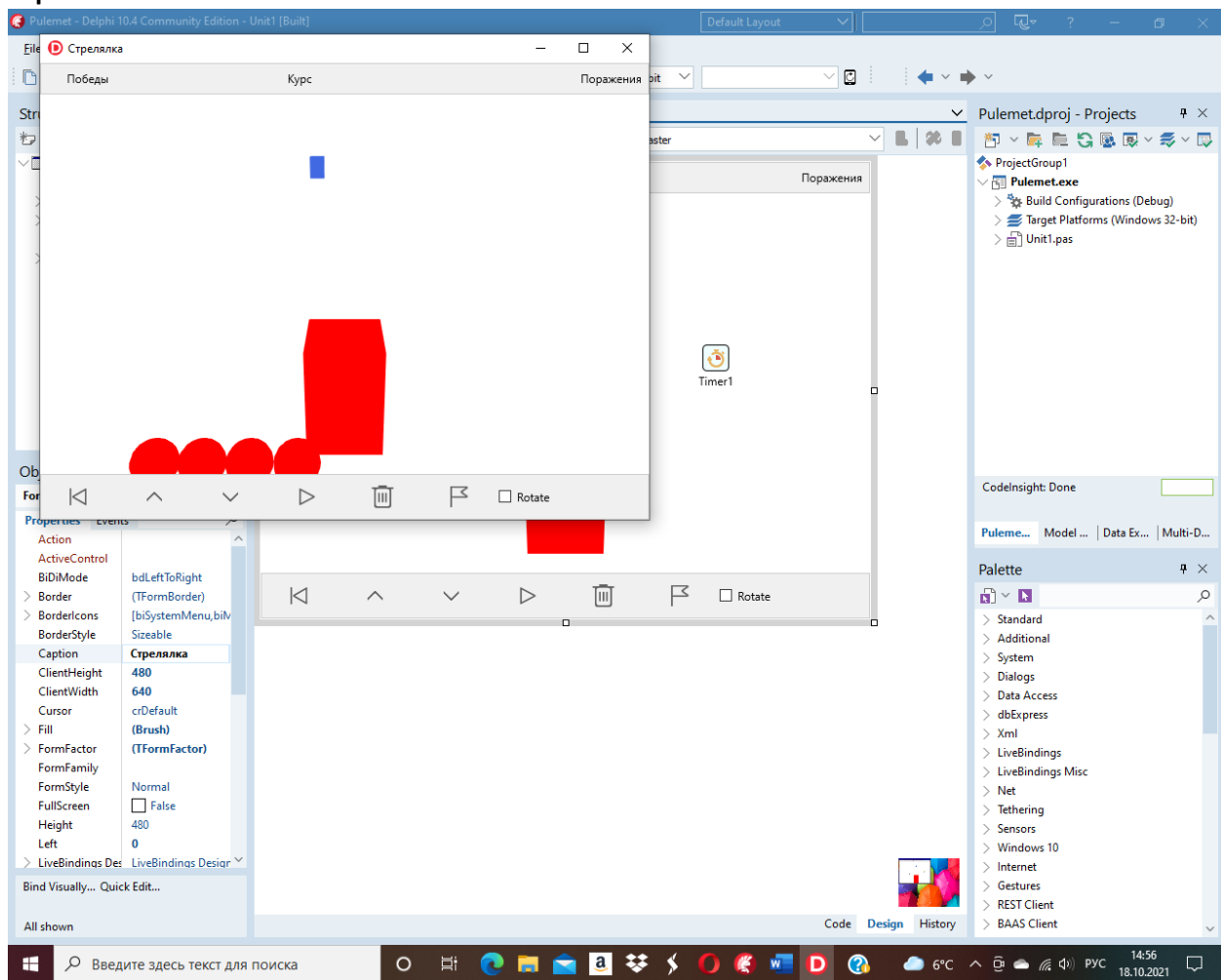


Создание игр

1. Стрелялка



Первая кнопка поворачивает наш кубик влево. Вторая двигает вперед. Третья назад. Четвертая в право. Пятая стреляет шариком. Шестая возвращает видимость обоим кубикам. Враг движется и стреляет под управлением таймера. Можно включить поворот врага на вас.

// влево

```
procedure TForm1.Button1Click(Sender: TObject);
begin
  Cube2.RotationAngle.Y := Cube2.RotationAngle.Y - 1;
  Caption:=Cube2.RotationAngle.Y.ToString;
  if Cube2.RotationAngle.Y<=270 then Cube2.RotationAngle.Y:=269;
end;
```

// ввех

```
procedure TForm1.Button2Click(Sender: TObject);
begin
  Cube2.Position.Z := Cube2.Position.Z + 1 *
    sin(DegToRad(Cube2.RotationAngle.Y + 90));
  Cube2.Position.X := Cube2.Position.X - 1 *
    cos(DegToRad(Cube2.RotationAngle.Y + 90));
```

```

end;

// вниз
procedure TForm1.Button3Click(Sender: TObject);
begin
  Cube2.Position.Z := Cube2.Position.Z - 1 *
    sin(DegToRad(Cube2.RotationAngle.Y + 90));
  Cube2.Position.X := Cube2.Position.X + 1 *
    cos(DegToRad(Cube2.RotationAngle.Y + 90));
end;

// в право
procedure TForm1.Button4Click(Sender: TObject);
begin
  Cube2.RotationAngle.Y := Cube2.RotationAngle.Y + 1;
  Caption:=Cube2.RotationAngle.Y.ToString;
  if Cube2.RotationAngle.Y>=90 then Cube2.RotationAngle.Y:=89;
end;

// выстрел
procedure TForm1.Button5Click(Sender: TObject);
begin
  if Cube2.Visible = true then
  begin
    S := TSphere.Create(Viewport3D1);
    S.Parent := Viewport3D1;
    S.Position.X := Cube2.Position.X;
    S.Position.Y := Cube2.Position.Y;
    S.Position.Z := Cube2.Position.Z;
    S.Width := 1;
    S.Height := 1;
    while (S.Position.Z < 100) do
    begin
      S.Position.Z := S.Position.Z + 1 *
        sin(DegToRad(Cube2.RotationAngle.Y + 90));
      S.Position.X := S.Position.X - 1 *
        cos(DegToRad(Cube2.RotationAngle.Y + 90));
      if (S.Position.X >= Cube1.Position.X) and
        (S.Position.X + S.Width <= Cube1.Position.X + Cube1.Width) and
        (S.Position.Y >= Cube1.Position.Y) and
        (S.Position.Y + S.Height <= Cube1.Position.Y + Cube1.Height) and
        (S.Position.Z >= Cube1.Position.Z) and
        (S.Position.Z + S.Depth <= Cube1.Position.Z + Cube1.Depth) then
      begin
        Cube1.Visible := false;
        n:=n+1;
        Label1.Text:=n.ToString;
        break;
      end;
    end;
  end;
end;

```

```
end;  
end;
```

```
// оживить
```

```
procedure TForm1.Button6Click(Sender: TObject);  
begin  
    Cube1.Visible := true;  
    Cube2.Visible := true;  
end;
```

```
procedure TForm1.FormCreate(Sender: TObject);  
begin  
    n:=0;  
    m:=0;  
end;
```

```
// стрельба противника
```

```
procedure TForm1.Timer1Timer(Sender: TObject);  
var  
    dx, k: integer;  
begin  
    if Cube1.Visible = true then  
    begin  
        k := Random(2);  
        if k = 0 then  
            dx := 1;  
        if k = 1 then  
            dx := -1;  
        Cube1.Position.X := Cube1.Position.X - dx;  
        S := TSphere.Create(Viewport3D1);  
        S.Parent := Viewport3D1;  
        S.Position.X := Cube1.Position.X;  
        S.Position.Y := Cube1.Position.Y;  
        S.Position.Z := Cube1.Position.Z;  
        S.Width := 1;  
        S.Height := 1;  
        while (S.Position.Z > -11) do  
        begin  
            S.Position.Z := S.Position.Z - 1 *  
                sin(DegToRad(Cube1.RotationAngle.Y + 90));  
            S.Position.X := S.Position.X + 1 *  
                cos(DegToRad(Cube1.RotationAngle.Y + 90));  
            if (S.Position.X >= Cube2.Position.X) and  
                (S.Position.X + S.Width <= Cube2.Position.X + Cube2.Width) and  
                (S.Position.Y >= Cube2.Position.Y) and  
                (S.Position.Y + S.Height <= Cube2.Position.Y + Cube2.Height) and  
                (S.Position.Z >= Cube2.Position.Z) and  
                (S.Position.Z + S.Depth <= Cube2.Position.Z + Cube2.Depth) then  
            begin  
                Cube2.Visible := false;
```

```

    m:=m+1;
    Label2.Text:=m.ToString;
    break;
end;
end;
end;

```

Добавим процедуру для виндовс управления объектом и стрельбы

```

procedure TForm1.FormKeyDown(Sender: TObject; var Key: Word; var KeyChar: Char;
  Shift: TShiftState);

```

```

begin

```

```

  if (Key=37)and(Cube1.Visible = true) and (Cube2.Visible = true) then
  begin

```

```

    Cube2.RotationAngle.Y := Cube2.RotationAngle.Y - 1;
    Label3.Text := Cube2.RotationAngle.Y.ToString;

```

```

  end;

```

```

  if (Key=39)and(Cube1.Visible = true) and (Cube2.Visible = true) then
  begin

```

```

    Cube2.RotationAngle.Y := Cube2.RotationAngle.Y + 1;
    Label3.Text := Cube2.RotationAngle.Y.ToString;

```

```

  end;

```

```

  if (Key=38)and(Cube1.Visible = true) and (Cube2.Visible = true) then
  begin

```

```

    Cube2.Position.Z := Cube2.Position.Z + 1 *
      sin(DegToRad(Cube2.RotationAngle.Y + 90));
    Cube2.Position.X := Cube2.Position.X - 1 *
      cos(DegToRad(Cube2.RotationAngle.Y + 90));

```

```

  end;

```

```

  if (Key=40)and(Cube1.Visible = true) and (Cube2.Visible = true) then
  begin

```

```

    Cube2.Position.Z := Cube2.Position.Z - 1 *
      sin(DegToRad(Cube2.RotationAngle.Y + 90));
    Cube2.Position.X := Cube2.Position.X + 1 *
      cos(DegToRad(Cube2.RotationAngle.Y + 90));

```

```

  end;

```

```

  if (Key=13)and(Cube2.Visible = true) and (Cube1.Visible = true) then
  begin

```

```

    S := TSphere.Create(Viewport3D1);
    S.Parent := Viewport3D1;
    S.Position.X := Cube2.Position.X;
    S.Position.Y := Cube2.Position.Y;
    S.Position.Z := Cube2.Position.Z;
    S.Width := 1;
    S.Height := 1;

```

```

    while (S.Position.Z < 100) do

```

```

    begin

```

```

      S.Position.Z := S.Position.Z + 1 *
        sin(DegToRad(Cube2.RotationAngle.Y + 90));
      S.Position.X := S.Position.X - 1 *
        cos(DegToRad(Cube2.RotationAngle.Y + 90));

```

```

      if (S.Position.X >= Cube1.Position.X) and

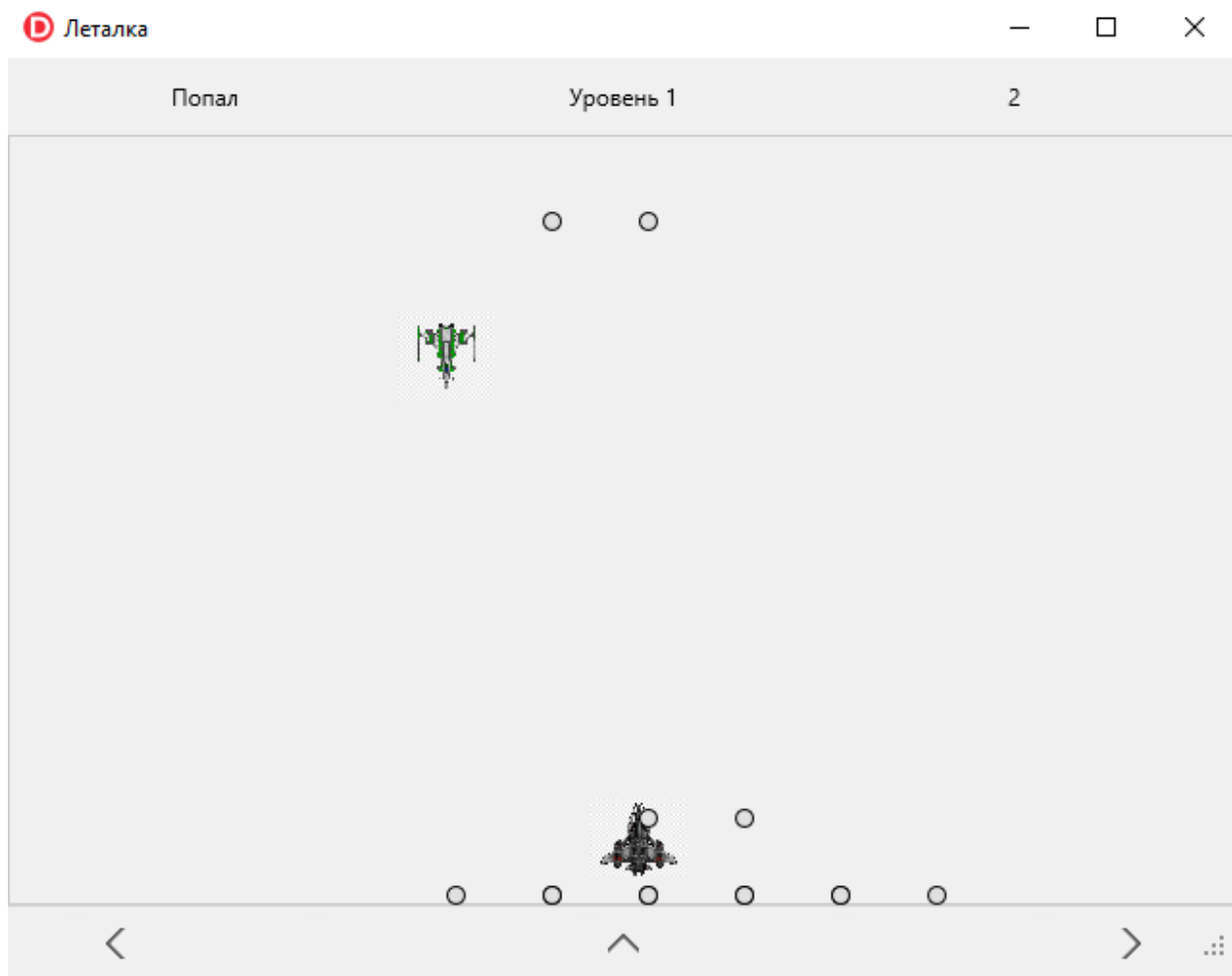
```

```

(S.Position.X + S.Width <= Cube1.Position.X + Cube1.Width) and
(S.Position.Y >= Cube1.Position.Y) and
(S.Position.Y + S.Height <= Cube1.Position.Y + Cube1.Height) and
(S.Position.Z >= Cube1.Position.Z) and
(S.Position.Z + S.Depth <= Cube1.Position.Z + Cube1.Depth) then
begin
    Cube1.Visible := false;
    n := n + 1;
    Label1.Text := n.ToString;
    // Timer1.Enabled:=false;
    break;
end;
end;
end;
end;
end;

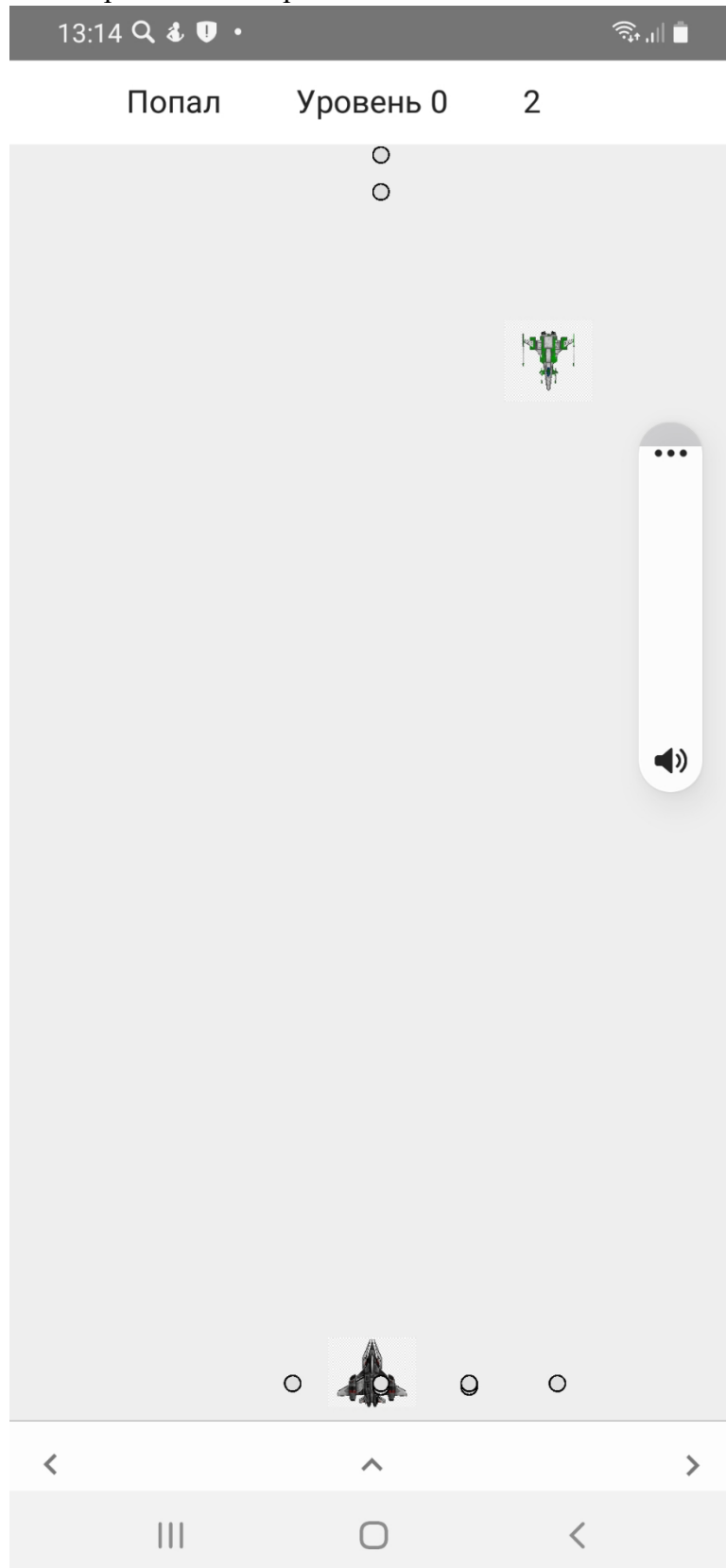
```

2. Леталка



Летают два самолета и стреляют друг в друга. Один управляется игроком. Другой компьютером. Свой самолет управляется влево вправо стрелочками. Стреляет стрелочка вверх. Можно управлять клавишами стрелочки вправо в лево. Стрелочкой Ctrl стрелять. Компьютер управляет своим самолетом через таймер, где и стреляет. При попадании зачисляются очки. При достижении низа самолетом компьютера увеличивается уровень и ускоряется движение.

Есть вариант для андроида.



```
procedure TForm1.vrag;  
begin  
  i := Random(2);  
  if i = 0 then  
    Image2.Position.X := Image2.Position.X + 50;  
  if i = 1 then
```

```

    Image2.Position.X := Image2.Position.X - 50;
    Image2.Position.Y := Image2.Position.Y + 50;
    // левая правая край формы
    if (Image2.Position.X <= 0) or (Image2.Position.X >= Panel2.Width) then
        Image2.Position.X := int(Panel2.Width / 2);
    // до низа
    if Image2.Position.Y >= Panel2.Height then
    begin
        lv := lv + 1;
        if lv >= 4 then
        begin
            lv := 0;
            Timer1.Interval := 1000;
        end;
        Label3.Text := 'Уровень ' + lv.ToString;
        Timer1.Interval := round(Timer1.Interval / 2);
        Image2.Position.Y := ToolBar1.Position.Y;
    end;
end;

// влево
procedure TForm1.Button1Click(Sender: TObject);
begin
    Image1.Position.X := Image1.Position.X - 50;
end;

// вправо
procedure TForm1.Button2Click(Sender: TObject);
begin
    Image1.Position.X := Image1.Position.X + 50;
end;

// выстрел
procedure TForm1.Button3Click(Sender: TObject);
begin
    if (Image1.Visible = true) and (Image2.Visible = true) then
    begin
        C := TCircle.Create(Panel2);
        C.Parent := Panel2;
        C.Position.X := Image1.Position.X + Image1.Width / 2;
        C.Position.Y := Image1.Position.Y;
        C.Width := 10;
        C.Height := 10;
        while (C.Position.Y >= 50) do
        begin
            C.Position.Y := C.Position.Y - 50;
            if (C.Position.X >= Image2.Position.X) and
                (C.Position.X <= Image2.Position.X + Image2.Width) and

```

```

        (C.Position.Y >= Image2.Position.Y) and
        (C.Position.Y <= Image2.Position.Y + Image2.Height) then
begin
    n := n + 1;
    Label1.Text := Round(n/2).ToString;
    Image2.Visible := False;
    Timer2.Enabled := true;
end;
end;
end;
end;

```

```

procedure TForm1.FormCreate(Sender: TObject);
begin
    Image1.Position.X := Form1.Width / 2 - Image1.Width / 2;
    Image2.Position.X := Form1.Width / 2 - Image2.Width / 2;
    Image2.Position.Y := ToolBar1.Height - 40;
    Image1.Position.Y := StatusBar1.Position.Y - Image2.Height - 40;
    n := 0;
    m := 0;
    lv := 0;
end;

```

// клавиатура

```

procedure TForm1.FormKeyDown(Sender: TObject; var Key: Word; var KeyChar: Char;
    Shift: TShiftState);
begin
    if Key = 37 then
        Image1.Position.X := Image1.Position.X - 50;
    if Key = 39 then
        Image1.Position.X := Image1.Position.X + 50;
    if (Key = 17) and (Image1.Visible = true) and (Image2.Visible = true) then
begin
    C := TCircle.Create(Panel2);
    C.Parent := Panel2;
    C.Position.X := Image1.Position.X + Image1.Width / 2;
    C.Position.Y := Image1.Position.Y;
    C.Width := 10;
    C.Height := 10;
    while (C.Position.Y >= 50) do
begin
    C.Position.Y := C.Position.Y - 50;
    if (C.Position.X >= Image2.Position.X) and
        (C.Position.X <= Image2.Position.X + Image2.Width) and
        (C.Position.Y >= Image2.Position.Y) and
        (C.Position.Y <= Image2.Position.Y + Image2.Height) then
begin
        n := n + 1;

```



```

    Label1.Text := Round(n/2).ToString;
    Image2.Visible := False;
    Timer2.Enabled := true;
end;
end;
end;
end;

// движение врага со стрельбой
procedure TForm1.Timer1Timer(Sender: TObject);
begin
    // Если наш убит
    { if (Image1.Visible = False) and (Image2.Visible = true) then
    begin
        vrag;
        Image1.Visible:=true;
    end; }
    // Если оба живы
    if (Image1.Visible = true) and (Image2.Visible = true) then
    begin
        vrag;
        C := TCircle.Create(Panel2);
        C.Parent := Panel2;
        C.Position.X := Image2.Position.X + Image1.Width / 2;
        C.Position.Y := Image2.Position.Y;
        C.Width := 10;
        C.Height := 10;
        while (C.Position.Y <= Image1.Position.Y) do
        begin
            C.Position.Y := C.Position.Y + 50;
            if (C.Position.X >= Image1.Position.X) and
                (C.Position.X <= Image1.Position.X + Image1.Width) and
                (C.Position.Y >= Image1.Position.Y) and
                (C.Position.Y <= Image1.Position.Y + Image1.Height) then
            begin
                m := m + 1;
                Label2.Text := Round(m/2).ToString;
                Image1.Visible := False;
                Timer2.Enabled := true;
            end;
        end;
    end;
end;

// продолжить
procedure TForm1.Timer2Timer(Sender: TObject);
begin
    Image1.Visible := true;

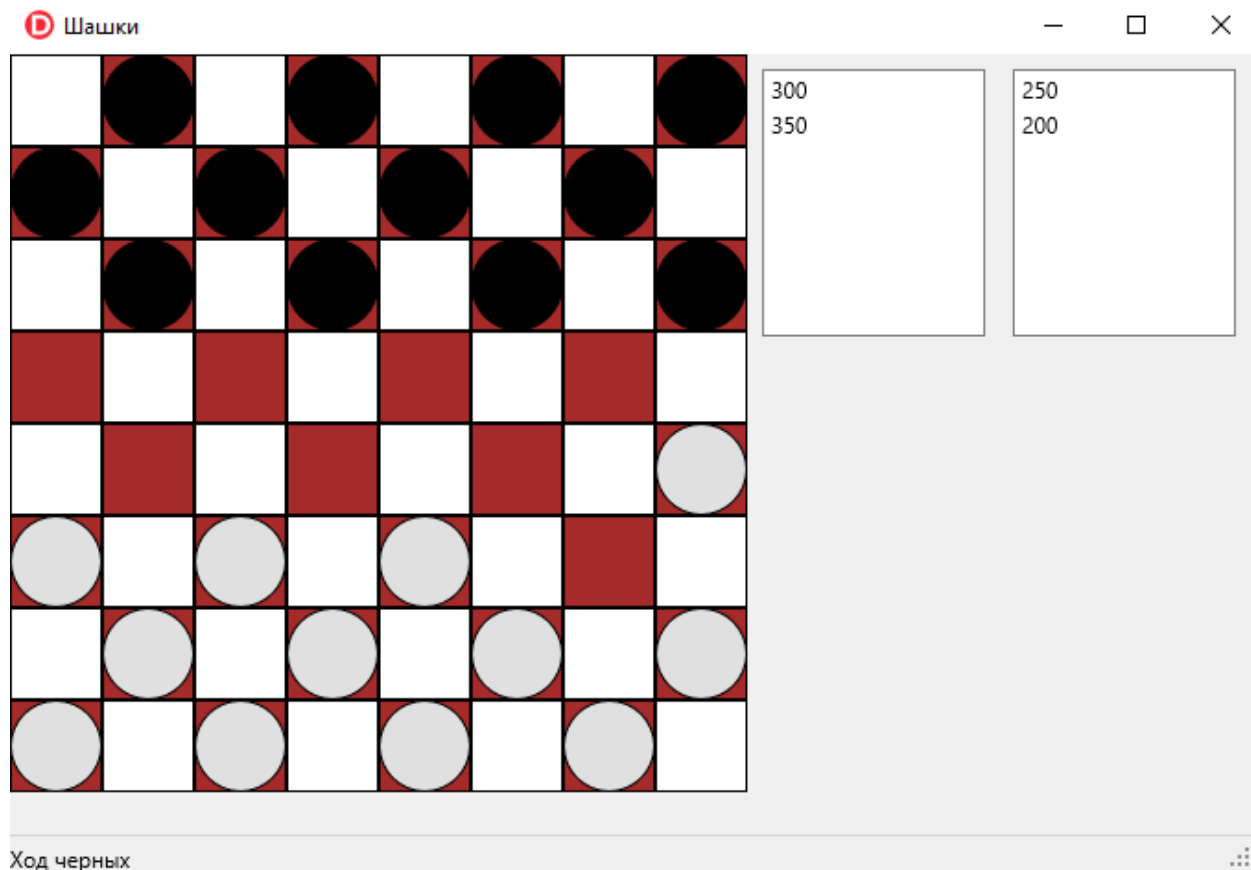
```

```

Image2.Visible := true;
Image2.Position.X := Form1.Width / 2 - Image2.Width / 2;
Image2.Position.Y := ToolBar1.Height - Image2.Height;
Image1.Position.X := Form1.Width / 2 - Image1.Width / 2;
Image1.Position.Y := StatusBar1.Position.Y - 2*Image1.Height ;
Timer2.Enabled := False;
end;

```

3. Шашки



Играют два игрока. Контроля ходов нет. Самим. Длинные ходы надо делать с промежутком. Подвигать шашку рядом с жертвой. А то не срубят. Если расстояние между пешками больше одной клетки. Не получилось.

На мобильном тоже есть.

```

var
  Form1: TForm1;
  n,i,j: integer; x,y:Array[1..12] of single;
  dx,dy,x1,y1:single;
implementation

```

```

{$R *.fmx}
procedure TForm1.Xod(R: TRectangle);
begin
  if n = 1 then
  begin
    Circle1.Position.X := R.Position.X;
    Circle1.Position.Y := R.Position.Y;

```

```

ListBox1.Items.Add(R.Position.X.ToString);
ListBox2.Items.Add(R.Position.Y.ToString);
dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      Circle2.Visible := false;
    end;
  if j = 2 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
      Circle3.Visible := false;
    end;
  if j = 3 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
      Circle4.Visible := false;
    end;
  if j = 4 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
      Circle5.Visible := false;
    end;
  if j = 5 then
  begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
      Circle6.Visible := false;
    end;
  if j = 6 then
  begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
      Circle7.Visible := false;
    end;
  if j = 7 then
  begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
      Circle8.Visible := false;
    end;
  if j = 8 then
  begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then

```

```
    Circle9.Visible := false;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
        Circle10.Visible := false;
    end;
    if j = 10 then
    begin
        if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
            Circle11.Visible := false;
        end;
        if j = 11 then
        begin
            if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
                Circle12.Visible := false;
            end;
            if j = 12 then
            begin
                if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
                    Circle13.Visible := false;
                end;
                if j = 13 then
                begin
                    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
                        Circle14.Visible := false;
                    end;
                    if j = 14 then
                    begin
                        if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
                            Circle15.Visible := false;
                        end;
                        if j = 15 then
                        begin
                            if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
                                Circle16.Visible := false;
                            end;
                            if j = 16 then
                            begin
                                if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                                    Circle17.Visible := false;
                                end;
                                if j = 17 then
                                begin
                                    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                                        Circle18.Visible := false;
                                    end;
                                end;
                            end;
                        end;
                    end;
                end;
            end;
        end;
    end;
end;
if j = 18 then
```

```

begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    Circle19.Visible := false;
  end;
  if j = 19 then
    begin
      if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
        Circle20.Visible := false;
      end;
      if j = 20 then
        begin
          if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
            Circle21.Visible := false;
          end;
          if j = 21 then
            begin
              if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                Circle22.Visible := false;
              end;
              if j = 22 then
                begin
                  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                    Circle23.Visible := false;
                  end;
                  if j = 23 then
                    begin
                      if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                        Circle24.Visible := false;
                      end;
                    end;
                  if (Circle1.Opacity=1)and(Circle1.Position.Y=0) then Circle1.Opacity:=0.5;
                  Label1.Text:='Ход черных';
                end;
              if n = 2 then
                begin
                  Circle2.Position.X := R.Position.X;
                  Circle2.Position.Y := R.Position.Y;
                  ListBox1.Items.Add(R.Position.X.ToString);
                  ListBox2.Items.Add(R.Position.Y.ToString);
                  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
                    [ListBox1.Items.Count - 2].ToSingle) / 2;
                  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
                    [ListBox1.Items.Count - 1].ToSingle) / 2;
                  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
                  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
                  for j := 1 to 23 do
                    begin
                      if j = 1 then

```

```
begin
  if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    Circle1.Visible := false;
  end;
  if j = 2 then
    begin
      if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
        Circle3.Visible := false;
      end;
    end;
  if j = 3 then
    begin
      if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
        Circle4.Visible := false;
      end;
    end;
  if j = 4 then
    begin
      if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
        Circle5.Visible := false;
      end;
    end;
  if j = 5 then
    begin
      if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
        Circle6.Visible := false;
      end;
    end;
  if j = 6 then
    begin
      if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
        Circle7.Visible := false;
      end;
    end;
  if j = 7 then
    begin
      if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
        Circle8.Visible := false;
      end;
    end;
  if j = 8 then
    begin
      if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
        Circle9.Visible := false;
      end;
    end;
  if j = 9 then
    begin
      if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
        Circle10.Visible := false;
      end;
    end;
  if j = 10 then
    begin
      if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
        Circle11.Visible := false;
      end;
    end;
  end;
```

```
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    Circle12.Visible := false;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    Circle15.Visible := false;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    Circle16.Visible := false;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    Circle17.Visible := false;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    Circle18.Visible := false;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    Circle19.Visible := false;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    Circle20.Visible := false;
end;
if j = 20 then
begin
```

```

    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
        Circle21.Visible := false;
    end;
    if j = 21 then
        begin
            if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                Circle22.Visible := false;
            end;
            if j = 22 then
                begin
                    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                        Circle23.Visible := false;
                    end;
                    if j = 23 then
                        begin
                            if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                                Circle24.Visible := false;
                            end;
                        end;
                    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
                        Circle2.Visible := false;
                    end;
                end;
            if (Circle2.Opacity=1)and(Circle2.Position.Y=0) then Circle2.Opacity:=0.5;
            Label1.Text:='Ход черных';
        end;
    if n = 3 then
        begin
            Circle3.Position.X := R.Position.X;
            Circle3.Position.Y := R.Position.Y;
            ListBox1.Items.Add(R.Position.X.ToString);
            ListBox2.Items.Add(R.Position.Y.ToString);
            dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
                [ListBox1.Items.Count - 2].ToSingle) / 2;
            dy := (ListBox2.Items[ListBox2.Items.Count - 1].ToSingle - ListBox2.Items
                [ListBox2.Items.Count - 2].ToSingle) / 2;
            x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
            y1 := ListBox2.Items[ListBox2.Items.Count - 2].ToSingle - dy;
            for j := 1 to 23 do
                begin
                    if j = 1 then
                        begin
                            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
                                Circle1.Visible := false;
                            end;
                        end;
                    if j = 2 then
                        begin
                            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
                                Circle2.Visible := false;
                            end;
                        end;
                    if j = 3 then
                        begin

```



```
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
        Circle4.Visible := false;
    end;
    if j = 4 then
        begin
            if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
                Circle5.Visible := false;
            end;
            if j = 5 then
                begin
                    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
                        Circle6.Visible := false;
                    end;
                    if j = 6 then
                        begin
                            if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
                                Circle7.Visible := false;
                            end;
                            if j = 7 then
                                begin
                                    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
                                        Circle8.Visible := false;
                                    end;
                                    if j = 8 then
                                        begin
                                            if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
                                                Circle9.Visible := false;
                                            end;
                                            if j = 9 then
                                                begin
                                                    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
                                                        Circle10.Visible := false;
                                                    end;
                                                    if j = 10 then
                                                        begin
                                                            if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
                                                                Circle11.Visible := false;
                                                            end;
                                                            if j = 11 then
                                                                begin
                                                                    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
                                                                        Circle12.Visible := false;
                                                                    end;
                                                                    if j = 12 then
                                                                        begin
                                                                            if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
                                                                                Circle13.Visible := false;
                                                                            end;
                                                                        end;
                                                                    end;
                                                                end;
                                                            end;
                                                        end;
                                                    end;
                                                end;
                                            end;
                                        end;
                                    end;
                                end;
                            end;
                        end;
                    end;
                end;
            end;
        end;
    end;
```

```
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    Circle15.Visible := false;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    Circle16.Visible := false;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    Circle17.Visible := false;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    Circle18.Visible := false;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    Circle19.Visible := false;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    Circle20.Visible := false;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    Circle21.Visible := false;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    Circle22.Visible := false;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
```

```

    Circle23.Visible := false;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
        Circle24.Visible := false;
    end;
end;
if (Circle3.Opacity=1)and(Circle3.Position.Y=0) then Circle3.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 4 then
begin
    Circle4.Position.X := R.Position.X;
    Circle4.Position.Y := R.Position.Y;
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
                Circle1.Visible := false;
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
                Circle2.Visible := false;
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
                Circle3.Visible := false;
            end;
        end;
        if j = 4 then
        begin
            if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
                Circle5.Visible := false;
            end;
        end;
        if j = 5 then
        begin
            if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then

```

```
    Circle6.Visible := false;
end;
if j = 6 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
        Circle7.Visible := false;
    end;
    if j = 7 then
    begin
        if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
            Circle8.Visible := false;
        end;
        if j = 8 then
        begin
            if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
                Circle9.Visible := false;
            end;
            if j = 9 then
            begin
                if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
                    Circle10.Visible := false;
                end;
                if j = 10 then
                begin
                    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
                        Circle11.Visible := false;
                    end;
                    if j = 11 then
                    begin
                        if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
                            Circle12.Visible := false;
                        end;
                        if j = 12 then
                        begin
                            if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
                                Circle13.Visible := false;
                            end;
                            if j = 13 then
                            begin
                                if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
                                    Circle14.Visible := false;
                                end;
                                if j = 14 then
                                begin
                                    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
                                        Circle15.Visible := false;
                                    end;
                                end;
                            end;
                        end;
                    end;
                end;
            end;
        end;
    end;
end;
```

```

begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    Circle16.Visible := false;
  end;
  if j = 16 then
    begin
      if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
        Circle17.Visible := false;
      end;
      if j = 17 then
        begin
          if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
            Circle18.Visible := false;
          end;
          if j = 18 then
            begin
              if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
                Circle19.Visible := false;
              end;
              if j = 19 then
                begin
                  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
                    Circle20.Visible := false;
                  end;
                  if j = 20 then
                    begin
                      if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                        Circle21.Visible := false;
                      end;
                      if j = 21 then
                        begin
                          if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                            Circle22.Visible := false;
                          end;
                          if j = 22 then
                            begin
                              if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                                Circle23.Visible := false;
                              end;
                              if j = 23 then
                                begin
                                  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                                    Circle24.Visible := false;
                                  end;
                                end;
                              end;
                            end;
                          if (Circle4.Opacity=1)and(Circle4.Position.Y=0) then Circle4.Opacity:=0.5;
                          Label1.Text:='Ход черных';
                        end;

```

```

if n = 5 then
begin
  Circle5.Position.X := R.Position.X;
  Circle5.Position.Y := R.Position.Y;
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
        Circle1.Visible := false;
      end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
        Circle2.Visible := false;
      end;
    if j = 3 then
    begin
      if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
        Circle3.Visible := false;
      end;
    if j = 4 then
    begin
      if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
        Circle4.Visible := false;
      end;
    if j = 5 then
    begin
      if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
        Circle6.Visible := false;
      end;
    if j = 6 then
    begin
      if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
        Circle7.Visible := false;
      end;
    if j = 7 then
    begin
      if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
        Circle8.Visible := false;

```

```
end;
if j = 8 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    Circle9.Visible := false;
end;
if j = 9 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    Circle10.Visible := false;
end;
if j = 10 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    Circle11.Visible := false;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    Circle12.Visible := false;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    Circle15.Visible := false;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    Circle16.Visible := false;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    Circle17.Visible := false;
end;
if j = 17 then
begin
```

```

    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
        Circle18.Visible := false;
    end;
    if j = 18 then
    begin
        if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
            Circle19.Visible := false;
        end;
        if j = 19 then
        begin
            if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
                Circle20.Visible := false;
            end;
            if j = 20 then
            begin
                if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                    Circle21.Visible := false;
                end;
                if j = 21 then
                begin
                    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                        Circle22.Visible := false;
                    end;
                    if j = 22 then
                    begin
                        if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                            Circle23.Visible := false;
                        end;
                        if j = 23 then
                        begin
                            if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                                Circle24.Visible := false;
                            end;
                        end;
                    end;
                    if (Circle5.Opacity=1)and(Circle5.Position.Y=0) then Circle5.Opacity:=0.5;
                    Label1.Text:='Ход черных';
                end;
            if n = 6 then
            begin
                Circle6.Position.X := R.Position.X;
                Circle6.Position.Y := R.Position.Y;
                ListBox1.Items.Add(R.Position.X.ToString);
                ListBox2.Items.Add(R.Position.Y.ToString);
                dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
                    [ListBox1.Items.Count - 2].ToSingle) / 2;
                dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
                    [ListBox1.Items.Count - 1].ToSingle) / 2;
                x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;

```



```

y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      Circle1.Visible := false;
    end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      Circle2.Visible := false;
    end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
      Circle3.Visible := false;
    end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
      Circle4.Visible := false;
    end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
      Circle5.Visible := false;
    end;
  if j = 6 then
  begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
      Circle7.Visible := false;
    end;
  if j = 7 then
  begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
      Circle8.Visible := false;
    end;
  if j = 8 then
  begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
      Circle9.Visible := false;
    end;
  if j = 9 then
  begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
      Circle10.Visible := false;
    end;

```

```
if j = 10 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    Circle11.Visible := false;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    Circle12.Visible := false;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    Circle15.Visible := false;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    Circle16.Visible := false;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    Circle17.Visible := false;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    Circle18.Visible := false;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    Circle19.Visible := false;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
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    Circle20.Visible := false;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
        Circle21.Visible := false;
    end;
    if j = 21 then
    begin
        if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
            Circle22.Visible := false;
        end;
        if j = 22 then
        begin
            if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                Circle23.Visible := false;
            end;
            if j = 23 then
            begin
                if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                    Circle24.Visible := false;
                end;
            end;
        end;
        if (Circle6.Opacity=1)and(Circle6.Position.Y=0) then Circle6.Opacity:=0.5;
        Label1.Text:='Ход черных';
    end;
    if n = 7 then
    begin
        Circle7.Position.X := R.Position.X;
        Circle7.Position.Y := R.Position.Y;
        ListBox1.Items.Add(R.Position.X.ToString);
        ListBox2.Items.Add(R.Position.Y.ToString);
        dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
            [ListBox1.Items.Count - 2].ToSingle) / 2;
        dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
            [ListBox1.Items.Count - 1].ToSingle) / 2;
        x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
        y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
        for j := 1 to 23 do
        begin
            if j = 1 then
            begin
                if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
                    Circle1.Visible := false;
                end;
            end;
            if j = 2 then
            begin
                if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then

```

```
    Circle2.Visible := false;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
        Circle3.Visible := false;
    end;
    if j = 4 then
    begin
        if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
            Circle4.Visible := false;
        end;
        if j = 5 then
        begin
            if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
                Circle5.Visible := false;
            end;
            if j = 6 then
            begin
                if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
                    Circle6.Visible := false;
                end;
                if j = 7 then
                begin
                    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
                        Circle8.Visible := false;
                    end;
                    if j = 8 then
                    begin
                        if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
                            Circle9.Visible := false;
                        end;
                        if j = 9 then
                        begin
                            if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
                                Circle10.Visible := false;
                            end;
                            if j = 10 then
                            begin
                                if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
                                    Circle11.Visible := false;
                                end;
                                if j = 11 then
                                begin
                                    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
                                        Circle12.Visible := false;
                                    end;
                                end;
                            end;
                        end;
                    end;
                end;
            end;
        end;
    end;
end;
```

```
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
  end;
  if j = 13 then
    begin
      if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
        Circle14.Visible := false;
      end;
      if j = 14 then
        begin
          if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
            Circle15.Visible := false;
          end;
          if j = 15 then
            begin
              if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
                Circle16.Visible := false;
              end;
              if j = 16 then
                begin
                  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                    Circle17.Visible := false;
                  end;
                  if j = 17 then
                    begin
                      if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                        Circle18.Visible := false;
                      end;
                      if j = 18 then
                        begin
                          if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
                            Circle19.Visible := false;
                          end;
                          if j = 19 then
                            begin
                              if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
                                Circle20.Visible := false;
                              end;
                              if j = 20 then
                                begin
                                  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                                    Circle21.Visible := false;
                                  end;
                                  if j = 21 then
                                    begin
                                      if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                                        Circle22.Visible := false;
                                      end;
                                    end;
                                  end;
                                end;
                              end;
                            end;
                          end;
                        end;
                      end;
                    end;
                  end;
                end;
              end;
            end;
          end;
        end;
      end;
    end;
  end;
```

```

end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    Circle23.Visible := false;
  end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    Circle24.Visible := false;
  end;
end;
if (Circle7.Opacity=1)and(Circle7.Position.Y=0) then Circle7.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 8 then
begin
  Circle8.Position.X := R.Position.X;
  Circle8.Position.Y := R.Position.Y;
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
        Circle1.Visible := false;
      end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
        Circle2.Visible := false;
      end;
    if j = 3 then
    begin
      if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
        Circle3.Visible := false;
      end;
    if j = 4 then
    begin
      if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
        Circle4.Visible := false;

```

```
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    Circle5.Visible := false;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    Circle6.Visible := false;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    Circle7.Visible := false;
end;
if j = 8 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    Circle9.Visible := false;
end;
if j = 9 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    Circle10.Visible := false;
end;
if j = 10 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    Circle11.Visible := false;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    Circle12.Visible := false;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
end;
if j = 14 then
begin
```

```

    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
        Circle15.Visible := false;
    end;
    if j = 15 then
    begin
        if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
            Circle16.Visible := false;
        end;
        if j = 16 then
        begin
            if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                Circle17.Visible := false;
            end;
            if j = 17 then
            begin
                if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                    Circle18.Visible := false;
                end;
                if j = 18 then
                begin
                    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
                        Circle19.Visible := false;
                    end;
                    if j = 19 then
                    begin
                        if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
                            Circle20.Visible := false;
                        end;
                        if j = 20 then
                        begin
                            if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                                Circle21.Visible := false;
                            end;
                            if j = 21 then
                            begin
                                if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                                    Circle22.Visible := false;
                                end;
                                if j = 22 then
                                begin
                                    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                                        Circle23.Visible := false;
                                    end;
                                    if j = 23 then
                                    begin
                                        if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                                            Circle24.Visible := false;
                                        end;

```



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end;
if (Circle8.Opacity=1)and(Circle8.Position.Y=0) then Circle8.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 9 then
begin
Circle9.Position.X := R.Position.X;
Circle9.Position.Y := R.Position.Y;
ListBox1.Items.Add(R.Position.X.ToString);
ListBox2.Items.Add(R.Position.Y.ToString);
dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
if j = 1 then
begin
if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
Circle1.Visible := false;
end;
if j = 2 then
begin
if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
Circle2.Visible := false;
end;
if j = 3 then
begin
if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
Circle4.Visible := false;
end;
if j = 4 then
begin
if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
Circle5.Visible := false;
end;
if j = 5 then
begin
if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
Circle6.Visible := false;
end;
if j = 6 then
begin
if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
Circle7.Visible := false;
end;

```

```
if j = 7 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    Circle8.Visible := false;
end;
if j = 8 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    Circle9.Visible := false;
end;
if j = 9 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    Circle10.Visible := false;
end;
if j = 10 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    Circle11.Visible := false;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    Circle12.Visible := false;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    Circle15.Visible := false;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    Circle16.Visible := false;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
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    Circle17.Visible := false;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
        Circle18.Visible := false;
    end;
    if j = 18 then
    begin
        if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
            Circle19.Visible := false;
        end;
        if j = 19 then
        begin
            if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
                Circle20.Visible := false;
            end;
            if j = 20 then
            begin
                if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                    Circle21.Visible := false;
                end;
                if j = 21 then
                begin
                    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                        Circle22.Visible := false;
                    end;
                    if j = 22 then
                    begin
                        if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                            Circle23.Visible := false;
                        end;
                        if j = 23 then
                        begin
                            if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                                Circle24.Visible := false;
                            end;
                        end;
                    end;
                end;
            end;
        end;
    end;
    if (Circle9.Opacity=1)and(Circle9.Position.Y=0) then Circle9.Opacity:=0.5;
    Label1.Text:='Ход черных';
end;
if n = 10 then
begin
    Circle10.Position.X := R.Position.X;
    Circle10.Position.Y := R.Position.Y;
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items

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```

[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      Circle1.Visible := false;
    end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      Circle2.Visible := false;
    end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
      Circle3.Visible := false;
    end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
      Circle4.Visible := false;
    end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
      Circle5.Visible := false;
    end;
  if j = 6 then
  begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
      Circle6.Visible := false;
    end;
  if j = 7 then
  begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
      Circle7.Visible := false;
    end;
  if j = 8 then
  begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
      Circle8.Visible := false;
    end;
  if j = 9 then

```

```
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    Circle10.Visible := false;
  end;
  if j = 10 then
    begin
      if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
        Circle11.Visible := false;
      end;
      if j = 11 then
        begin
          if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
            Circle12.Visible := false;
          end;
          if j = 12 then
            begin
              if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
                Circle13.Visible := false;
              end;
              if j = 13 then
                begin
                  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
                    Circle14.Visible := false;
                  end;
                  if j = 14 then
                    begin
                      if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
                        Circle15.Visible := false;
                      end;
                      if j = 15 then
                        begin
                          if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
                            Circle16.Visible := false;
                          end;
                          if j = 16 then
                            begin
                              if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                                Circle17.Visible := false;
                              end;
                              if j = 17 then
                                begin
                                  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                                    Circle18.Visible := false;
                                  end;
                                  if j = 18 then
                                    begin
                                      if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
                                        Circle19.Visible := false;
                                      end;
                                    end;
                                  end;
                                end;
                              end;
                            end;
                          end;
                        end;
                      end;
                    end;
                  end;
                end;
              end;
            end;
          end;
        end;
      end;
    end;
  end;
```

```

end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    Circle20.Visible := false;
  end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    Circle21.Visible := false;
  end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    Circle22.Visible := false;
  end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    Circle23.Visible := false;
  end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    Circle24.Visible := false;
  end;
end;
if (Circle10.Opacity=1)and(Circle10.Position.Y=0) then Circle10.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 11 then
begin
  Circle11.Position.X := R.Position.X;
  Circle11.Position.Y := R.Position.Y;
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
        Circle1.Visible := false;

```

```
end;  
if j = 2 then  
begin  
  if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then  
    Circle2.Visible := false;  
  end;  
if j = 3 then  
begin  
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then  
    Circle3.Visible := false;  
  end;  
if j = 4 then  
begin  
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then  
    Circle5.Visible := false;  
  end;  
if j = 5 then  
begin  
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then  
    Circle5.Visible := false;  
  end;  
if j = 6 then  
begin  
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then  
    Circle6.Visible := false;  
  end;  
if j = 7 then  
begin  
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then  
    Circle7.Visible := false;  
  end;  
if j = 8 then  
begin  
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then  
    Circle8.Visible := false;  
  end;  
if j = 9 then  
begin  
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then  
    Circle9.Visible := false;  
  end;  
if j = 10 then  
begin  
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then  
    Circle10.Visible := false;  
  end;  
if j = 11 then  
begin
```

```

    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
        Circle12.Visible := false;
    end;
    if j = 12 then
    begin
        if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
            Circle13.Visible := false;
        end;
        if j = 13 then
        begin
            if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
                Circle14.Visible := false;
            end;
            if j = 14 then
            begin
                if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
                    Circle15.Visible := false;
                end;
                if j = 15 then
                begin
                    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
                        Circle16.Visible := false;
                    end;
                    if j = 16 then
                    begin
                        if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                            Circle17.Visible := false;
                        end;
                        if j = 17 then
                        begin
                            if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                                Circle18.Visible := false;
                            end;
                            if j = 18 then
                            begin
                                if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
                                    Circle19.Visible := false;
                                end;
                                if j = 19 then
                                begin
                                    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
                                        Circle20.Visible := false;
                                    end;
                                    if j = 20 then
                                    begin
                                        if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                                            Circle21.Visible := false;
                                        end;
                                    end;
                                end;
                            end;
                        end;
                    end;
                end;
            end;
        end;
    end;
end;

```



```

if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    Circle22.Visible := false;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    Circle23.Visible := false;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    Circle24.Visible := false;
end;
end;
if (Circle11.Opacity=1)and(Circle11.Position.Y=0) then Circle11.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 12 then
begin
  Circle12.Position.X := R.Position.X;
  Circle12.Position.Y := R.Position.Y;
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
        Circle1.Visible := false;
      end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
        Circle2.Visible := false;
      end;
    if j = 3 then
    begin
      if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
        Circle3.Visible := false;
      end;

```

```
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    Circle4.Visible := false;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    Circle5.Visible := false;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    Circle6.Visible := false;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    Circle7.Visible := false;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    Circle8.Visible := false;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    Circle9.Visible := false;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    Circle10.Visible := false;
end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    Circle11.Visible := false;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
```

```
    Circle14.Visible := false;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
        Circle15.Visible := false;
    end;
    if j = 15 then
    begin
        if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
            Circle16.Visible := false;
        end;
        if j = 16 then
        begin
            if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                Circle17.Visible := false;
            end;
            if j = 17 then
            begin
                if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                    Circle18.Visible := false;
                end;
                if j = 18 then
                begin
                    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
                        Circle19.Visible := false;
                    end;
                    if j = 19 then
                    begin
                        if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
                            Circle20.Visible := false;
                        end;
                        if j = 20 then
                        begin
                            if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                                Circle21.Visible := false;
                            end;
                            if j = 21 then
                            begin
                                if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                                    Circle22.Visible := false;
                                end;
                                if j = 22 then
                                begin
                                    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                                        Circle23.Visible := false;
                                    end;
                                end;
                            end;
                        end;
                    end;
                end;
            end;
        end;
    end;
end;
```

```

begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    Circle24.Visible := false;
  end;
end;
if (Circle12.Opacity=1)and(Circle12.Position.Y=0) then Circle12.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 13 then
begin
  Circle13.Position.X := R.Position.X;
  Circle13.Position.Y := R.Position.Y;
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
        Circle1.Visible := false;
      end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
        Circle2.Visible := false;
      end;
    if j = 3 then
    begin
      if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
        Circle3.Visible := false;
      end;
    if j = 4 then
    begin
      if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
        Circle4.Visible := false;
      end;
    if j = 5 then
    begin
      if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
        Circle5.Visible := false;
      end;
    if j = 6 then

```

```
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    Circle6.Visible := false;
  end;
  if j = 7 then
    begin
      if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
        Circle7.Visible := false;
      end;
    end;
  if j = 8 then
    begin
      if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
        Circle8.Visible := false;
      end;
    end;
  if j = 9 then
    begin
      if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
        Circle9.Visible := false;
      end;
    end;
  if j = 10 then
    begin
      if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
        Circle10.Visible := false;
      end;
    end;
  if j = 11 then
    begin
      if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
        Circle11.Visible := false;
      end;
    end;
  if j = 12 then
    begin
      if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
        Circle12.Visible := false;
      end;
    end;
  if j = 13 then
    begin
      if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
        Circle14.Visible := false;
      end;
    end;
  if j = 14 then
    begin
      if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
        Circle15.Visible := false;
      end;
    end;
  if j = 15 then
    begin
      if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
        Circle16.Visible := false;
      end;
    end;
  end;
```

```

end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    Circle17.Visible := false;
  end;
  if j = 17 then
  begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
      Circle18.Visible := false;
    end;
    if j = 18 then
    begin
      if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
        Circle19.Visible := false;
      end;
      if j = 19 then
      begin
        if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
          Circle20.Visible := false;
        end;
        if j = 20 then
        begin
          if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
            Circle21.Visible := false;
          end;
          if j = 21 then
          begin
            if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
              Circle22.Visible := false;
            end;
            if j = 22 then
            begin
              if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                Circle23.Visible := false;
              end;
              if j = 23 then
              begin
                if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                  Circle24.Visible := false;
                end;
              end;
            end;
            if (Circle13.Opacity=1)and(Circle13.Position.Y=350) then Circle13.Opacity:=0.5;
            Label1.Text:='Ход белых';
          end;
        end;
      end;
    end;
  end;
  if n = 14 then
  begin
    Circle14.Position.X := R.Position.X;

```

```

Circle14.Position.Y := R.Position.Y;
ListBox1.Items.Add(R.Position.X.ToString);
ListBox2.Items.Add(R.Position.Y.ToString);
dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      Circle1.Visible := false;
    end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      Circle2.Visible := false;
    end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
      Circle3.Visible := false;
    end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
      Circle4.Visible := false;
    end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
      Circle5.Visible := false;
    end;
  if j = 6 then
  begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
      Circle6.Visible := false;
    end;
  if j = 7 then
  begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
      Circle7.Visible := false;
    end;
  if j = 8 then
  begin

```

```
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
        Circle8.Visible := false;
    end;
    if j = 9 then
        begin
            if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
                Circle9.Visible := false;
            end;
        end;
    if j = 10 then
        begin
            if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
                Circle10.Visible := false;
            end;
        end;
    if j = 11 then
        begin
            if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
                Circle11.Visible := false;
            end;
        end;
    if j = 12 then
        begin
            if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
                Circle12.Visible := false;
            end;
        end;
    if j = 13 then
        begin
            if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
                Circle13.Visible := false;
            end;
        end;
    if j = 14 then
        begin
            if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
                Circle15.Visible := false;
            end;
        end;
    if j = 15 then
        begin
            if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
                Circle16.Visible := false;
            end;
        end;
    if j = 16 then
        begin
            if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                Circle17.Visible := false;
            end;
        end;
    if j = 17 then
        begin
            if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                Circle18.Visible := false;
            end;
        end;
    end;
```



```

if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    Circle19.Visible := false;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    Circle20.Visible := false;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    Circle21.Visible := false;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    Circle22.Visible := false;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    Circle23.Visible := false;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    Circle24.Visible := false;
end;
end;
if (Circle14.Opacity=1)and(Circle14.Position.Y=350) then Circle14.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 15 then
begin
  Circle15.Position.X := R.Position.X;
  Circle15.Position.Y := R.Position.Y;
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin

```

```
if j = 1 then
begin
  if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    Circle1.Visible := false;
end;
if j = 2 then
begin
  if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    Circle2.Visible := false;
end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    Circle3.Visible := false;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    Circle4.Visible := false;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    Circle5.Visible := false;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    Circle6.Visible := false;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    Circle7.Visible := false;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    Circle8.Visible := false;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    Circle9.Visible := false;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
```

```
    Circle10.Visible := false;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
        Circle11.Visible := false;
    end;
    if j = 12 then
    begin
        if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
            Circle12.Visible := false;
        end;
        if j = 13 then
        begin
            if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
                Circle13.Visible := false;
            end;
            if j = 14 then
            begin
                if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
                    Circle14.Visible := false;
                end;
                if j = 15 then
                begin
                    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
                        Circle16.Visible := false;
                    end;
                    if j = 16 then
                    begin
                        if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                            Circle17.Visible := false;
                        end;
                        if j = 17 then
                        begin
                            if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                                Circle18.Visible := false;
                            end;
                            if j = 18 then
                            begin
                                if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
                                    Circle19.Visible := false;
                                end;
                                if j = 19 then
                                begin
                                    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
                                        Circle20.Visible := false;
                                    end;
                                    if j = 20 then
```

```

begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    Circle21.Visible := false;
  end;
  if j = 21 then
    begin
      if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
        Circle22.Visible := false;
      end;
      if j = 22 then
        begin
          if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
            Circle23.Visible := false;
          end;
          if j = 23 then
            begin
              if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                Circle24.Visible := false;
              end;
            end;
          end;
        if (Circle15.Opacity=1)and(Circle15.Position.Y=350) then Circle15.Opacity:=0.5;
        Label1.Text:='Ход белых';
      end;
    if n = 16 then
      begin
        Circle16.Position.X := R.Position.X;
        Circle16.Position.Y := R.Position.Y;
        ListBox1.Items.Add(R.Position.X.ToString);
        ListBox2.Items.Add(R.Position.Y.ToString);
        dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
          [ListBox1.Items.Count - 2].ToSingle) / 2;
        dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
          [ListBox1.Items.Count - 1].ToSingle) / 2;
        x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
        y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
        for j := 1 to 23 do
          begin
            if j = 1 then
              begin
                if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
                  Circle1.Visible := false;
                end;
                if j = 2 then
                  begin
                    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
                      Circle2.Visible := false;
                    end;
                    if j = 3 then

```

```
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    Circle3.Visible := false;
  end;
  if j = 4 then
    begin
      if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
        Circle4.Visible := false;
      end;
    end;
  if j = 5 then
    begin
      if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
        Circle5.Visible := false;
      end;
    end;
  if j = 6 then
    begin
      if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
        Circle6.Visible := false;
      end;
    end;
  if j = 7 then
    begin
      if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
        Circle7.Visible := false;
      end;
    end;
  if j = 8 then
    begin
      if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
        Circle8.Visible := false;
      end;
    end;
  if j = 9 then
    begin
      if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
        Circle9.Visible := false;
      end;
    end;
  if j = 10 then
    begin
      if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
        Circle10.Visible := false;
      end;
    end;
  if j = 11 then
    begin
      if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
        Circle11.Visible := false;
      end;
    end;
  if j = 12 then
    begin
      if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
        Circle12.Visible := false;
      end;
    end;
  end;
```

```
end;
if j = 13 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
end;
if j = 14 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
end;
if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    Circle15.Visible := false;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    Circle17.Visible := false;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    Circle18.Visible := false;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    Circle19.Visible := false;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    Circle20.Visible := false;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    Circle21.Visible := false;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    Circle22.Visible := false;
end;
if j = 22 then
begin
```

```

    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
        Circle23.Visible := false;
    end;
    if j = 23 then
        begin
            if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                Circle24.Visible := false;
            end;
        end;
    if (Circle16.Opacity=1)and(Circle16.Position.Y=350) then Circle16.Opacity:=0.5;
    Label1.Text:='Ход белых';
end;
if n = 17 then
begin
    Circle17.Position.X := R.Position.X;
    Circle17.Position.Y := R.Position.Y;
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
        begin
            if j = 1 then
                begin
                    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
                        Circle1.Visible := false;
                    end;
                end;
            if j = 2 then
                begin
                    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
                        Circle2.Visible := false;
                    end;
                end;
            if j = 3 then
                begin
                    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
                        Circle3.Visible := false;
                    end;
                end;
            if j = 4 then
                begin
                    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
                        Circle4.Visible := false;
                    end;
                end;
            if j = 5 then
                begin

```

```
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
        Circle5.Visible := false;
    end;
    if j = 6 then
        begin
            if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
                Circle6.Visible := false;
            end;
        end;
    if j = 7 then
        begin
            if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
                Circle7.Visible := false;
            end;
        end;
    if j = 8 then
        begin
            if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
                Circle8.Visible := false;
            end;
        end;
    if j = 9 then
        begin
            if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
                Circle9.Visible := false;
            end;
        end;
    if j = 10 then
        begin
            if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
                Circle10.Visible := false;
            end;
        end;
    if j = 11 then
        begin
            if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
                Circle11.Visible := false;
            end;
        end;
    if j = 12 then
        begin
            if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
                Circle12.Visible := false;
            end;
        end;
    if j = 13 then
        begin
            if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
                Circle13.Visible := false;
            end;
        end;
    if j = 14 then
        begin
            if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
                Circle14.Visible := false;
            end;
        end;
    end;
```



```

if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    Circle15.Visible := false;
end;
if j = 16 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    Circle16.Visible := false;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    Circle18.Visible := false;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    Circle19.Visible := false;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    Circle20.Visible := false;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    Circle21.Visible := false;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    Circle22.Visible := false;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    Circle23.Visible := false;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    Circle24.Visible := false;
end;
end;
if (Circle17.Opacity=1)and(Circle17.Position.Y=350) then Circle17.Opacity:=0.5;
Label1.Text:='Ход белых';

```

```

end;
if n = 18 then
begin
  Circle18.Position.X := R.Position.X;
  Circle18.Position.Y := R.Position.Y;
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
        Circle1.Visible := false;
      end;
    end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
        Circle2.Visible := false;
      end;
    end;
    if j = 3 then
    begin
      if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
        Circle3.Visible := false;
      end;
    end;
    if j = 4 then
    begin
      if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
        Circle4.Visible := false;
      end;
    end;
    if j = 5 then
    begin
      if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
        Circle5.Visible := false;
      end;
    end;
    if j = 6 then
    begin
      if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
        Circle6.Visible := false;
      end;
    end;
    if j = 7 then
    begin
      if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then

```

```
    Circle7.Visible := false;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
        Circle8.Visible := false;
    end;
    if j = 9 then
    begin
        if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
            Circle9.Visible := false;
        end;
        if j = 10 then
        begin
            if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
                Circle10.Visible := false;
            end;
            if j = 11 then
            begin
                if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
                    Circle11.Visible := false;
                end;
                if j = 12 then
                begin
                    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
                        Circle12.Visible := false;
                    end;
                    if j = 13 then
                    begin
                        if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
                            Circle13.Visible := false;
                        end;
                        if j = 14 then
                        begin
                            if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
                                Circle14.Visible := false;
                            end;
                            if j = 15 then
                            begin
                                if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
                                    Circle15.Visible := false;
                                end;
                                if j = 16 then
                                begin
                                    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
                                        Circle16.Visible := false;
                                    end;
                                end;
                            end;
                        end;
                    end;
                end;
            end;
        end;
    end;
end;
if j = 17 then
```

```

begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    Circle17.Visible := false;
  end;
  if j = 18 then
    begin
      if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
        Circle19.Visible := false;
      end;
      if j = 19 then
        begin
          if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
            Circle20.Visible := false;
          end;
          if j = 20 then
            begin
              if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                Circle21.Visible := false;
              end;
              if j = 21 then
                begin
                  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                    Circle22.Visible := false;
                  end;
                  if j = 22 then
                    begin
                      if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                        Circle23.Visible := false;
                      end;
                      if j = 23 then
                        begin
                          if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                            Circle24.Visible := false;
                          end;
                        end;
                      if (Circle18.Opacity=1)and(Circle18.Position.Y=350) then Circle18.Opacity:=0.5;
                      Label1.Text:='Ход белых';
                    end;
                  if n = 19 then
                    begin
                      Circle19.Position.X := R.Position.X;
                      Circle19.Position.Y := R.Position.Y;
                      ListBox1.Items.Add(R.Position.X.ToString);
                      ListBox2.Items.Add(R.Position.Y.ToString);
                      dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
                        [ListBox1.Items.Count - 2].ToSingle) / 2;
                      dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
                        [ListBox1.Items.Count - 1].ToSingle) / 2;

```

```
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;  
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;  
for j := 1 to 23 do  
begin  
  if j = 1 then  
  begin  
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then  
      Circle1.Visible := false;  
  end;  
  if j = 2 then  
  begin  
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then  
      Circle2.Visible := false;  
  end;  
  if j = 3 then  
  begin  
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then  
      Circle3.Visible := false;  
  end;  
  if j = 4 then  
  begin  
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then  
      Circle4.Visible := false;  
  end;  
  if j = 5 then  
  begin  
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then  
      Circle5.Visible := false;  
  end;  
  if j = 6 then  
  begin  
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then  
      Circle6.Visible := false;  
  end;  
  if j = 7 then  
  begin  
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then  
      Circle7.Visible := false;  
  end;  
  if j = 8 then  
  begin  
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then  
      Circle8.Visible := false;  
  end;  
  if j = 9 then  
  begin  
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then  
      Circle9.Visible := false;
```

```
end;  
if j = 10 then  
begin  
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then  
    Circle10.Visible := false;  
  end;  
if j = 11 then  
begin  
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then  
    Circle11.Visible := false;  
  end;  
if j = 12 then  
begin  
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then  
    Circle12.Visible := false;  
  end;  
if j = 13 then  
begin  
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then  
    Circle13.Visible := false;  
  end;  
if j = 14 then  
begin  
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then  
    Circle14.Visible := false;  
  end;  
if j = 15 then  
begin  
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then  
    Circle15.Visible := false;  
  end;  
if j = 16 then  
begin  
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then  
    Circle16.Visible := false;  
  end;  
if j = 17 then  
begin  
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then  
    Circle17.Visible := false;  
  end;  
if j = 18 then  
begin  
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then  
    Circle18.Visible := false;  
  end;  
if j = 19 then  
begin
```

```

    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
        Circle20.Visible := false;
    end;
    if j = 20 then
    begin
        if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
            Circle21.Visible := false;
        end;
        if j = 21 then
        begin
            if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                Circle22.Visible := false;
            end;
            if j = 22 then
            begin
                if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                    Circle23.Visible := false;
                end;
                if j = 23 then
                begin
                    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                        Circle24.Visible := false;
                    end;
                end;
            end;
        end;
        if (Circle19.Opacity=1)and(Circle19.Position.Y=350) then Circle19.Opacity:=0.5;
        Label1.Text:='Ход белых';
    end;
    if n = 20 then
    begin
        Circle20.Position.X := R.Position.X;
        Circle20.Position.Y := R.Position.Y;
        ListBox1.Items.Add(R.Position.X.ToString);
        ListBox2.Items.Add(R.Position.Y.ToString);
        dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
            [ListBox1.Items.Count - 2].ToSingle) / 2;
        dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
            [ListBox1.Items.Count - 1].ToSingle) / 2;
        x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
        y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
        for j := 1 to 23 do
        begin
            if j = 1 then
            begin
                if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
                    Circle1.Visible := false;
                end;
            end;
            if j = 2 then
            begin

```

```
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
        Circle2.Visible := false;
    end;
    if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
                Circle3.Visible := false;
            end;
        end;
    if j = 4 then
        begin
            if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
                Circle4.Visible := false;
            end;
        end;
    if j = 5 then
        begin
            if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
                Circle5.Visible := false;
            end;
        end;
    if j = 6 then
        begin
            if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
                Circle6.Visible := false;
            end;
        end;
    if j = 7 then
        begin
            if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
                Circle7.Visible := false;
            end;
        end;
    if j = 8 then
        begin
            if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
                Circle8.Visible := false;
            end;
        end;
    if j = 9 then
        begin
            if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
                Circle9.Visible := false;
            end;
        end;
    if j = 10 then
        begin
            if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
                Circle10.Visible := false;
            end;
        end;
    if j = 11 then
        begin
            if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
                Circle11.Visible := false;
            end;
        end;
    end;
```



```
if j = 12 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    Circle12.Visible := false;
end;
if j = 13 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
end;
if j = 14 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
end;
if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    Circle15.Visible := false;
end;
if j = 16 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    Circle16.Visible := false;
end;
if j = 17 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    Circle17.Visible := false;
end;
if j = 18 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    Circle18.Visible := false;
end;
if j = 19 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    Circle19.Visible := false;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    Circle21.Visible := false;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
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```

    Circle22.Visible := false;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
        Circle23.Visible := false;
    end;
    if j = 23 then
    begin
        if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
            Circle24.Visible := false;
        end;
    end;
    if (Circle20.Opacity=1)and(Circle20.Position.Y=350) then Circle20.Opacity:=0.5;
    Label1.Text:='Ход белых';
end;
if n = 21 then
begin
    Circle21.Position.X := R.Position.X;
    Circle21.Position.Y := R.Position.Y;
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
                Circle1.Visible := false;
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
                Circle2.Visible := false;
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
                Circle3.Visible := false;
            end;
        end;
        if j = 4 then
        begin
            if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then

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```
    Circle4.Visible := false;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
        Circle5.Visible := false;
    end;
    if j = 6 then
    begin
        if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
            Circle6.Visible := false;
        end;
        if j = 7 then
        begin
            if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
                Circle7.Visible := false;
            end;
            if j = 8 then
            begin
                if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
                    Circle8.Visible := false;
                end;
                if j = 9 then
                begin
                    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
                        Circle9.Visible := false;
                    end;
                    if j = 10 then
                    begin
                        if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
                            Circle10.Visible := false;
                        end;
                        if j = 11 then
                        begin
                            if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
                                Circle11.Visible := false;
                            end;
                            if j = 12 then
                            begin
                                if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
                                    Circle12.Visible := false;
                                end;
                                if j = 13 then
                                begin
                                    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
                                        Circle13.Visible := false;
                                    end;
                                    if j = 14 then
```

```
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
  end;
  if j = 15 then
    begin
      if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
        Circle15.Visible := false;
      end;
    end;
  if j = 16 then
    begin
      if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
        Circle16.Visible := false;
      end;
    end;
  if j = 17 then
    begin
      if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
        Circle17.Visible := false;
      end;
    end;
  if j = 18 then
    begin
      if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
        Circle18.Visible := false;
      end;
    end;
  if j = 19 then
    begin
      if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
        Circle19.Visible := false;
      end;
    end;
  if j = 20 then
    begin
      if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
        Circle20.Visible := false;
      end;
    end;
  if j = 21 then
    begin
      if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
        Circle22.Visible := false;
      end;
    end;
  if j = 22 then
    begin
      if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
        Circle23.Visible := false;
      end;
    end;
  if j = 23 then
    begin
      if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
        Circle24.Visible := false;
      end;
    end;
  end;
```

```

    end;
end;
if (Circle21.Opacity=1)and(Circle21.Position.Y=350) then Circle21.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 22 then
begin
    Circle22.Position.X := R.Position.X;
    Circle22.Position.Y := R.Position.Y;
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
                Circle1.Visible := false;
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
                Circle2.Visible := false;
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
                Circle3.Visible := false;
            end;
        end;
        if j = 4 then
        begin
            if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
                Circle4.Visible := false;
            end;
        end;
        if j = 5 then
        begin
            if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
                Circle5.Visible := false;
            end;
        end;
        if j = 6 then
        begin
            if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
                Circle6.Visible := false;
            end;
        end;
    end;
end;

```

```
end;  
if j = 7 then  
begin  
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then  
    Circle7.Visible := false;  
  end;  
if j = 8 then  
begin  
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then  
    Circle8.Visible := false;  
  end;  
if j = 9 then  
begin  
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then  
    Circle9.Visible := false;  
  end;  
if j = 10 then  
begin  
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then  
    Circle10.Visible := false;  
  end;  
if j = 11 then  
begin  
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then  
    Circle11.Visible := false;  
  end;  
if j = 12 then  
begin  
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then  
    Circle12.Visible := false;  
  end;  
if j = 13 then  
begin  
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then  
    Circle13.Visible := false;  
  end;  
if j = 14 then  
begin  
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then  
    Circle14.Visible := false;  
  end;  
if j = 15 then  
begin  
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then  
    Circle15.Visible := false;  
  end;  
if j = 16 then  
begin
```

```

    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
        Circle16.Visible := false;
    end;
    if j = 17 then
    begin
        if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
            Circle17.Visible := false;
        end;
        if j = 18 then
        begin
            if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                Circle18.Visible := false;
            end;
            if j = 19 then
            begin
                if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
                    Circle19.Visible := false;
                end;
                if j = 20 then
                begin
                    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
                        Circle20.Visible := false;
                    end;
                    if j = 21 then
                    begin
                        if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                            Circle21.Visible := false;
                        end;
                        if j = 22 then
                        begin
                            if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                                Circle23.Visible := false;
                            end;
                            if j = 23 then
                            begin
                                if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                                    Circle24.Visible := false;
                                end;
                                if (Circle22.Opacity=1)and(Circle22.Position.Y=350) then Circle22.Opacity:=0.5;
                                Label1.Text:='Ход белых';
                            end;
                        end;
                    end;
                end;
            end;
        end;
    end;
    if n = 23 then
    begin
        Circle23.Position.X := R.Position.X;
        Circle23.Position.Y := R.Position.Y;
        ListBox1.Items.Add(R.Position.X.ToString);
        ListBox2.Items.Add(R.Position.Y.ToString);
    end;

```

```

dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      Circle1.Visible := false;
    end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      Circle2.Visible := false;
    end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
      Circle3.Visible := false;
    end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
      Circle4.Visible := false;
    end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
      Circle5.Visible := false;
    end;
  if j = 6 then
  begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
      Circle6.Visible := false;
    end;
  if j = 7 then
  begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
      Circle7.Visible := false;
    end;
  if j = 8 then
  begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
      Circle8.Visible := false;
    end;

```



```
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    Circle9.Visible := false;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    Circle10.Visible := false;
end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    Circle11.Visible := false;
end;
if j = 12 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    Circle12.Visible := false;
end;
if j = 13 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    Circle13.Visible := false;
end;
if j = 14 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    Circle14.Visible := false;
end;
if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    Circle15.Visible := false;
end;
if j = 16 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    Circle16.Visible := false;
end;
if j = 17 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    Circle17.Visible := false;
end;
if j = 18 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
```

```

    Circle18.Visible := false;
end;
if j = 19 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
        Circle19.Visible := false;
    end;
    if j = 20 then
    begin
        if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
            Circle20.Visible := false;
        end;
        if j = 21 then
        begin
            if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                Circle21.Visible := false;
            end;
            if j = 22 then
            begin
                if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                    Circle22.Visible := false;
                end;
                if j = 23 then
                begin
                    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                        Circle24.Visible := false;
                    end;
                end;
            end;
            if (Circle23.Opacity=1)and(Circle23.Position.Y=350) then Circle23.Opacity:=0.5;
            Label1.Text:='Ход белых';
        end;
        if n = 24 then
        begin
            Circle24.Position.X := R.Position.X;
            Circle24.Position.Y := R.Position.Y;
            ListBox1.Items.Add(R.Position.X.ToString);
            ListBox2.Items.Add(R.Position.Y.ToString);
            dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
                [ListBox1.Items.Count - 2].ToSingle) / 2;
            dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
                [ListBox1.Items.Count - 1].ToSingle) / 2;
            x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
            y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
            for j := 1 to 23 do
            begin
                if j = 1 then
                begin
                    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then

```

```
    Circle1.Visible := false;
end;
if j = 2 then
begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
        Circle2.Visible := false;
    end;
    if j = 3 then
    begin
        if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            Circle3.Visible := false;
        end;
        if j = 4 then
        begin
            if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
                Circle4.Visible := false;
            end;
            if j = 5 then
            begin
                if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
                    Circle5.Visible := false;
                end;
                if j = 6 then
                begin
                    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
                        Circle6.Visible := false;
                    end;
                    if j = 7 then
                    begin
                        if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
                            Circle7.Visible := false;
                        end;
                        if j = 8 then
                        begin
                            if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
                                Circle8.Visible := false;
                            end;
                            if j = 9 then
                            begin
                                if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
                                    Circle9.Visible := false;
                                end;
                                if j = 10 then
                                begin
                                    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
                                        Circle10.Visible := false;
                                    end;
                                    if j = 11 then
```

```
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    Circle11.Visible := false;
  end;
  if j = 12 then
    begin
      if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
        Circle12.Visible := false;
      end;
    end;
  if j = 13 then
    begin
      if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
        Circle13.Visible := false;
      end;
    end;
  if j = 14 then
    begin
      if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
        Circle14.Visible := false;
      end;
    end;
  if j = 15 then
    begin
      if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
        Circle15.Visible := false;
      end;
    end;
  if j = 16 then
    begin
      if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
        Circle16.Visible := false;
      end;
    end;
  if j = 17 then
    begin
      if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
        Circle17.Visible := false;
      end;
    end;
  if j = 18 then
    begin
      if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
        Circle18.Visible := false;
      end;
    end;
  if j = 19 then
    begin
      if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
        Circle19.Visible := false;
      end;
    end;
  if j = 20 then
    begin
      if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
        Circle20.Visible := false;
      end;
    end;
  end;
```

```

end;
if j = 21 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    Circle21.Visible := false;
  end;
  if j = 22 then
  begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
      Circle22.Visible := false;
    end;
    if j = 23 then
    begin
      if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
        Circle23.Visible := false;
      end;
      end;
      if (Circle24.Opacity=1)and(Circle24.Position.Y=350) then Circle24.Opacity:=0.5;
      Label1.Text:= 'Ход белых';
    end;
  end;
  procedure TForm1.Rectangle11Click(Sender: TObject);
  begin
    Xod(Rectangle11);
  end;

  procedure TForm1.Rectangle13Click(Sender: TObject);
  begin
    Xod(Rectangle13);
  end;

  procedure TForm1.Rectangle14Click(Sender: TObject);
  begin
    Xod(Rectangle14);
  end;

  procedure TForm1.Rectangle16Click(Sender: TObject);
  begin
    Xod(Rectangle16);
  end;

  procedure TForm1.Rectangle18Click(Sender: TObject);
  begin
    Xod(Rectangle18);
  end;

  procedure TForm1.Rectangle19Click(Sender: TObject);
  begin

```

```
    Xod(Rectangle19);  
end;
```

```
procedure TForm1.Rectangle21Click(Sender: TObject);  
begin  
    Xod(Rectangle21);  
end;
```

```
procedure TForm1.Rectangle23Click(Sender: TObject);  
begin  
    Xod(Rectangle23);  
end;
```

```
procedure TForm1.Rectangle26Click(Sender: TObject);  
begin  
    Xod(Rectangle26);  
end;
```

```
procedure TForm1.Rectangle29Click(Sender: TObject);  
begin  
    Xod(Rectangle29);  
end;
```

```
procedure TForm1.Rectangle2Click(Sender: TObject);  
begin  
    Xod(Rectangle2);  
end;
```

```
procedure TForm1.Rectangle31Click(Sender: TObject);  
begin  
    Xod(Rectangle31);  
end;
```

```
procedure TForm1.Rectangle32Click(Sender: TObject);  
begin  
    Xod(Rectangle32);  
end;
```

```
procedure TForm1.Rectangle35Click(Sender: TObject);  
begin  
    Xod(Rectangle35);  
end;
```

```
procedure TForm1.Rectangle37Click(Sender: TObject);  
begin  
    Xod(Rectangle37);  
end;
```

```
procedure TForm1.Rectangle38Click(Sender: TObject);  
begin  
    Xod(Rectangle38);  
end;
```

```
procedure TForm1.Rectangle40Click(Sender: TObject);  
begin  
    Xod(Rectangle40);  
end;
```

```
procedure TForm1.Rectangle41Click(Sender: TObject);  
begin  
    Xod(Rectangle41);  
end;
```

```
procedure TForm1.Rectangle43Click(Sender: TObject);  
begin  
    Xod(Rectangle43);  
end;
```

```
procedure TForm1.Rectangle46Click(Sender: TObject);  
begin  
    Xod(Rectangle46);  
end;
```

```
procedure TForm1.Rectangle48Click(Sender: TObject);  
begin  
    Xod(Rectangle48);  
end;
```

```
procedure TForm1.Rectangle49Click(Sender: TObject);  
begin  
    Xod(Rectangle49);  
end;
```

```
procedure TForm1.Rectangle4Click(Sender: TObject);  
begin  
    Xod(Rectangle4);  
end;
```

```
procedure TForm1.Rectangle52Click(Sender: TObject);  
begin  
    Xod(Rectangle52);  
end;
```

```
procedure TForm1.Rectangle53Click(Sender: TObject);  
begin  
    Xod(Rectangle53);  
end;
```

end;

```
procedure TForm1.Rectangle55Click(Sender: TObject);
begin
    Xod(Rectangle55);
end;
```

```
procedure TForm1.Rectangle57Click(Sender: TObject);
begin
    Xod(Rectangle57);
end;
```

```
procedure TForm1.Rectangle59Click(Sender: TObject);
begin
    Xod(Rectangle59);
end;
```

```
procedure TForm1.Rectangle62Click(Sender: TObject);
begin
    Xod(Rectangle62);
end;
```

```
procedure TForm1.Rectangle64Click(Sender: TObject);
begin
    Xod(Rectangle64);
end;
```

```
procedure TForm1.Rectangle6Click(Sender: TObject);
begin
    Xod(Rectangle6);
end;
```

```
procedure TForm1.Rectangle8Click(Sender: TObject);
begin
    Xod(Rectangle8);
end;
```

```
procedure TForm1.Circle10Click(Sender: TObject);
begin
    n := 10;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle10.Position.X.ToString);
    ListBox2.Items.Add(Circle10.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle11Click(Sender: TObject);
begin
```



```
n := 11;  
ListBox1.Clear;  
ListBox2.Clear;  
ListBox1.Items.Add(Circle11.Position.X.ToString);  
ListBox2.Items.Add(Circle11.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle12Click(Sender: TObject);  
begin  
  n := 12;  
  ListBox1.Clear;  
  ListBox2.Clear;  
  ListBox1.Items.Add(Circle12.Position.X.ToString);  
  ListBox2.Items.Add(Circle12.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle13Click(Sender: TObject);  
begin  
  n := 13;  
  ListBox1.Clear;  
  ListBox2.Clear;  
  ListBox1.Items.Add(Circle13.Position.X.ToString);  
  ListBox2.Items.Add(Circle13.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle14Click(Sender: TObject);  
begin  
  n := 14;  
  ListBox1.Clear;  
  ListBox2.Clear;  
  ListBox1.Items.Add(Circle14.Position.X.ToString);  
  ListBox2.Items.Add(Circle14.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle15Click(Sender: TObject);  
begin  
  n := 15;  
  ListBox1.Clear;  
  ListBox2.Clear;  
  ListBox1.Items.Add(Circle15.Position.X.ToString);  
  ListBox2.Items.Add(Circle15.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle16Click(Sender: TObject);  
begin  
  n := 16;  
  ListBox1.Clear;  
  ListBox2.Clear;
```

```
    ListBox1.Items.Add(Circle16.Position.X.ToString);
    ListBox2.Items.Add(Circle16.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle17Click(Sender: TObject);
begin
    n := 17;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle17.Position.X.ToString);
    ListBox2.Items.Add(Circle17.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle18Click(Sender: TObject);
begin
    n := 18;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle18.Position.X.ToString);
    ListBox2.Items.Add(Circle18.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle19Click(Sender: TObject);
begin
    n := 19;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle19.Position.X.ToString);
    ListBox2.Items.Add(Circle19.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle1Click(Sender: TObject);
begin
    n := 1;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle1.Position.X.ToString);
    ListBox2.Items.Add(Circle1.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle20Click(Sender: TObject);
begin
    n := 20;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle20.Position.X.ToString);
    ListBox2.Items.Add(Circle20.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle21Click(Sender: TObject);
begin
  n := 21;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle21.Position.X.ToString);
  ListBox2.Items.Add(Circle21.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle22Click(Sender: TObject);
begin
  n := 22;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle22.Position.X.ToString);
  ListBox2.Items.Add(Circle22.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle23Click(Sender: TObject);
begin
  n := 23;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle23.Position.X.ToString);
  ListBox2.Items.Add(Circle23.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle24Click(Sender: TObject);
begin
  n := 24;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle24.Position.X.ToString);
  ListBox2.Items.Add(Circle24.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle2Click(Sender: TObject);
begin
  n := 2;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle2.Position.X.ToString);
  ListBox2.Items.Add(Circle2.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle3Click(Sender: TObject);
begin
```

```
n := 3;
ListBox1.Clear;
ListBox2.Clear;
ListBox1.Items.Add(Circle3.Position.X.ToString);
ListBox2.Items.Add(Circle3.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle4Click(Sender: TObject);
begin
  n := 4;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle4.Position.X.ToString);
  ListBox2.Items.Add(Circle4.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle5Click(Sender: TObject);
begin
  n := 5;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle5.Position.X.ToString);
  ListBox2.Items.Add(Circle5.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle6Click(Sender: TObject);
begin
  n := 6;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle6.Position.X.ToString);
  ListBox2.Items.Add(Circle6.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle7Click(Sender: TObject);
begin
  n := 7;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle7.Position.X.ToString);
  ListBox2.Items.Add(Circle7.Position.Y.ToString);
end;
```

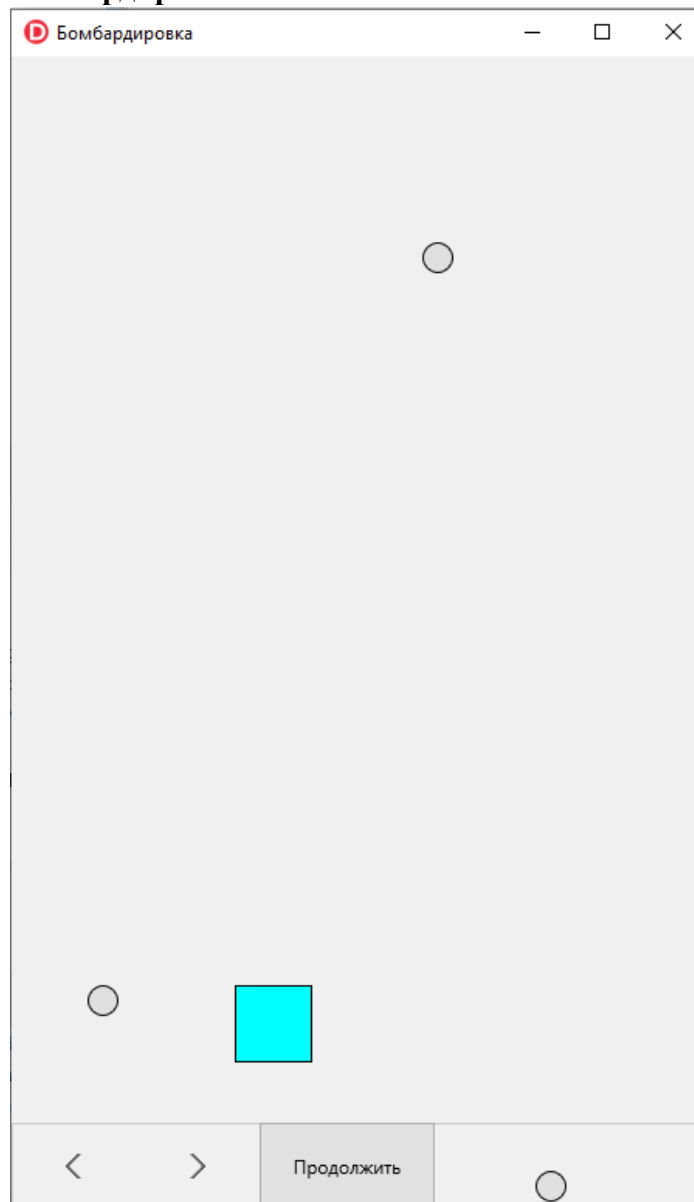
```
procedure TForm1.Circle8Click(Sender: TObject);
begin
  n := 8;
  ListBox1.Clear;
  ListBox2.Clear;
```

```
ListBox1.Items.Add(Circle8.Position.X.ToString);  
ListBox2.Items.Add(Circle8.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle9Click(Sender: TObject);  
begin  
  n := 9;  
  ListBox1.Clear;  
  ListBox2.Clear;  
  ListBox1.Items.Add(Circle9.Position.X.ToString);  
  ListBox2.Items.Add(Circle9.Position.Y.ToString);  
end;
```

```
end.
```

4. Бомбардировка



Бомбы появляются в первом таймере а во втором падает вниз. При столкновении с квадратом он теряет видимость и таймеры останавливаются. Включаются кнопкой

продолжить. Интервал первого таймера установлен 1200, второго 200 мсек.
Движение кубика осуществляется кнопками влево вправо.

```
procedure TForm1.Button1Click(Sender: TObject);  
begin  
    Rectangle1.Position.X := Rectangle1.Position.X - 50;  
end;
```

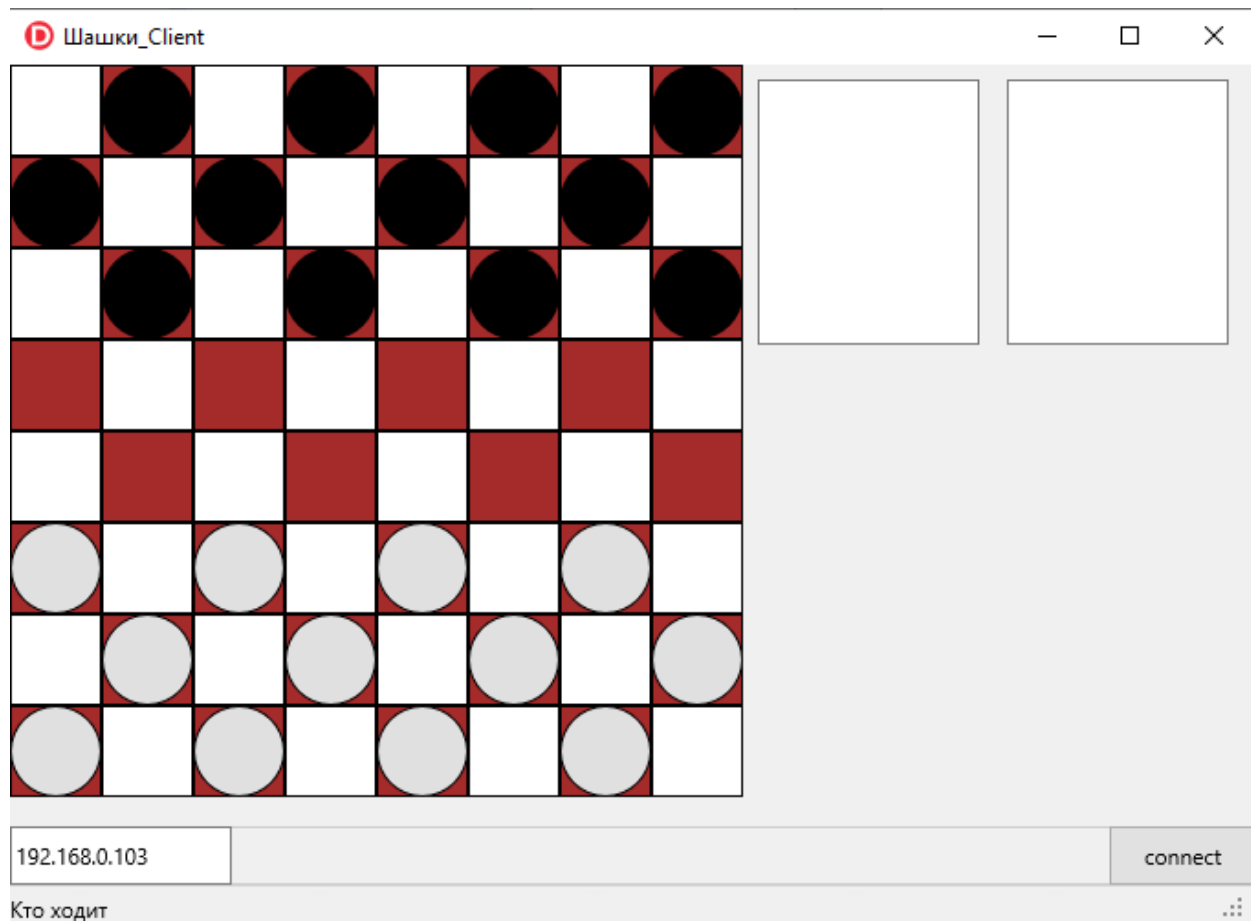
```
procedure TForm1.Button2Click(Sender: TObject);  
begin  
    Rectangle1.Position.X := Rectangle1.Position.X + 50;  
end;
```

```
procedure TForm1.Button3Click(Sender: TObject);  
begin  
    Timer1.Enabled := true;  
    Timer2.Enabled := true;  
    Rectangle1.Visible:=true;  
end;
```

```
procedure TForm1.Timer1Timer(Sender: TObject);  
begin  
    C := TCircle.Create(Form1);  
    C.Parent := Form1;  
    C.Position.X := Random(400);;  
    C.Position.Y := 0;  
    C.Width := 20;  
    C.Height := 20;  
    Timer2.Enabled := true;  
end;
```

```
procedure TForm1.Timer2Timer(Sender: TObject);  
begin  
    C.Position.Y := C.Position.Y + 120;  
    if (C.Position.X >= Rectangle1.Position.X) and  
        (C.Position.X + C.Width <= Rectangle1.Position.X + Rectangle1.Width)  
        and (C.Position.Y >= Rectangle1.Position.Y) and  
        (C.Position.Y + C.Height <= Rectangle1.Position.Y + Rectangle1.Height)  
    then  
    begin  
        Timer1.Enabled := false;  
        Timer2.Enabled := false;  
        Rectangle1.Visible:=False;  
        C.Destroy;  
    end;  
end;
```

5. Сетевые шашки.



Использована программа для локальной игры. Добавлены компоненты для передачи данных по сети, строка и кнопка для соединения. В строке вводится ип адрес компьютера сервера.

```
var
  Form1: TForm1;
  n, i, j: integer;
  dx, dy, x1, y1: single;
```

implementation

```
{ $R *.fmx }
```

```
procedure TForm1.Xod(R: TRectangle);
begin
  if n = 1 then
  begin
    Circle1.Position.X := R.Position.X;
    Circle1.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle1.Name); //ход
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
      [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
      [ListBox1.Items.Count - 1].ToSingle) / 2;
```

```

x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle2.Name); //кого срубили
    end;
  end;
  if j = 2 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
      Circle6.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
  end;
  if j = 6 then
  begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin

```



```

    Circle7.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle7.Name);
end;
end;
if j = 7 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 8 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin

```

```

    Circle13.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle13.Name);
end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin

```

```

    Circle19.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle19.Name);
end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle1.Opacity=1)and(Circle1.Position.Y=0) then Circle1.Opacity:=0.5;
Label1.Text:='Ход черных';
end;

```

```

if n = 2 then
begin
  Circle2.Position.X := R.Position.X;
  Circle2.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle2.Name);
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin
        Circle1.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle1.Name);
      end;
    end;
    if j = 2 then
    begin
      if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
      begin
        Circle3.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle3.Name);
      end;
    end;
    if j = 3 then
    begin
      if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
      begin
        Circle4.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle4.Name);
      end;
    end;
    if j = 4 then
    begin
      if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
      begin
        Circle5.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle5.Name);
      end;
    end;
    if j = 5 then

```

```

begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
      Circle6.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
  end;
  if j = 6 then
    begin
      if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
        begin
          Circle7.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle7.Name);
        end;
      end;
    end;
  if j = 7 then
    begin
      if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
        begin
          Circle8.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle8.Name);
        end;
      end;
    end;
  if j = 8 then
    begin
      if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
        begin
          Circle9.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle9.Name);
        end;
      end;
    end;
  if j = 9 then
    begin
      if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
        begin
          Circle10.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle10.Name);
        end;
      end;
    end;
  if j = 10 then
    begin
      if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
        begin
          Circle11.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle11.Name);
        end;
      end;
    end;
  if j = 11 then

```

```

begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
      Circle12.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
  end;
  if j = 12 then
    begin
      if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
        begin
          Circle13.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle13.Name);
        end;
      end;
      if j = 13 then
        begin
          if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
            begin
              Circle14.Visible := false;
              IdTCPClient3.Socket.WriteLine(Circle14.Name);
            end;
          end;
          if j = 14 then
            begin
              if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
                begin
                  Circle15.Visible := false;
                  IdTCPClient3.Socket.WriteLine(Circle15.Name);
                end;
              end;
              if j = 15 then
                begin
                  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
                    begin
                      Circle16.Visible := false;
                      IdTCPClient3.Socket.WriteLine(Circle16.Name);
                    end;
                  end;
                  if j = 16 then
                    begin
                      if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                        begin
                          Circle17.Visible := false;
                          IdTCPClient3.Socket.WriteLine(Circle17.Name);
                        end;
                      end;
                      if j = 17 then

```

```

begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
      Circle18.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
  end;
  if j = 18 then
    begin
      if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
        begin
          Circle19.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle19.Name);
        end;
      end;
      if j = 19 then
        begin
          if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
            begin
              Circle20.Visible := false;
              IdTCPClient3.Socket.WriteLine(Circle20.Name);
            end;
          end;
          if j = 20 then
            begin
              if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
                begin
                  Circle21.Visible := false;
                  IdTCPClient3.Socket.WriteLine(Circle21.Name);
                end;
              end;
              if j = 21 then
                begin
                  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                    begin
                      Circle22.Visible := false;
                      IdTCPClient3.Socket.WriteLine(Circle22.Name);
                    end;
                  end;
                  if j = 22 then
                    begin
                      if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                        begin
                          Circle23.Visible := false;
                          IdTCPClient3.Socket.WriteLine(Circle23.Name);
                        end;
                      end;
                      if j = 23 then

```

```

begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
      Circle24.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
  end;
end;
if (Circle2.Opacity=1)and(Circle2.Position.Y=0) then Circle2.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 3 then
begin
  Circle3.Position.X := R.Position.X;
  Circle3.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle3.Name);
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
    begin
      if j = 1 then
        begin
          if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
              Circle1.Visible := false;
              IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
          end;
        if j = 2 then
          begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
              begin
                Circle2.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle2.Name);
              end;
            end;
          if j = 3 then
            begin
              if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
                begin
                  Circle4.Visible := false;
                  IdTCPClient3.Socket.WriteLine(Circle4.Name);

```



```

    end;
end;
if j = 4 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 5 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 6 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 7 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 8 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;

```

```

    end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;

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    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;

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    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle3.Opacity=1)and(Circle3.Position.Y=0) then Circle3.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 4 then
begin
    Circle4.Position.X := R.Position.X;
    Circle4.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle4.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then

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begin
    Circle2.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle2.Name);
end;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
        Circle3.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
end;
if j = 4 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 5 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 6 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 7 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 8 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then

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begin
  Circle9.Visible := false;
  IdTCPClient3.Socket.WriteLine(Circle9.Name);
end;
end;
if j = 9 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 10 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then

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begin
  Circle15.Visible := false;
  IdTCPClient3.Socket.WriteLine(Circle15.Name);
end;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then

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begin
    Circle21.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle21.Name);
end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle4.Opacity=1)and(Circle4.Position.Y=0) then Circle4.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 5 then
begin
    Circle5.Position.X := R.Position.X;
    Circle5.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle5.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin

```



```

if j = 1 then
begin
  if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
  begin
    Circle1.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle1.Name);
  end;
end;
if j = 2 then
begin
  if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
  begin
    Circle2.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle2.Name);
  end;
end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 6 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle7.Name);
  end;
end;

```

```

if j = 7 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 8 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 9 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 10 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle13.Name);
  end;
end;

```

```

if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle19.Name);
  end;
end;

```

```

if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle22.Name);
  end;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle5.Opacity=1)and(Circle5.Position.Y=0) then Circle5.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 6 then
begin
  Circle6.Position.X := R.Position.X;
  Circle6.Position.Y := R.Position.Y;

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IdTCPClient1.Socket.WriteLine(Circle6.Name);
ListBox1.Items.Add(R.Position.X.ToString);
ListBox2.Items.Add(R.Position.Y.ToString);
dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;

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    IdTCPClient3.Socket.WriteLine(Circle5.Name);
end;
end;
if j = 6 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 7 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 8 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;

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    IdTCPClient3.Socket.WriteLine(Circle12.Name);
end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;

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    IdTCPClient3.Socket.WriteLine(Circle18.Name);
end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;

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        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle6.Opacity=1)and(Circle6.Position.Y=0) then Circle6.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 7 then
begin
    Circle7.Position.X := R.Position.X;
    Circle7.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle7.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            begin
                Circle3.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle3.Name);
            end;
        end;
        if j = 4 then
        begin

```

```

if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
begin
    Circle4.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle4.Name);
end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 8 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 10 then
begin

```

```

if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin

```

```

if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
begin
    Circle17.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle17.Name);
end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin

```

```

    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle7.Opacity=1)and(Circle7.Position.Y=0) then Circle7.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 8 then
begin
    Circle8.Position.X := R.Position.X;
    Circle8.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle8.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle2.Name);
            end;
        end;
    end;
end;

```

```

end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle9.Name);
  end;
end;

```

```

end;
if j = 9 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 10 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle15.Name);
  end;
end;

```

```

end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle21.Name);
  end;
end;

```



```

end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle22.Name);
  end;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle8.Opacity=1)and(Circle8.Position.Y=0) then Circle8.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 9 then
begin
  Circle9.Position.X := R.Position.X;
  Circle9.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle9.Name);
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin

```

```

    Circle1.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle1.Name);
end;
end;
if j = 2 then
begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
        Circle2.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle2.Name);
    end;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
        Circle3.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
end;
if j = 4 then
begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
        Circle4.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle4.Name);
    end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin

```

```

    Circle7.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle7.Name);
end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin

```

```

    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin

```

```

    Circle20.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle20.Name);
end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle9.Opacity=1)and(Circle9.Position.Y=0) then Circle9.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 10 then
begin
    Circle10.Position.X := R.Position.X;
    Circle10.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle10.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items

```

```

[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
  end;
  if j = 6 then

```

```

begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
      Circle6.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
  end;
  if j = 7 then
    begin
      if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
        begin
          Circle7.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle7.Name);
        end;
      end;
    end;
  if j = 8 then
    begin
      if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
        begin
          Circle8.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle8.Name);
        end;
      end;
    end;
  if j = 9 then
    begin
      if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
        begin
          Circle9.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle9.Name);
        end;
      end;
    end;
  if j = 10 then
    begin
      if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
        begin
          Circle11.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle11.Name);
        end;
      end;
    end;
  if j = 11 then
    begin
      if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
        begin
          Circle12.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle12.Name);
        end;
      end;
    end;
  if j = 12 then

```

```

begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
      Circle13.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
  end;
  if j = 13 then
    begin
      if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
        begin
          Circle14.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle14.Name);
        end;
      end;
      if j = 14 then
        begin
          if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
            begin
              Circle15.Visible := false;
              IdTCPClient3.Socket.WriteLine(Circle15.Name);
            end;
          end;
          if j = 15 then
            begin
              if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
                begin
                  Circle16.Visible := false;
                  IdTCPClient3.Socket.WriteLine(Circle16.Name);
                end;
              end;
              if j = 16 then
                begin
                  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
                    begin
                      Circle17.Visible := false;
                      IdTCPClient3.Socket.WriteLine(Circle17.Name);
                    end;
                  end;
                  if j = 17 then
                    begin
                      if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
                        begin
                          Circle18.Visible := false;
                          IdTCPClient3.Socket.WriteLine(Circle18.Name);
                        end;
                      end;
                      if j = 18 then

```



```

begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
      Circle19.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
  end;
  if j = 19 then
    begin
      if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
        begin
          Circle20.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle20.Name);
        end;
      end;
      if j = 20 then
        begin
          if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
            begin
              Circle21.Visible := false;
              IdTCPClient3.Socket.WriteLine(Circle21.Name);
            end;
          end;
          if j = 21 then
            begin
              if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
                begin
                  Circle22.Visible := false;
                  IdTCPClient3.Socket.WriteLine(Circle22.Name);
                end;
              end;
              if j = 22 then
                begin
                  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                    begin
                      Circle23.Visible := false;
                      IdTCPClient3.Socket.WriteLine(Circle23.Name);
                    end;
                  end;
                  if j = 23 then
                    begin
                      if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                        begin
                          Circle24.Visible := false;
                          IdTCPClient3.Socket.WriteLine(Circle24.Name);
                        end;
                      end;
                    end;
                  end;
                end;
              end;
            end;
          end;
        end;
      end;
    end;
  end;
end;

```

```

if (Circle10.Opacity=1)and(Circle10.Position.Y=0) then Circle10.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 11 then
begin
Circle11.Position.X := R.Position.X;
Circle11.Position.Y := R.Position.Y;
IdTCPClient1.Socket.WriteLine(Circle11.Name);
ListBox1.Items.Add(R.Position.X.ToString);
ListBox2.Items.Add(R.Position.Y.ToString);
dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
if j = 1 then
begin
if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
begin
Circle1.Visible := false;
IdTCPClient3.Socket.WriteLine(Circle1.Name);
end;
end;
if j = 2 then
begin
if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
begin
Circle2.Visible := false;
IdTCPClient3.Socket.WriteLine(Circle2.Name);
end;
end;
if j = 3 then
begin
if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
begin
Circle3.Visible := false;
IdTCPClient3.Socket.WriteLine(Circle3.Name);
end;
end;
if j = 4 then
begin
if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
begin
Circle4.Visible := false;
IdTCPClient3.Socket.WriteLine(Circle4.Name);

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    end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;

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```

    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;

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    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;

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    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle11.Opacity=1)and(Circle11.Position.Y=0) then Circle11.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 12 then
begin
    Circle12.Position.X := R.Position.X;
    Circle12.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle12.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then

```

```

begin
  Circle3.Visible := false;
  IdTCPClient3.Socket.WriteLine(Circle3.Name);
end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then

```

```

begin
  Circle9.Visible := false;
  IdTCPClient3.Socket.WriteLine(Circle9.Name);
end;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then

```



```

begin
  Circle16.Visible := false;
  IdTCPClient3.Socket.WriteLine(Circle16.Name);
end;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then

```

```

begin
    Circle22.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle22.Name);
end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle12.Opacity=1)and(Circle12.Position.Y=0) then Circle12.Opacity:=0.5;
Label1.Text:='Ход черных';
end;
if n = 13 then
begin
    Circle13.Position.X := R.Position.X;
    Circle13.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle13.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
        end;
    end;
end;

```

```

if j = 2 then
begin
  if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
  begin
    Circle2.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle2.Name);
  end;
end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle7.Name);
  end;
end;

```

```

if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
  end;
end;

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```

if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle20.Name);
  end;
end;

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if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle22.Name);
  end;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle13.Opacity=1)and(Circle13.Position.Y=350) then Circle13.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 14 then
begin
  Circle14.Position.X := R.Position.X;
  Circle14.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle14.Name);
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;

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y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
  end;
  if j = 6 then
  begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
      Circle6.Visible := false;

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    IdTCPClient3.Socket.WriteLine(Circle6.Name);
end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;

```



```

    IdTCPClient3.Socket.WriteLine(Circle12.Name);
end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;

```

```

    IdTCPClient3.Socket.WriteLine(Circle19.Name);
end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle14.Opacity=1)and(Circle14.Position.Y=350) then Circle14.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 15 then

```

```

begin
  Circle15.Position.X := R.Position.X;
  Circle15.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle15.Name);
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
    begin
      if j = 1 then
        begin
          if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
              Circle1.Visible := false;
              IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
          end;
        if j = 2 then
          begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
              begin
                Circle2.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle2.Name);
              end;
            end;
          if j = 3 then
            begin
              if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
                begin
                  Circle3.Visible := false;
                  IdTCPClient3.Socket.WriteLine(Circle3.Name);
                end;
              end;
            if j = 4 then
              begin
                if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
                  begin
                    Circle4.Visible := false;
                    IdTCPClient3.Socket.WriteLine(Circle4.Name);
                  end;
                end;
              if j = 5 then
                begin

```

```

if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
begin
    Circle5.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle5.Name);
end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin

```

```

if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin

```

```

if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin

```

```

    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle15.Opacity=1)and(Circle15.Position.Y=350) then Circle15.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 16 then
begin
    Circle16.Position.X := R.Position.X;
    Circle16.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle16.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            begin
                Circle3.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle3.Name);
            end;
        end;
    end;
end;

```

```

end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle9.Name);
  end;
end;

```



```

end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 13 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 14 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle15.Name);
  end;
end;

```

```

end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle22.Name);
  end;
end;

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```

end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle24.Name);
  end;
end;
if (Circle16.Opacity=1)and(Circle16.Position.Y=350) then Circle16.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 17 then
begin
  Circle17.Position.X := R.Position.X;
  Circle17.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle17.Name);
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin
        Circle1.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle1.Name);
      end;
    end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      begin

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    Circle2.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle2.Name);
end;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
        Circle3.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
end;
if j = 4 then
begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
        Circle4.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle4.Name);
    end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin

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    Circle8.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle8.Name);
end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin

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```

    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin

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    Circle21.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle21.Name);
end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle17.Opacity=1)and(Circle17.Position.Y=350) then Circle17.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 18 then
begin
    Circle18.Position.X := R.Position.X;
    Circle18.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle18.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then

```

```

begin
  if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
        begin
          Circle2.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle2.Name);
        end;
      end;
    end;
  if j = 3 then
    begin
      if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
        begin
          Circle3.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle3.Name);
        end;
      end;
    end;
  if j = 4 then
    begin
      if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
        begin
          Circle4.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle4.Name);
        end;
      end;
    end;
  if j = 5 then
    begin
      if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
        begin
          Circle5.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle5.Name);
        end;
      end;
    end;
  if j = 6 then
    begin
      if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
        begin
          Circle6.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle6.Name);
        end;
      end;
    end;
  if j = 7 then

```



```

begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
      Circle7.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
  end;
  if j = 8 then
    begin
      if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
        begin
          Circle8.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle8.Name);
        end;
      end;
    end;
  if j = 9 then
    begin
      if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
        begin
          Circle9.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle9.Name);
        end;
      end;
    end;
  if j = 10 then
    begin
      if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
        begin
          Circle10.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle10.Name);
        end;
      end;
    end;
  if j = 11 then
    begin
      if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
        begin
          Circle11.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle11.Name);
        end;
      end;
    end;
  if j = 12 then
    begin
      if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
        begin
          Circle12.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle12.Name);
        end;
      end;
    end;
  if j = 13 then

```

```

begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
      Circle13.Visible := false;
      IdTCPClient3.Socket.WriteLn(Circle13.Name);
    end;
  end;
  if j = 14 then
    begin
      if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
        begin
          Circle14.Visible := false;
          IdTCPClient3.Socket.WriteLn(Circle14.Name);
        end;
      end;
    end;
  if j = 15 then
    begin
      if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
        begin
          Circle15.Visible := false;
          IdTCPClient3.Socket.WriteLn(Circle15.Name);
        end;
      end;
    end;
  if j = 16 then
    begin
      if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
        begin
          Circle16.Visible := false;
          IdTCPClient3.Socket.WriteLn(Circle16.Name);
        end;
      end;
    end;
  if j = 17 then
    begin
      if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
        begin
          Circle17.Visible := false;
          IdTCPClient3.Socket.WriteLn(Circle17.Name);
        end;
      end;
    end;
  if j = 18 then
    begin
      if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
        begin
          Circle19.Visible := false;
          IdTCPClient3.Socket.WriteLn(Circle19.Name);
        end;
      end;
    end;
  if j = 19 then

```

```

begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
      Circle20.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
  end;
  if j = 20 then
    begin
      if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
        begin
          Circle21.Visible := false;
          IdTCPClient3.Socket.WriteLine(Circle21.Name);
        end;
      end;
      if j = 21 then
        begin
          if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
            begin
              Circle22.Visible := false;
              IdTCPClient3.Socket.WriteLine(Circle22.Name);
            end;
          end;
          if j = 22 then
            begin
              if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
                begin
                  Circle23.Visible := false;
                  IdTCPClient3.Socket.WriteLine(Circle23.Name);
                end;
              end;
              if j = 23 then
                begin
                  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
                    begin
                      Circle24.Visible := false;
                      IdTCPClient3.Socket.WriteLine(Circle24.Name);
                    end;
                  end;
                end;
              if (Circle18.Opacity=1)and(Circle18.Position.Y=350) then Circle18.Opacity:=0.5;
              Label1.Text:='Ход белых';
            end;
          if n = 19 then
            begin
              Circle19.Position.X := R.Position.X;
              Circle19.Position.Y := R.Position.Y;
              IdTCPClient1.Socket.WriteLine(Circle19.Name);
            end;
          end;
        end;
      end;
    end;
  end;
end;

```

```

ListBox1.Items.Add(R.Position.X.ToString);
ListBox2.Items.Add(R.Position.Y.ToString);
dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
  [ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
  [ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
  end;
end;

```

```

    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;

```

```

    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;

```

```

    end;
end;
if j = 18 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;

```

```

    end;
end;
end;
if (Circle19.Opacity=1)and(Circle19.Position.Y=350) then Circle19.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 20 then
begin
    Circle20.Position.X := R.Position.X;
    Circle20.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle20.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            begin
                Circle3.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle3.Name);
            end;
        end;
        if j = 4 then
        begin
            if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then

```



```

begin
    Circle4.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle4.Name);
end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then

```

```

begin
    Circle10.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle10.Name);
end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then

```

```

begin
    Circle16.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle16.Name);
end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 18 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then

```

```

begin
    Circle23.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle23.Name);
end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle20.Opacity=1)and(Circle20.Position.Y=350) then Circle20.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 21 then
begin
    Circle21.Position.X := R.Position.X;
    Circle21.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle21.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle2.Name);
            end;
        end;
    end;
end;

```

```

if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle8.Name);
  end;
end;

```

```

if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 13 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 14 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
  end;
end;

```

```

if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 16 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 17 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 18 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 19 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 20 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle20.Name);
  end;
end;

```

```

if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle22.Name);
  end;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle24.Name);
  end;
end;
if (Circle21.Opacity=1)and(Circle21.Position.Y=350) then Circle21.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 22 then
begin
  Circle22.Position.X := R.Position.X;
  Circle22.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle22.Name);
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin
        Circle1.Visible := false;

```



```

    IdTCPClient3.Socket.WriteLine(Circle1.Name);
end;
end;
if j = 2 then
begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
        Circle2.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle2.Name);
    end;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
        Circle3.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
end;
if j = 4 then
begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
        Circle4.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle4.Name);
    end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;

```

```

    IdTCPClient3.Socket.WriteLine(Circle7.Name);
end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;

```

```

    IdTCPClient3.Socket.WriteLine(Circle13.Name);
end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 18 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 19 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;

```

```

        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 20 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 21 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle22.Opacity=1)and(Circle22.Position.Y=350) then Circle22.Opacity:=0.5;
Label1.Text:='Ход белых';
end;
if n = 23 then
begin
    Circle23.Position.X := R.Position.X;
    Circle23.Position.Y := R.Position.Y;
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    IdTCPClient1.Socket.WriteLine(Circle23.Name);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
[ListBox1.Items.Count - 2].ToSingle) / 2;

```

```

dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;
      IdTCPClient3.Socket.WriteLine(Circle5.Name);
    end;
  end;
  if j = 6 then
  begin

```

```

if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
begin
    Circle6.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle6.Name);
end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin

```

```

if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
begin
    Circle12.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle12.Name);
end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 18 then
begin

```

```

if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
end;
end;
if j = 19 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 20 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 21 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 22 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        IdTCPClient3.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle23.Opacity=1)and(Circle23.Position.Y=350) then Circle23.Opacity:=0.5;

```



```

    Label1.Text:='Ход белых';
end;
if n = 24 then
begin
    Circle24.Position.X := R.Position.X;
    Circle24.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle24.Name);
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            begin
                Circle3.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle3.Name);
            end;
        end;
        if j = 4 then
        begin
            if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
            begin
                Circle4.Visible := false;
                IdTCPClient3.Socket.WriteLine(Circle4.Name);
            end;
        end;
    end;
end;

```

```

end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle10.Name);
  end;
end;

```

```

end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 13 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 14 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 16 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle16.Name);
  end;
end;

```

```

end;
if j = 17 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 18 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 19 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 20 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 21 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 22 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle22.Name);
  end;
end;

```

```

end;
if j = 23 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    IdTCPClient3.Socket.WriteLine(Circle23.Name);
  end;
end;
end;
if (Circle24.Opacity=1)and(Circle24.Position.Y=350) then Circle24.Opacity:=0.5;
Label1.Text:= 'Ход белых';
end;
end;

```

```

procedure TForm1.Rectangle11Click(Sender: TObject);
begin
  Xod(Rectangle11);
  IdTCPClient2.Socket.WriteLine(Rectangle11.Name);
end;

```

```

procedure TForm1.Rectangle13Click(Sender: TObject);
begin
  Xod(Rectangle13);
  IdTCPClient2.Socket.WriteLine(Rectangle13.Name);
end;

```

```

procedure TForm1.Rectangle14Click(Sender: TObject);
begin
  Xod(Rectangle14);
  IdTCPClient2.Socket.WriteLine(Rectangle14.Name);
end;

```

```

procedure TForm1.Rectangle16Click(Sender: TObject);
begin
  Xod(Rectangle16);
  IdTCPClient2.Socket.WriteLine(Rectangle16.Name);
end;

```

```

procedure TForm1.Rectangle18Click(Sender: TObject);
begin
  Xod(Rectangle18);
  IdTCPClient2.Socket.WriteLine(Rectangle18.Name);
end;

```

```

procedure TForm1.Rectangle19Click(Sender: TObject);
begin
  Xod(Rectangle19);

```

```
    IdTCPClient2.Socket.WriteLine(Rectangle19.Name);
end;

procedure TForm1.Rectangle21Click(Sender: TObject);
begin
    Xod(Rectangle21);
    IdTCPClient2.Socket.WriteLine(Rectangle21.Name);
end;

procedure TForm1.Rectangle23Click(Sender: TObject);
begin
    Xod(Rectangle23);
    IdTCPClient2.Socket.WriteLine(Rectangle23.Name);
end;

procedure TForm1.Rectangle26Click(Sender: TObject);
begin
    Xod(Rectangle26);
    IdTCPClient2.Socket.WriteLine(Rectangle26.Name);
end;

procedure TForm1.Rectangle29Click(Sender: TObject);
begin
    Xod(Rectangle29);
    IdTCPClient2.Socket.WriteLine(Rectangle29.Name);
end;

procedure TForm1.Rectangle2Click(Sender: TObject);
begin
    Xod(Rectangle2);
    IdTCPClient2.Socket.WriteLine(Rectangle2.Name);
end;

procedure TForm1.Rectangle31Click(Sender: TObject);
begin
    Xod(Rectangle31);
    IdTCPClient2.Socket.WriteLine(Rectangle31.Name);
end;

procedure TForm1.Rectangle32Click(Sender: TObject);
begin
    Xod(Rectangle32);
    IdTCPClient2.Socket.WriteLine(Rectangle32.Name);
end;

procedure TForm1.Rectangle35Click(Sender: TObject);
begin
    Xod(Rectangle35);
```

```
    IdTCPClient2.Socket.WriteLine(Rectangle35.Name);  
end;
```

```
procedure TForm1.Rectangle37Click(Sender: TObject);  
begin  
    Xod(Rectangle37);  
    IdTCPClient2.Socket.WriteLine(Rectangle37.Name);  
end;
```

```
procedure TForm1.Rectangle38Click(Sender: TObject);  
begin  
    Xod(Rectangle38);  
    IdTCPClient2.Socket.WriteLine(Rectangle38.Name);  
end;
```

```
procedure TForm1.Rectangle40Click(Sender: TObject);  
begin  
    Xod(Rectangle40);  
    IdTCPClient2.Socket.WriteLine(Rectangle40.Name);  
end;
```

```
procedure TForm1.Rectangle41Click(Sender: TObject);  
begin  
    Xod(Rectangle41);  
    IdTCPClient2.Socket.WriteLine(Rectangle41.Name);  
end;
```

```
procedure TForm1.Rectangle43Click(Sender: TObject);  
begin  
    Xod(Rectangle43);  
    IdTCPClient2.Socket.WriteLine(Rectangle43.Name);  
end;
```

```
procedure TForm1.Rectangle46Click(Sender: TObject);  
begin  
    Xod(Rectangle46);  
    IdTCPClient2.Socket.WriteLine(Rectangle46.Name);  
end;
```

```
procedure TForm1.Rectangle48Click(Sender: TObject);  
begin  
    Xod(Rectangle48);  
    IdTCPClient2.Socket.WriteLine(Rectangle48.Name);  
end;
```

```
procedure TForm1.Rectangle49Click(Sender: TObject);  
begin  
    Xod(Rectangle49);
```

```
    IdTCPClient2.Socket.WriteLine(Rectangle49.Name);  
end;
```

```
procedure TForm1.Rectangle4Click(Sender: TObject);  
begin  
    Xod(Rectangle4);  
    IdTCPClient2.Socket.WriteLine(Rectangle4.Name);  
end;
```

```
procedure TForm1.Rectangle52Click(Sender: TObject);  
begin  
    Xod(Rectangle52);  
    IdTCPClient2.Socket.WriteLine(Rectangle52.Name);  
end;
```

```
procedure TForm1.Rectangle53Click(Sender: TObject);  
begin  
    Xod(Rectangle53);  
    IdTCPClient2.Socket.WriteLine(Rectangle53.Name);  
end;
```

```
procedure TForm1.Rectangle55Click(Sender: TObject);  
begin  
    Xod(Rectangle55);  
    IdTCPClient2.Socket.WriteLine(Rectangle55.Name);  
end;
```

```
procedure TForm1.Rectangle57Click(Sender: TObject);  
begin  
    Xod(Rectangle57);  
    IdTCPClient2.Socket.WriteLine(Rectangle57.Name);  
end;
```

```
procedure TForm1.Rectangle59Click(Sender: TObject);  
begin  
    Xod(Rectangle59);  
    IdTCPClient2.Socket.WriteLine(Rectangle59.Name);  
end;
```

```
procedure TForm1.Rectangle62Click(Sender: TObject);  
begin  
    Xod(Rectangle62);  
    IdTCPClient2.Socket.WriteLine(Rectangle62.Name);  
end;
```

```
procedure TForm1.Rectangle64Click(Sender: TObject);  
begin  
    Xod(Rectangle64);
```



```

    IdTCPClient2.Socket.WriteLine(Rectangle64.Name);
end;

procedure TForm1.Rectangle6Click(Sender: TObject);
begin
    Xod(Rectangle6);
    IdTCPClient2.Socket.WriteLine(Rectangle6.Name);
end;

procedure TForm1.Rectangle8Click(Sender: TObject);
begin
    Xod(Rectangle8);
    IdTCPClient2.Socket.WriteLine(Rectangle8.Name);
end;

procedure TForm1.Button1Click(Sender: TObject);
begin
    IdTCPClient1.Host:=Edit1.Text;
    IdTCPClient1.Connect;
    IdTCPClient2.Host:=Edit1.Text;
    IdTCPClient2.Connect;
    IdTCPClient3.Host:=Edit1.Text;
    IdTCPClient3.Connect;
end;

procedure TForm1.Circle10Click(Sender: TObject);
begin
    n := 10;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle10.Position.X.ToString);
    ListBox2.Items.Add(Circle10.Position.Y.ToString);
end;

procedure TForm1.Circle11Click(Sender: TObject);
begin
    n := 11;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle11.Position.X.ToString);
    ListBox2.Items.Add(Circle11.Position.Y.ToString);
end;

procedure TForm1.Circle12Click(Sender: TObject);
begin
    n := 12;
    ListBox1.Clear;
    ListBox2.Clear;

```

```
    ListBox1.Items.Add(Circle12.Position.X.ToString);  
    ListBox2.Items.Add(Circle12.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle13Click(Sender: TObject);  
begin  
    n := 13;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle13.Position.X.ToString);  
    ListBox2.Items.Add(Circle13.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle14Click(Sender: TObject);  
begin  
    n := 14;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle14.Position.X.ToString);  
    ListBox2.Items.Add(Circle14.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle15Click(Sender: TObject);  
begin  
    n := 15;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle15.Position.X.ToString);  
    ListBox2.Items.Add(Circle15.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle16Click(Sender: TObject);  
begin  
    n := 16;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle16.Position.X.ToString);  
    ListBox2.Items.Add(Circle16.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle17Click(Sender: TObject);  
begin  
    n := 17;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle17.Position.X.ToString);  
    ListBox2.Items.Add(Circle17.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle18Click(Sender: TObject);
begin
  n := 18;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle18.Position.X.ToString);
  ListBox2.Items.Add(Circle18.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle19Click(Sender: TObject);
begin
  n := 19;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle19.Position.X.ToString);
  ListBox2.Items.Add(Circle19.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle1Click(Sender: TObject);
begin
  n := 1;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle1.Position.X.ToString);
  ListBox2.Items.Add(Circle1.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle20Click(Sender: TObject);
begin
  n := 20;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle20.Position.X.ToString);
  ListBox2.Items.Add(Circle20.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle21Click(Sender: TObject);
begin
  n := 21;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle21.Position.X.ToString);
  ListBox2.Items.Add(Circle21.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle22Click(Sender: TObject);
begin
```

```
n := 22;  
ListBox1.Clear;  
ListBox2.Clear;  
ListBox1.Items.Add(Circle22.Position.X.ToString);  
ListBox2.Items.Add(Circle22.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle23Click(Sender: TObject);  
begin  
  n := 23;  
  ListBox1.Clear;  
  ListBox2.Clear;  
  ListBox1.Items.Add(Circle23.Position.X.ToString);  
  ListBox2.Items.Add(Circle23.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle24Click(Sender: TObject);  
begin  
  n := 24;  
  ListBox1.Clear;  
  ListBox2.Clear;  
  ListBox1.Items.Add(Circle24.Position.X.ToString);  
  ListBox2.Items.Add(Circle24.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle2Click(Sender: TObject);  
begin  
  n := 2;  
  ListBox1.Clear;  
  ListBox2.Clear;  
  ListBox1.Items.Add(Circle2.Position.X.ToString);  
  ListBox2.Items.Add(Circle2.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle3Click(Sender: TObject);  
begin  
  n := 3;  
  ListBox1.Clear;  
  ListBox2.Clear;  
  ListBox1.Items.Add(Circle3.Position.X.ToString);  
  ListBox2.Items.Add(Circle3.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle4Click(Sender: TObject);  
begin  
  n := 4;  
  ListBox1.Clear;  
  ListBox2.Clear;
```

```
    ListBox1.Items.Add(Circle4.Position.X.ToString);  
    ListBox2.Items.Add(Circle4.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle5Click(Sender: TObject);  
begin  
    n := 5;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle5.Position.X.ToString);  
    ListBox2.Items.Add(Circle5.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle6Click(Sender: TObject);  
begin  
    n := 6;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle6.Position.X.ToString);  
    ListBox2.Items.Add(Circle6.Position.Y.ToString);  
end;
```

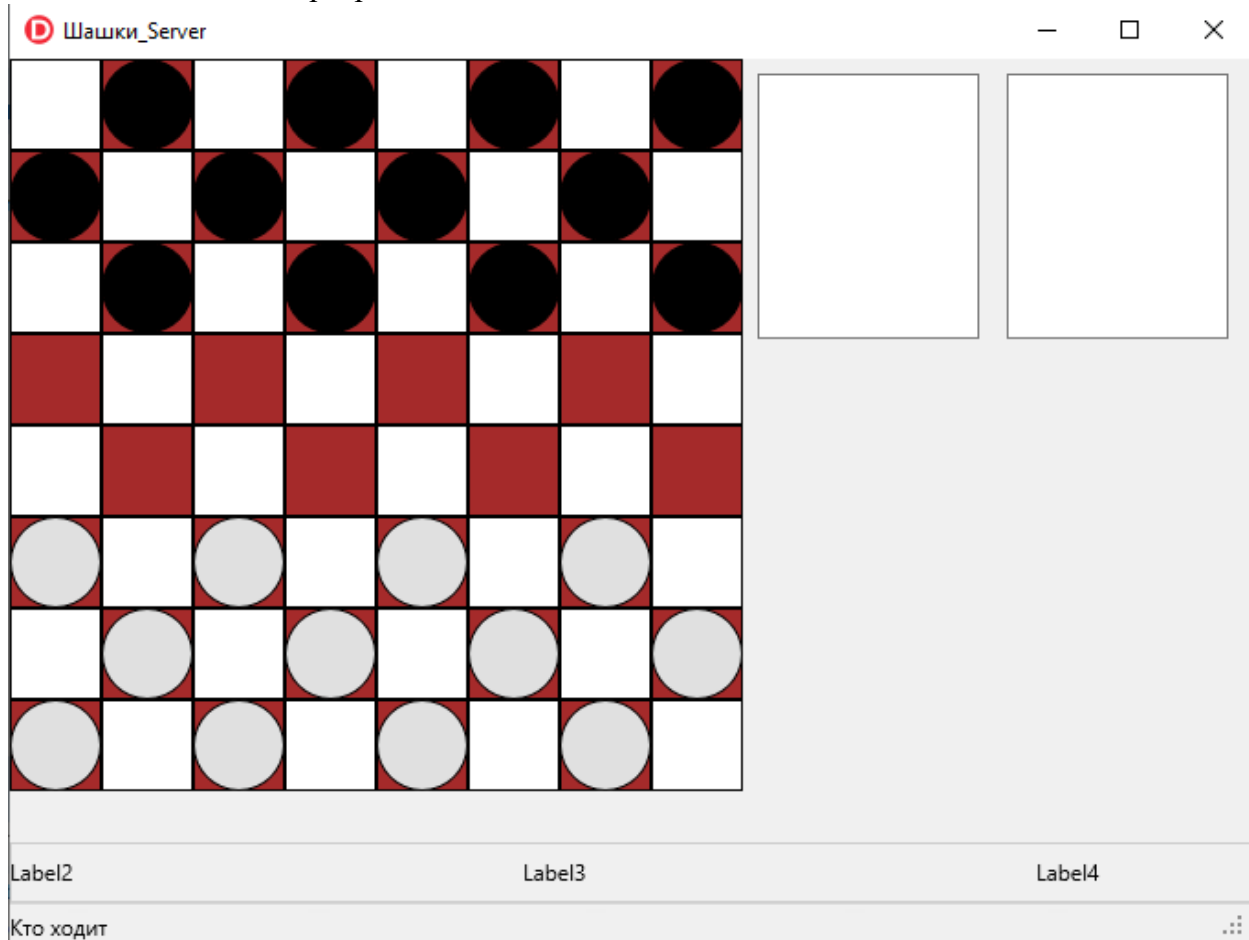
```
procedure TForm1.Circle7Click(Sender: TObject);  
begin  
    n := 7;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle7.Position.X.ToString);  
    ListBox2.Items.Add(Circle7.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle8Click(Sender: TObject);  
begin  
    n := 8;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle8.Position.X.ToString);  
    ListBox2.Items.Add(Circle8.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle9Click(Sender: TObject);  
begin  
    n := 9;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle9.Position.X.ToString);  
    ListBox2.Items.Add(Circle9.Position.Y.ToString);  
end;
```

end.

Сервер тоже использует ту же локальную программу шашки с добавлением сетевых компонент серверных.



Сначала принимаются данные и сохраняются в метках.

```
procedure TForm1.IdTCPServer1Execute(AContext: TIdContext);
begin
Label2.Text := Trim(AContext.Connection.Socket.ReadLn);
end;
```

```
procedure TForm1.IdTCPServer2Execute(AContext: TIdContext);
begin
Label3.Text := Trim(AContext.Connection.Socket.ReadLn);
end;
```

```
procedure TForm1.IdTCPServer3Execute(AContext: TIdContext);
begin
Label4.Text := Trim(AContext.Connection.Socket.ReadLn);
end;
```

А дальше они обрабатываются в таймере

```
procedure TForm1.Timer1Timer(Sender: TObject);
begin
if Label2.Text='Circle1' then priem1(Circle1);
if Label2.Text='Circle2' then priem1(Circle2);
if Label2.Text='Circle3' then priem1(Circle3);
```

```
if Label2.Text='Circle4' then priem1(Circle4);
if Label2.Text='Circle5' then priem1(Circle5);
if Label2.Text='Circle6' then priem1(Circle6);
if Label2.Text='Circle7' then priem1(Circle7);
if Label2.Text='Circle8' then priem1(Circle8);
if Label2.Text='Circle9' then priem1(Circle9);
if Label2.Text='Circle10' then priem1(Circle10);
if Label2.Text='Circle11' then priem1(Circle11);
if Label2.Text='Circle12' then priem1(Circle12);
if Label2.Text='Circle13' then priem1(Circle13);
if Label2.Text='Circle14' then priem1(Circle14);
if Label2.Text='Circle15' then priem1(Circle15);
if Label2.Text='Circle16' then priem1(Circle16);
if Label2.Text='Circle17' then priem1(Circle17);
if Label2.Text='Circle18' then priem1(Circle18);
if Label2.Text='Circle19' then priem1(Circle19);
if Label2.Text='Circle20' then priem1(Circle20);
if Label2.Text='Circle21' then priem1(Circle21);
if Label2.Text='Circle22' then priem1(Circle22);
if Label2.Text='Circle23' then priem1(Circle23);
if Label2.Text='Circle24' then priem1(Circle24);
```

```
if Label4.Text='Circle1' then Circle1.Visible:=False;
if Label4.Text='Circle2' then Circle2.Visible:=False;
if Label4.Text='Circle3' then Circle3.Visible:=False;
if Label4.Text='Circle4' then Circle4.Visible:=False;
if Label4.Text='Circle5' then Circle5.Visible:=False;
if Label4.Text='Circle6' then Circle6.Visible:=False;
if Label4.Text='Circle7' then Circle7.Visible:=False;
if Label4.Text='Circle8' then Circle8.Visible:=False;
if Label4.Text='Circle9' then Circle9.Visible:=False;
if Label4.Text='Circle10' then Circle10.Visible:=False;
if Label4.Text='Circle11' then Circle11.Visible:=False;
if Label4.Text='Circle12' then Circle12.Visible:=False;
if Label4.Text='Circle13' then Circle13.Visible:=False;
if Label4.Text='Circle14' then Circle14.Visible:=False;
if Label4.Text='Circle15' then Circle15.Visible:=False;
if Label4.Text='Circle16' then Circle16.Visible:=False;
if Label4.Text='Circle17' then Circle17.Visible:=False;
if Label4.Text='Circle18' then Circle18.Visible:=False;
if Label4.Text='Circle19' then Circle19.Visible:=False;
if Label4.Text='Circle20' then Circle20.Visible:=False;
if Label4.Text='Circle21' then Circle21.Visible:=False;
if Label4.Text='Circle22' then Circle22.Visible:=False;
if Label4.Text='Circle23' then Circle23.Visible:=False;
if Label4.Text='Circle24' then Circle24.Visible:=False;
end;
```

процедурой

```
procedure TForm1.Priem1(CC: TCircle);
begin
  if Label3.Text='Rectangle2' then
  begin
    CC.Position.X:=Rectangle2.Position.X;
    CC.Position.Y:=Rectangle2.Position.Y;
  end;
  if Label3.Text='Rectangle4' then
  begin
    CC.Position.X:=Rectangle4.Position.X;
    CC.Position.Y:=Rectangle4.Position.Y;
  end;
  if Label3.Text='Rectangle6' then
  begin
    CC.Position.X:=Rectangle6.Position.X;
    CC.Position.Y:=Rectangle6.Position.Y;
  end;
  if Label3.Text='Rectangle8' then
  begin
    CC.Position.X:=Rectangle8.Position.X;
    CC.Position.Y:=Rectangle8.Position.Y;
  end;
  if Label3.Text='Rectangle11' then
  begin
    CC.Position.X:=Rectangle11.Position.X;
    CC.Position.Y:=Rectangle11.Position.Y;
  end;
  if Label3.Text='Rectangle13' then
  begin
    CC.Position.X:=Rectangle13.Position.X;
    CC.Position.Y:=Rectangle13.Position.Y;
  end;
  if Label3.Text='Rectangle14' then
  begin
    CC.Position.X:=Rectangle14.Position.X;
    CC.Position.Y:=Rectangle14.Position.Y;
  end;
  if Label3.Text='Rectangle16' then
  begin
    CC.Position.X:=Rectangle16.Position.X;
    CC.Position.Y:=Rectangle16.Position.Y;
  end;
  if Label3.Text='Rectangle19' then
  begin
    CC.Position.X:=Rectangle19.Position.X;
    CC.Position.Y:=Rectangle19.Position.Y;
  end;
```



```
if Label3.Text='Rectangle21' then
begin
  CC.Position.X:=Rectangle21.Position.X;
  CC.Position.Y:=Rectangle21.Position.Y;
end;
if Label3.Text='Rectangle18' then
begin
  CC.Position.X:=Rectangle18.Position.X;
  CC.Position.Y:=Rectangle18.Position.Y;
end;
if Label3.Text='Rectangle23' then
begin
  CC.Position.X:=Rectangle23.Position.X;
  CC.Position.Y:=Rectangle23.Position.Y;
end;
if Label3.Text='Rectangle26' then
begin
  CC.Position.X:=Rectangle26.Position.X;
  CC.Position.Y:=Rectangle26.Position.Y;
end;
if Label3.Text='Rectangle32' then
begin
  CC.Position.X:=Rectangle32.Position.X;
  CC.Position.Y:=Rectangle32.Position.Y;
end;
if Label3.Text='Rectangle31' then
begin
  CC.Position.X:=Rectangle31.Position.X;
  CC.Position.Y:=Rectangle31.Position.Y;
end;
if Label3.Text='Rectangle29' then
begin
  CC.Position.X:=Rectangle29.Position.X;
  CC.Position.Y:=Rectangle29.Position.Y;
end;
if Label3.Text='Rectangle37' then
begin
  CC.Position.X:=Rectangle37.Position.X;
  CC.Position.Y:=Rectangle37.Position.Y;
end;
if Label3.Text='Rectangle35' then
begin
  CC.Position.X:=Rectangle35.Position.X;
  CC.Position.Y:=Rectangle35.Position.Y;
end;
if Label3.Text='Rectangle38' then
begin
  CC.Position.X:=Rectangle38.Position.X;
```

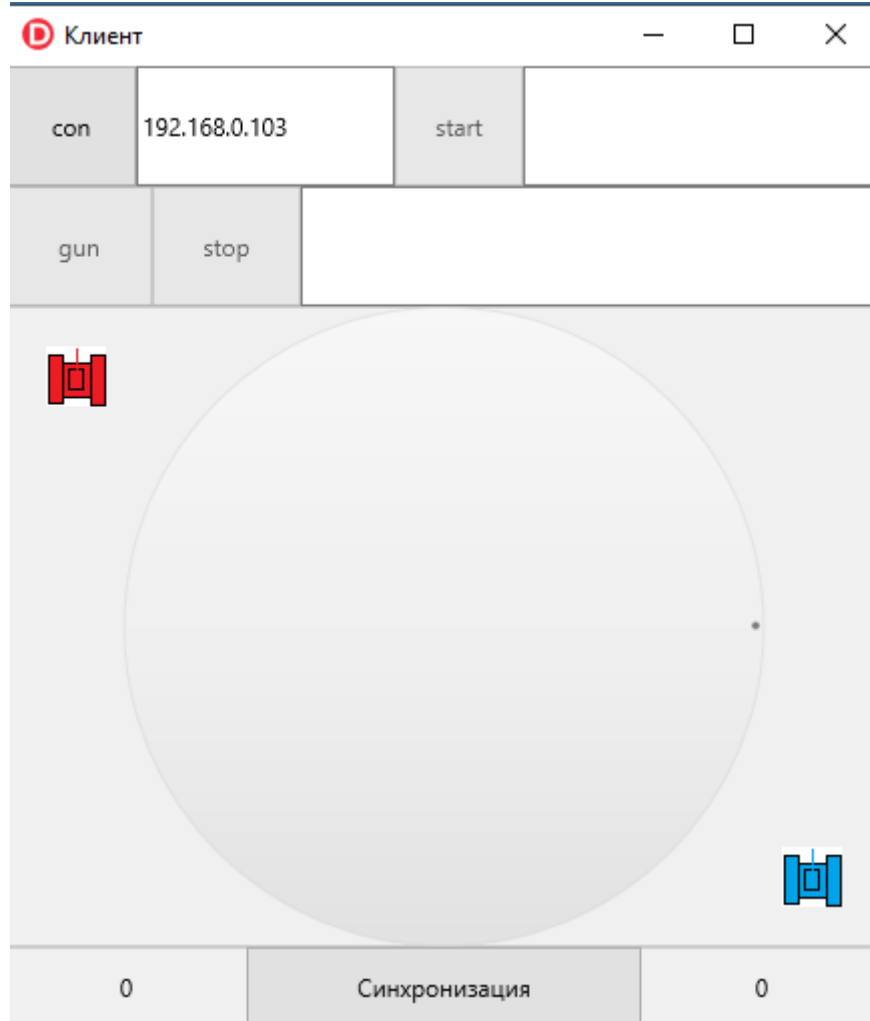
```
    CC.Position.Y:=Rectangle38.Position.Y;
end;
if Label3.Text='Rectangle40' then
begin
    CC.Position.X:=Rectangle40.Position.X;
    CC.Position.Y:=Rectangle40.Position.Y;
end;
if Label3.Text='Rectangle43' then
begin
    CC.Position.X:=Rectangle43.Position.X;
    CC.Position.Y:=Rectangle43.Position.Y;
end;
if Label3.Text='Rectangle48' then
begin
    CC.Position.X:=Rectangle48.Position.X;
    CC.Position.Y:=Rectangle48.Position.Y;
end;
if Label3.Text='Rectangle41' then
begin
    CC.Position.X:=Rectangle41.Position.X;
    CC.Position.Y:=Rectangle41.Position.Y;
end;
if Label3.Text='Rectangle46' then
begin
    CC.Position.X:=Rectangle46.Position.X;
    CC.Position.Y:=Rectangle46.Position.Y;
end;
if Label3.Text='Rectangle53' then
begin
    CC.Position.X:=Rectangle53.Position.X;
    CC.Position.Y:=Rectangle53.Position.Y;
end;
if Label3.Text='Rectangle55' then
begin
    CC.Position.X:=Rectangle55.Position.X;
    CC.Position.Y:=Rectangle55.Position.Y;
end;
if Label3.Text='Rectangle52' then
begin
    CC.Position.X:=Rectangle52.Position.X;
    CC.Position.Y:=Rectangle52.Position.Y;
end;
if Label3.Text='Rectangle49' then
begin
    CC.Position.X:=Rectangle49.Position.X;
    CC.Position.Y:=Rectangle49.Position.Y;
end;
if Label3.Text='Rectangle62' then
```

```

begin
  CC.Position.X:=Rectangle62.Position.X;
  CC.Position.Y:=Rectangle62.Position.Y;
end;
if Label3.Text='Rectangle59' then
begin
  CC.Position.X:=Rectangle59.Position.X;
  CC.Position.Y:=Rectangle59.Position.Y;
end;
if Label3.Text='Rectangle57' then
begin
  CC.Position.X:=Rectangle57.Position.X;
  CC.Position.Y:=Rectangle57.Position.Y;
end;
if Label3.Text='Rectangle64' then
begin
  CC.Position.X:=Rectangle64.Position.X;
  CC.Position.Y:=Rectangle64.Position.Y;
end;
end;
end;

```

6. Сетевой танковый бой.



Игра в домашней сети. Соединение по ип адресу. Кнопка синхронизации для синхронизации танков. Кнопка кон для установки сетевого соединения. Страт для начала движения. Ган для выстрела. Стоп для остановки. Счетчик попаданий в низу. Поворот центральным кругом. Игра между двумя телефонами или одним телефоном и ПК.

В предыдущей версии два игрока играли на третьем устройстве.

var

Form2: TForm2;

u: real;

s, v, red, blue: integer;

implementation

{ \$R *.fmx }

procedure TForm2.ArcDial1Change(Sender: TObject);

begin

if ArcDial1.Value < 0 then

u := abs(ArcDial1.Value);

if ArcDial1.Value > 0 then

u := 360 - ArcDial1.Value;

Image1.RotationAngle := u;

end;

// стоп

procedure TForm2.Button1Click(Sender: TObject);

begin

Timer1.Enabled := false;

end;

// старт

procedure TForm2.Button2Click(Sender: TObject);

begin

Timer1.Enabled := true;

end;

// кон

procedure TForm2.Button3Click(Sender: TObject);

begin

IdTCPClient1.Host := Edit1.Text;

IdTCPClient1.Connect;

IdTCPClient2.Host := Edit1.Text;

IdTCPClient2.Connect;

Button1.Enabled := true;

Button2.Enabled := true;

Button4.Enabled := true;

end;

```

// gun
procedure TForm2.Button4Click(Sender: TObject);
begin
    Ellipse1.Position.X := Image1.Position.X + Image1.Width / 2;
    Ellipse1.Position.Y := Image1.Position.Y + Image1.Height / 2;
    Ellipse1.RotationAngle := Image1.RotationAngle;
    Ellipse1.Visible := true;
    Timer2.Enabled := true;
end;

// поменять
procedure TForm2.Button5Click(Sender: TObject);
var
    x1, y1, x2, y2: Single;
begin
    x1 := Image1.Position.X;
    y1 := Image1.Position.Y;
    x2 := Image2.Position.X;
    y2 := Image2.Position.Y;
    Image1.Position.X := x2;
    Image1.Position.Y := y2;
    Image2.Position.X := x1;
    Image2.Position.Y := y1;
end;

procedure TForm2.FormCreate(Sender: TObject);
begin
    s := 10;
    v := 30;
    red := 0;
    blue := 0;
    FormatSettings.DateSeparator := '.';
    Image1.Position.X := 20;
    Image1.Position.Y := 20;
    Image2.Position.X := Panel4.Width - Image2.Width - 20;
    Image2.Position.Y := Panel4.Height - Image2.Height - 20;
end;

procedure TForm2.FormDestroy(Sender: TObject);
begin
    Timer1.Enabled := false;
    Timer2.Enabled := false;
end;

// прием танка
procedure TForm2.IdTCPServer1Execute(AContext: TIdContext);
var
    X, Y, u, s: string;

```

```

begin
  Edit4.Text := AContext.Connection.Socket.ReadLn;
  s := Edit4.Text;
  X := Copy(s, 1, pos(' ', s) - 1);
  delete(s, 1, pos(' ', s));
  Y := Copy(s, 1, pos(';', s) - 1);
  delete(s, 1, pos(';', s));
  u := Copy(s, 1, Length(s));
  Image2.Position.X := StrToFloat(X);
  Image2.Position.Y := StrToFloat(Y);
  Image2.RotationAngle := StrToFloat(u);
  // за рамки
  if Image2.Position.X <= 0 then
    Image2.Position.X := 0;
  if Image2.Position.X + Image2.Width >= Panel4.Width then
    Image2.Position.X := Panel4.Width - Image2.Width;
  if Image2.Position.Y <= 0 then
    Image2.Position.Y := 0;
  if Image2.Position.Y + Image2.Height >= Panel4.Height then
    Image2.Position.Y := Panel4.Height - Image2.Height;
  //
end;

// прием торпеды
procedure TForm2.IdTCPServer2Execute(AContext: TIdContext);
var
  xtor, ytor, utor, stor: string;
begin
  Edit5.Text := AContext.Connection.Socket.ReadLn;
  stor := Edit5.Text;
  xtor := Copy(stor, 1, pos(' ', stor) - 1);
  delete(stor, 1, pos(' ', stor));
  ytor := Copy(stor, 1, pos(';', stor) - 1);
  delete(stor, 1, pos(';', stor));
  utor := Copy(stor, 1, Length(stor));
  Ellipse2.Visible := true;
  Ellipse2.Position.X := StrToFloat(xtor);
  Ellipse2.Position.Y := StrToFloat(ytor);
  Ellipse2.RotationAngle := StrToFloat(utor);
  if (Ellipse2.Position.X > Image1.Position.X) and
    (Ellipse2.Position.X < Image1.Position.X + Image1.Width) and
    (Ellipse2.Position.Y > Image1.Position.Y) and
    (Ellipse2.Position.Y < Image1.Position.Y + Image1.Height) then
  begin
    blue := blue + 1;
    Label2.Text := IntToStr(blue);
  end;
end;
end;

```

```

// tanks move
procedure TForm2.Timer1Timer(Sender: TObject);
begin
  try
    Image1.Position.X := Image1.Position.X + s * cos(DegToRad(u - 90));
    Image1.Position.Y := Image1.Position.Y + s * sin(DegToRad(u - 90));
    // за рамки
    if Image1.Position.X <= 0 then
      Image1.Position.X := 0;
    if Image1.Position.X + Image1.Width >= Panel4.Width then
      Image1.Position.X := Panel4.Width - Image1.Width;
    if Image1.Position.Y <= 0 then
      Image1.Position.Y := 0;
    if Image1.Position.Y + Image1.Height >= Panel4.Height then
      Image1.Position.Y := Panel4.Height - Image1.Height;
    //
    IdTCPClient1.Socket.WriteLine(FloatToStrF(Image1.Position.X, ffFixed, 6, 1) +
      ' ' + FloatToStrF(Image1.Position.Y, ffFixed, 6, 1) + ';' +
      FloatToStrF(Image1.RotationAngle, ffFixed, 5, 1));
  except
    Timer1.Enabled := false;
  end;
end;

```

```

// topedoRed
procedure TForm2.Timer2Timer(Sender: TObject);
begin
  Ellipse1.Position.X := Ellipse1.Position.X + v *
    cos(DegToRad(Ellipse1.RotationAngle - 90));
  Ellipse1.Position.Y := Ellipse1.Position.Y + v *
    sin(DegToRad(Ellipse1.RotationAngle - 90));
  // за ramki
  if Ellipse1.Position.X < 0 then
    Timer2.Enabled := false;
  if Ellipse1.Position.X > Panel4.Height then
    Timer2.Enabled := false;
  if Ellipse1.Position.Y < 0 then
    Timer2.Enabled := false;
  if Ellipse1.Position.Y > Panel4.Height then
    Timer2.Enabled := false;
  if (Ellipse1.Position.X > Image2.Position.X) and
    (Ellipse1.Position.X < Image2.Position.X + Image2.Width) and
    (Ellipse1.Position.Y > Image2.Position.Y) and
    (Ellipse1.Position.Y < Image2.Position.Y + Image1.Height) then
  begin
    red := red + 1;
    Label1.Text := IntToStr(red);
  end;
end;

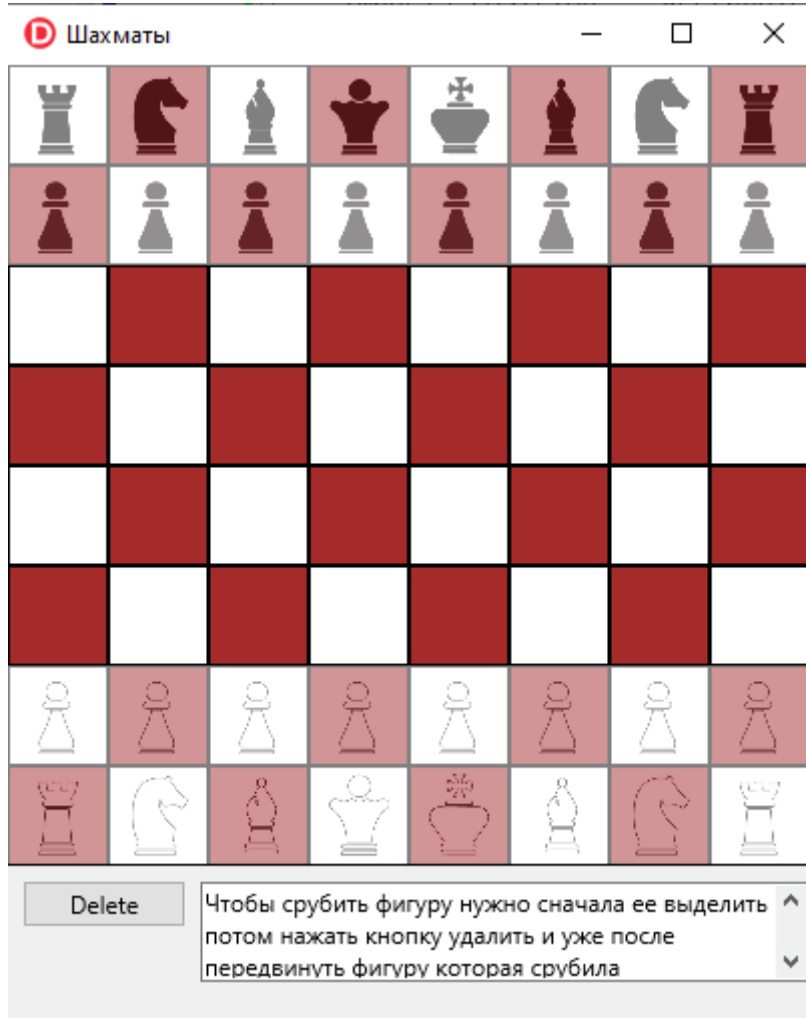
```

```

end;
IdTCPClient2.Socket.WriteLine(FloatToStrF(Ellipse1.Position.X, ffFixed, 6, 1) +
  '' + FloatToStrF(Ellipse1.Position.Y, ffFixed, 6, 1) + ';' +
  FloatToStrF(Ellipse1.RotationAngle, ffFixed, 5, 1));
end;
end.

```

7. Игра Шахматы локальная.



Для ПК и телефона. Правильность ходов не контролируется. Для хода нужно сначала щелкнуть на фигуру, а потом на свободную клетку. Для сруба нужно сначала выбрать кого будет есть а потом нажать кнопку удалить и после этого сделать фигурой, которая срубает.

```

var
  Form1: TForm1;
  n: integer;

```

implementation

```
{ $R *.fmx }
```

```

procedure TForm1.Button1Click(Sender: TObject);
begin
  if n = 1 then

```



```
begin
  Image1.Position.Y := -60;
  Image1.Visible := false;
end;
if n = 2 then
begin
  Image2.Position.Y := -60;
  Image2.Visible := false;
end;
if n = 3 then
begin
  Image3.Position.Y := -60;
  Image3.Visible := false;
end;
if n = 4 then
begin
  Image4.Position.Y := -60;
  Image4.Visible := false;
end;
if n = 5 then
begin
  Image5.Position.Y := -60;
  Image5.Visible := false;
end;
if n = 6 then
begin
  Image6.Position.Y := -60;
  Image6.Visible := false;
end;
if n = 7 then
begin
  Image7.Position.Y := -60;
  Image7.Visible := false;
end;
if n = 8 then
begin
  Image8.Position.Y := -60;
  Image8.Visible := false;
end;
if n = 9 then
begin
  Image9.Position.Y := -60;
  Image9.Visible := false;
end;
if n = 10 then
begin
  Image10.Position.Y := -60;
  Image10.Visible := false;
```

```
end;
if n = 11 then
begin
  Image11.Position.Y := -60;
  Image11.Visible := false;
end;
if n = 12 then
begin
  Image12.Position.Y := -60;
  Image12.Visible := false;
end;
if n = 13 then
begin
  Image13.Position.Y := -60;
  Image13.Visible := false;
end;
if n = 14 then
begin
  Image14.Position.Y := -60;
  Image14.Visible := false;
end;
if n = 15 then
begin
  Image15.Position.Y := -60;
  Image15.Visible := false;
end;
if n = 16 then
begin
  Image16.Position.Y := -60;
  Image16.Visible := false;
end;
if n = 17 then
begin
  Image17.Position.Y := -60;
  Image17.Visible := false;
end;
if n = 18 then
begin
  Image18.Position.Y := -60;
  Image18.Visible := false;
end;
if n = 19 then
begin
  Image19.Position.Y := -60;
  Image19.Visible := false;
end;
if n = 20 then
begin
```

```
    Image20.Position.Y := -60;
    Image20.Visible := false;
end;
if n = 21 then
begin
    Image21.Position.Y := -60;
    Image21.Visible := false;
end;
if n = 22 then
begin
    Image22.Position.Y := -60;
    Image22.Visible := false;
end;
if n = 23 then
begin
    Image23.Position.Y := -60;
    Image23.Visible := false;
end;
if n = 24 then
begin
    Image24.Position.Y := -60;
    Image24.Visible := false;
end;
if n = 25 then
begin
    Image25.Position.Y := -60;
    Image25.Visible := false;
end;
if n = 26 then
begin
    Image26.Position.Y := -60;
    Image26.Visible := false;
end;
if n = 27 then
begin
    Image27.Position.Y := -60;
    Image27.Visible := false;
end;
if n = 28 then
begin
    Image28.Position.Y := -60;
    Image28.Visible := false;
end;
if n = 29 then
begin
    Image29.Position.Y := -60;
    Image29.Visible := false;
end;
```

```
if n = 30 then
begin
    Image30.Position.Y := -60;
    Image30.Visible := false;
end;
if n = 31 then
begin
    Image31.Position.Y := -60;
    Image31.Visible := false;
end;
if n = 32 then
begin
    Image32.Position.Y := -60;
    Image32.Visible := false;
end;
end;
```

```
procedure TForm1.Image10Click(Sender: TObject);
begin
    n := 10;
end;
```

```
procedure TForm1.Image11Click(Sender: TObject);
begin
    n := 11;
end;
```

```
procedure TForm1.Image12Click(Sender: TObject);
begin
    n := 12;
end;
```

```
procedure TForm1.Image13Click(Sender: TObject);
begin
    n := 13;
end;
```

```
procedure TForm1.Image14Click(Sender: TObject);
begin
    n := 14;
end;
```

```
procedure TForm1.Image15Click(Sender: TObject);
begin
    n := 15;
end;
```

```
procedure TForm1.Image16Click(Sender: TObject);
```

```
begin
  n := 16;
end;
```

```
procedure TForm1.Image17Click(Sender: TObject);
begin
  n := 17;
end;
```

```
procedure TForm1.Image18Click(Sender: TObject);
begin
  n := 18;
end;
```

```
procedure TForm1.Image19Click(Sender: TObject);
begin
  n := 19;
end;
```

```
procedure TForm1.Image1Click(Sender: TObject);
begin
  n := 1;
end;
```

```
procedure TForm1.Image20Click(Sender: TObject);
begin
  n := 20;
end;
```

```
procedure TForm1.Image21Click(Sender: TObject);
begin
  n := 21;
end;
```

```
procedure TForm1.Image22Click(Sender: TObject);
begin
  n := 22;
end;
```

```
procedure TForm1.Image23Click(Sender: TObject);
begin
  n := 23;
end;
```

```
procedure TForm1.Image24Click(Sender: TObject);
begin
  n := 24;
end;
```

```
procedure TForm1.Image25Click(Sender: TObject);  
begin  
    n := 25;  
end;
```

```
procedure TForm1.Image26Click(Sender: TObject);  
begin  
    n := 26;  
end;
```

```
procedure TForm1.Image27Click(Sender: TObject);  
begin  
    n := 27;  
end;
```

```
procedure TForm1.Image28Click(Sender: TObject);  
begin  
    n := 28;  
end;
```

```
procedure TForm1.Image29Click(Sender: TObject);  
begin  
    n := 29;  
end;
```

```
procedure TForm1.Image2Click(Sender: TObject);  
begin  
    n := 2;  
end;
```

```
procedure TForm1.Image30Click(Sender: TObject);  
begin  
    n := 30;  
end;
```

```
procedure TForm1.Image31Click(Sender: TObject);  
begin  
    n := 31;  
end;
```

```
procedure TForm1.Image32Click(Sender: TObject);  
begin  
    n := 32;  
end;
```

```
procedure TForm1.Image3Click(Sender: TObject);  
begin
```

```
    n := 3;  
end;
```

```
procedure TForm1.Image4Click(Sender: TObject);  
begin  
    n := 4;  
end;
```

```
procedure TForm1.Image5Click(Sender: TObject);  
begin  
    n := 5;  
end;
```

```
procedure TForm1.Image6Click(Sender: TObject);  
begin  
    n := 6;  
end;
```

```
procedure TForm1.Image7Click(Sender: TObject);  
begin  
    n := 7;  
end;
```

```
procedure TForm1.Image8Click(Sender: TObject);  
begin  
    n := 8;  
end;
```

```
procedure TForm1.Image9Click(Sender: TObject);  
begin  
    n := 9;  
end;
```

```
procedure TForm1.Rectangle10Click(Sender: TObject);  
begin  
    if n = 1 then  
        Image1.Position := Rectangle10.Position;  
    if n = 2 then  
        Image2.Position := Rectangle10.Position;  
    if n = 3 then  
        Image3.Position := Rectangle10.Position;  
    if n = 4 then  
        Image4.Position := Rectangle10.Position;  
    if n = 5 then  
        Image5.Position := Rectangle10.Position;  
    if n = 6 then  
        Image6.Position := Rectangle10.Position;  
    if n = 7 then
```

```
Image7.Position := Rectangle10.Position;
if n = 8 then
  Image8.Position := Rectangle10.Position;
if n = 9 then
  Image9.Position := Rectangle10.Position;
if n = 10 then
  Image10.Position := Rectangle10.Position;
if n = 11 then
  Image11.Position := Rectangle10.Position;
if n = 12 then
  Image12.Position := Rectangle10.Position;
if n = 13 then
  Image13.Position := Rectangle10.Position;
if n = 14 then
  Image14.Position := Rectangle10.Position;
if n = 15 then
  Image15.Position := Rectangle10.Position;
if n = 16 then
  Image16.Position := Rectangle10.Position;
if n = 17 then
  Image17.Position := Rectangle10.Position;
if n = 18 then
  Image18.Position := Rectangle10.Position;
if n = 19 then
  Image19.Position := Rectangle10.Position;
if n = 20 then
  Image20.Position := Rectangle10.Position;
if n = 21 then
  Image21.Position := Rectangle10.Position;
if n = 22 then
  Image22.Position := Rectangle10.Position;
if n = 23 then
  Image23.Position := Rectangle10.Position;
if n = 24 then
  Image24.Position := Rectangle10.Position;
if n = 25 then
  Image25.Position := Rectangle10.Position;
if n = 26 then
  Image26.Position := Rectangle10.Position;
if n = 27 then
  Image27.Position := Rectangle10.Position;
if n = 28 then
  Image28.Position := Rectangle10.Position;
if n = 29 then
  Image29.Position := Rectangle10.Position;
if n = 30 then
  Image30.Position := Rectangle10.Position;
if n = 31 then
```



```
    Image31.Position := Rectangle10.Position;  
    if n = 32 then  
        Image32.Position := Rectangle10.Position;  
    end;
```

```
procedure TForm1.Rectangle11Click(Sender: TObject);  
begin  
    if n = 1 then  
        Image1.Position := Rectangle11.Position;  
    if n = 2 then  
        Image2.Position := Rectangle11.Position;  
    if n = 3 then  
        Image3.Position := Rectangle11.Position;  
    if n = 4 then  
        Image4.Position := Rectangle11.Position;  
    if n = 5 then  
        Image5.Position := Rectangle11.Position;  
    if n = 6 then  
        Image6.Position := Rectangle11.Position;  
    if n = 7 then  
        Image7.Position := Rectangle11.Position;  
    if n = 8 then  
        Image8.Position := Rectangle11.Position;  
    if n = 9 then  
        Image9.Position := Rectangle11.Position;  
    if n = 10 then  
        Image10.Position := Rectangle11.Position;  
    if n = 11 then  
        Image11.Position := Rectangle11.Position;  
    if n = 12 then  
        Image12.Position := Rectangle11.Position;  
    if n = 13 then  
        Image13.Position := Rectangle11.Position;  
    if n = 14 then  
        Image14.Position := Rectangle11.Position;  
    if n = 15 then  
        Image15.Position := Rectangle11.Position;  
    if n = 16 then  
        Image16.Position := Rectangle11.Position;  
    if n = 17 then  
        Image17.Position := Rectangle11.Position;  
    if n = 18 then  
        Image18.Position := Rectangle11.Position;  
    if n = 19 then  
        Image19.Position := Rectangle11.Position;  
    if n = 20 then  
        Image20.Position := Rectangle11.Position;  
    if n = 21 then
```

```

    Image21.Position := Rectangle11.Position;
  if n = 22 then
    Image22.Position := Rectangle11.Position;
  if n = 23 then
    Image23.Position := Rectangle11.Position;
  if n = 24 then
    Image24.Position := Rectangle11.Position;
  if n = 25 then
    Image25.Position := Rectangle11.Position;
  if n = 26 then
    Image26.Position := Rectangle11.Position;
  if n = 27 then
    Image27.Position := Rectangle11.Position;
  if n = 28 then
    Image28.Position := Rectangle11.Position;
  if n = 29 then
    Image29.Position := Rectangle11.Position;
  if n = 30 then
    Image30.Position := Rectangle11.Position;
  if n = 31 then
    Image31.Position := Rectangle11.Position;
  if n = 32 then
    Image32.Position := Rectangle11.Position;
end;

```

```

procedure TForm1.Rectangle12Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle12.Position;
  if n = 2 then
    Image2.Position := Rectangle12.Position;
  if n = 3 then
    Image3.Position := Rectangle12.Position;
  if n = 4 then
    Image4.Position := Rectangle12.Position;
  if n = 5 then
    Image5.Position := Rectangle12.Position;
  if n = 6 then
    Image6.Position := Rectangle12.Position;
  if n = 7 then
    Image7.Position := Rectangle12.Position;
  if n = 8 then
    Image8.Position := Rectangle12.Position;
  if n = 9 then
    Image9.Position := Rectangle12.Position;
  if n = 10 then
    Image10.Position := Rectangle12.Position;
  if n = 11 then

```

```

    Image11.Position := Rectangle12.Position;
  if n = 12 then
    Image12.Position := Rectangle12.Position;
  if n = 13 then
    Image13.Position := Rectangle12.Position;
  if n = 14 then
    Image14.Position := Rectangle12.Position;
  if n = 15 then
    Image15.Position := Rectangle12.Position;
  if n = 16 then
    Image16.Position := Rectangle12.Position;
  if n = 17 then
    Image17.Position := Rectangle12.Position;
  if n = 18 then
    Image18.Position := Rectangle12.Position;
  if n = 19 then
    Image19.Position := Rectangle12.Position;
  if n = 20 then
    Image20.Position := Rectangle12.Position;
  if n = 21 then
    Image21.Position := Rectangle12.Position;
  if n = 22 then
    Image22.Position := Rectangle12.Position;
  if n = 23 then
    Image23.Position := Rectangle12.Position;
  if n = 24 then
    Image24.Position := Rectangle12.Position;
  if n = 25 then
    Image25.Position := Rectangle12.Position;
  if n = 26 then
    Image26.Position := Rectangle12.Position;
  if n = 27 then
    Image27.Position := Rectangle12.Position;
  if n = 28 then
    Image28.Position := Rectangle10.Position;
  if n = 29 then
    Image29.Position := Rectangle12.Position;
  if n = 30 then
    Image30.Position := Rectangle12.Position;
  if n = 31 then
    Image31.Position := Rectangle12.Position;
  if n = 32 then
    Image32.Position := Rectangle12.Position;
end;

```

```

procedure TForm1.Rectangle13Click(Sender: TObject);
begin
  if n = 1 then

```

```
Image1.Position := Rectangle13.Position;
if n = 2 then
Image2.Position := Rectangle13.Position;
if n = 3 then
Image3.Position := Rectangle13.Position;
if n = 4 then
Image4.Position := Rectangle13.Position;
if n = 5 then
Image5.Position := Rectangle13.Position;
if n = 6 then
Image6.Position := Rectangle13.Position;
if n = 7 then
Image7.Position := Rectangle13.Position;
if n = 8 then
Image8.Position := Rectangle13.Position;
if n = 9 then
Image9.Position := Rectangle13.Position;
if n = 10 then
Image10.Position := Rectangle13.Position;
if n = 11 then
Image11.Position := Rectangle13.Position;
if n = 12 then
Image12.Position := Rectangle13.Position;
if n = 13 then
Image13.Position := Rectangle13.Position;
if n = 14 then
Image14.Position := Rectangle13.Position;
if n = 15 then
Image15.Position := Rectangle13.Position;
if n = 16 then
Image16.Position := Rectangle13.Position;
if n = 17 then
Image17.Position := Rectangle13.Position;
if n = 18 then
Image18.Position := Rectangle13.Position;
if n = 19 then
Image19.Position := Rectangle13.Position;
if n = 20 then
Image20.Position := Rectangle13.Position;
if n = 21 then
Image21.Position := Rectangle13.Position;
if n = 22 then
Image22.Position := Rectangle13.Position;
if n = 23 then
Image23.Position := Rectangle13.Position;
if n = 24 then
Image24.Position := Rectangle13.Position;
if n = 25 then
```

```
    Image25.Position := Rectangle13.Position;
  if n = 26 then
    Image26.Position := Rectangle13.Position;
  if n = 27 then
    Image27.Position := Rectangle13.Position;
  if n = 28 then
    Image28.Position := Rectangle13.Position;
  if n = 29 then
    Image29.Position := Rectangle13.Position;
  if n = 30 then
    Image30.Position := Rectangle13.Position;
  if n = 31 then
    Image31.Position := Rectangle13.Position;
  if n = 32 then
    Image32.Position := Rectangle13.Position;
end;
```

```
procedure TForm1.Rectangle14Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle14.Position;
  if n = 2 then
    Image2.Position := Rectangle14.Position;
  if n = 3 then
    Image3.Position := Rectangle14.Position;
  if n = 4 then
    Image4.Position := Rectangle14.Position;
  if n = 5 then
    Image5.Position := Rectangle14.Position;
  if n = 6 then
    Image6.Position := Rectangle14.Position;
  if n = 7 then
    Image7.Position := Rectangle14.Position;
  if n = 8 then
    Image8.Position := Rectangle14.Position;
  if n = 9 then
    Image9.Position := Rectangle14.Position;
  if n = 10 then
    Image10.Position := Rectangle14.Position;
  if n = 11 then
    Image11.Position := Rectangle14.Position;
  if n = 12 then
    Image12.Position := Rectangle14.Position;
  if n = 13 then
    Image13.Position := Rectangle14.Position;
  if n = 14 then
    Image14.Position := Rectangle14.Position;
  if n = 15 then
```

```
    Image15.Position := Rectangle14.Position;
  if n = 16 then
    Image16.Position := Rectangle14.Position;
  if n = 17 then
    Image17.Position := Rectangle14.Position;
  if n = 18 then
    Image18.Position := Rectangle14.Position;
  if n = 19 then
    Image19.Position := Rectangle14.Position;
  if n = 20 then
    Image20.Position := Rectangle14.Position;
  if n = 21 then
    Image21.Position := Rectangle14.Position;
  if n = 22 then
    Image22.Position := Rectangle14.Position;
  if n = 23 then
    Image23.Position := Rectangle14.Position;
  if n = 24 then
    Image24.Position := Rectangle14.Position;
  if n = 25 then
    Image25.Position := Rectangle14.Position;
  if n = 26 then
    Image26.Position := Rectangle14.Position;
  if n = 27 then
    Image27.Position := Rectangle14.Position;
  if n = 28 then
    Image28.Position := Rectangle14.Position;
  if n = 29 then
    Image29.Position := Rectangle14.Position;
  if n = 30 then
    Image30.Position := Rectangle14.Position;
  if n = 31 then
    Image31.Position := Rectangle14.Position;
  if n = 32 then
    Image32.Position := Rectangle14.Position;
end;
```

```
procedure TForm1.Rectangle15Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle15.Position;
  if n = 2 then
    Image2.Position := Rectangle15.Position;
  if n = 3 then
    Image3.Position := Rectangle15.Position;
  if n = 4 then
    Image4.Position := Rectangle15.Position;
  if n = 5 then
```

```
Image5.Position := Rectangle15.Position;
if n = 6 then
  Image6.Position := Rectangle15.Position;
if n = 7 then
  Image7.Position := Rectangle15.Position;
if n = 8 then
  Image8.Position := Rectangle15.Position;
if n = 9 then
  Image9.Position := Rectangle15.Position;
if n = 10 then
  Image10.Position := Rectangle15.Position;
if n = 11 then
  Image11.Position := Rectangle15.Position;
if n = 12 then
  Image12.Position := Rectangle15.Position;
if n = 13 then
  Image13.Position := Rectangle15.Position;
if n = 14 then
  Image14.Position := Rectangle15.Position;
if n = 15 then
  Image15.Position := Rectangle15.Position;
if n = 16 then
  Image16.Position := Rectangle15.Position;
if n = 17 then
  Image17.Position := Rectangle15.Position;
if n = 18 then
  Image18.Position := Rectangle15.Position;
if n = 19 then
  Image19.Position := Rectangle15.Position;
if n = 20 then
  Image20.Position := Rectangle15.Position;
if n = 21 then
  Image21.Position := Rectangle15.Position;
if n = 22 then
  Image22.Position := Rectangle15.Position;
if n = 23 then
  Image23.Position := Rectangle15.Position;
if n = 24 then
  Image24.Position := Rectangle15.Position;
if n = 25 then
  Image25.Position := Rectangle15.Position;
if n = 26 then
  Image26.Position := Rectangle15.Position;
if n = 27 then
  Image27.Position := Rectangle15.Position;
if n = 28 then
  Image28.Position := Rectangle15.Position;
if n = 29 then
```

```
    Image29.Position := Rectangle15.Position;
  if n = 30 then
    Image30.Position := Rectangle15.Position;
  if n = 31 then
    Image31.Position := Rectangle15.Position;
  if n = 32 then
    Image32.Position := Rectangle15.Position;
end;
```

```
procedure TForm1.Rectangle16Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle16.Position;
  if n = 2 then
    Image2.Position := Rectangle16.Position;
  if n = 3 then
    Image3.Position := Rectangle16.Position;
  if n = 4 then
    Image4.Position := Rectangle16.Position;
  if n = 5 then
    Image5.Position := Rectangle16.Position;
  if n = 6 then
    Image6.Position := Rectangle16.Position;
  if n = 7 then
    Image7.Position := Rectangle16.Position;
  if n = 8 then
    Image8.Position := Rectangle16.Position;
  if n = 9 then
    Image9.Position := Rectangle16.Position;
  if n = 10 then
    Image10.Position := Rectangle16.Position;
  if n = 11 then
    Image11.Position := Rectangle16.Position;
  if n = 12 then
    Image12.Position := Rectangle16.Position;
  if n = 13 then
    Image13.Position := Rectangle16.Position;
  if n = 14 then
    Image14.Position := Rectangle16.Position;
  if n = 15 then
    Image15.Position := Rectangle16.Position;
  if n = 16 then
    Image16.Position := Rectangle16.Position;
  if n = 17 then
    Image17.Position := Rectangle16.Position;
  if n = 18 then
    Image18.Position := Rectangle16.Position;
  if n = 19 then
```



```

    Image19.Position := Rectangle16.Position;
  if n = 20 then
    Image20.Position := Rectangle16.Position;
  if n = 21 then
    Image21.Position := Rectangle16.Position;
  if n = 22 then
    Image22.Position := Rectangle16.Position;
  if n = 23 then
    Image23.Position := Rectangle16.Position;
  if n = 24 then
    Image24.Position := Rectangle16.Position;
  if n = 25 then
    Image25.Position := Rectangle16.Position;
  if n = 26 then
    Image26.Position := Rectangle16.Position;
  if n = 27 then
    Image27.Position := Rectangle16.Position;
  if n = 28 then
    Image28.Position := Rectangle16.Position;
  if n = 29 then
    Image29.Position := Rectangle16.Position;
  if n = 30 then
    Image30.Position := Rectangle16.Position;
  if n = 31 then
    Image31.Position := Rectangle16.Position;
  if n = 32 then
    Image32.Position := Rectangle16.Position;
end;

```

```

procedure TForm1.Rectangle17Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle17.Position;
  if n = 2 then
    Image2.Position := Rectangle17.Position;
  if n = 3 then
    Image3.Position := Rectangle17.Position;
  if n = 4 then
    Image4.Position := Rectangle17.Position;
  if n = 5 then
    Image5.Position := Rectangle17.Position;
  if n = 6 then
    Image6.Position := Rectangle17.Position;
  if n = 7 then
    Image7.Position := Rectangle17.Position;
  if n = 8 then
    Image8.Position := Rectangle17.Position;
  if n = 9 then

```

```
    Image9.Position := Rectangle17.Position;
  if n = 10 then
    Image10.Position := Rectangle17.Position;
  if n = 11 then
    Image11.Position := Rectangle17.Position;
  if n = 12 then
    Image12.Position := Rectangle17.Position;
  if n = 13 then
    Image13.Position := Rectangle17.Position;
  if n = 14 then
    Image14.Position := Rectangle17.Position;
  if n = 15 then
    Image15.Position := Rectangle17.Position;
  if n = 16 then
    Image16.Position := Rectangle17.Position;
  if n = 17 then
    Image17.Position := Rectangle17.Position;
  if n = 18 then
    Image18.Position := Rectangle17.Position;
  if n = 19 then
    Image19.Position := Rectangle17.Position;
  if n = 20 then
    Image20.Position := Rectangle17.Position;
  if n = 21 then
    Image21.Position := Rectangle17.Position;
  if n = 22 then
    Image22.Position := Rectangle17.Position;
  if n = 23 then
    Image23.Position := Rectangle17.Position;
  if n = 24 then
    Image24.Position := Rectangle17.Position;
  if n = 25 then
    Image25.Position := Rectangle17.Position;
  if n = 26 then
    Image26.Position := Rectangle17.Position;
  if n = 27 then
    Image27.Position := Rectangle17.Position;
  if n = 28 then
    Image28.Position := Rectangle17.Position;
  if n = 29 then
    Image29.Position := Rectangle17.Position;
  if n = 30 then
    Image30.Position := Rectangle17.Position;
  if n = 31 then
    Image31.Position := Rectangle17.Position;
  if n = 32 then
    Image32.Position := Rectangle17.Position;
end;
```

```
procedure TForm1.Rectangle18Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle18.Position;
  if n = 2 then
    Image2.Position := Rectangle18.Position;
  if n = 3 then
    Image3.Position := Rectangle18.Position;
  if n = 4 then
    Image4.Position := Rectangle18.Position;
  if n = 5 then
    Image5.Position := Rectangle18.Position;
  if n = 6 then
    Image6.Position := Rectangle18.Position;
  if n = 7 then
    Image7.Position := Rectangle18.Position;
  if n = 8 then
    Image8.Position := Rectangle18.Position;
  if n = 9 then
    Image9.Position := Rectangle18.Position;
  if n = 10 then
    Image10.Position := Rectangle18.Position;
  if n = 11 then
    Image11.Position := Rectangle18.Position;
  if n = 12 then
    Image12.Position := Rectangle18.Position;
  if n = 13 then
    Image13.Position := Rectangle18.Position;
  if n = 14 then
    Image14.Position := Rectangle18.Position;
  if n = 15 then
    Image15.Position := Rectangle18.Position;
  if n = 16 then
    Image16.Position := Rectangle18.Position;
  if n = 17 then
    Image17.Position := Rectangle18.Position;
  if n = 18 then
    Image18.Position := Rectangle18.Position;
  if n = 19 then
    Image19.Position := Rectangle18.Position;
  if n = 20 then
    Image20.Position := Rectangle18.Position;
  if n = 21 then
    Image21.Position := Rectangle18.Position;
  if n = 22 then
    Image22.Position := Rectangle18.Position;
  if n = 23 then
```

```
    Image23.Position := Rectangle18.Position;
  if n = 24 then
    Image24.Position := Rectangle18.Position;
  if n = 25 then
    Image25.Position := Rectangle18.Position;
  if n = 26 then
    Image26.Position := Rectangle18.Position;
  if n = 27 then
    Image27.Position := Rectangle18.Position;
  if n = 28 then
    Image28.Position := Rectangle18.Position;
  if n = 29 then
    Image29.Position := Rectangle18.Position;
  if n = 30 then
    Image30.Position := Rectangle18.Position;
  if n = 31 then
    Image31.Position := Rectangle18.Position;
  if n = 32 then
    Image32.Position := Rectangle18.Position;
end;
```

```
procedure TForm1.Rectangle19Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle19.Position;
  if n = 2 then
    Image2.Position := Rectangle19.Position;
  if n = 3 then
    Image3.Position := Rectangle19.Position;
  if n = 4 then
    Image4.Position := Rectangle19.Position;
  if n = 5 then
    Image5.Position := Rectangle19.Position;
  if n = 6 then
    Image6.Position := Rectangle19.Position;
  if n = 7 then
    Image7.Position := Rectangle19.Position;
  if n = 8 then
    Image8.Position := Rectangle19.Position;
  if n = 9 then
    Image9.Position := Rectangle19.Position;
  if n = 10 then
    Image10.Position := Rectangle19.Position;
  if n = 11 then
    Image11.Position := Rectangle19.Position;
  if n = 12 then
    Image12.Position := Rectangle19.Position;
  if n = 13 then
```

```

    Image13.Position := Rectangle19.Position;
  if n = 14 then
    Image14.Position := Rectangle19.Position;
  if n = 15 then
    Image15.Position := Rectangle19.Position;
  if n = 16 then
    Image16.Position := Rectangle19.Position;
  if n = 17 then
    Image17.Position := Rectangle19.Position;
  if n = 18 then
    Image18.Position := Rectangle19.Position;
  if n = 19 then
    Image19.Position := Rectangle19.Position;
  if n = 20 then
    Image20.Position := Rectangle19.Position;
  if n = 21 then
    Image21.Position := Rectangle19.Position;
  if n = 22 then
    Image22.Position := Rectangle19.Position;
  if n = 23 then
    Image23.Position := Rectangle19.Position;
  if n = 24 then
    Image24.Position := Rectangle19.Position;
  if n = 25 then
    Image25.Position := Rectangle19.Position;
  if n = 26 then
    Image26.Position := Rectangle19.Position;
  if n = 27 then
    Image27.Position := Rectangle19.Position;
  if n = 28 then
    Image28.Position := Rectangle19.Position;
  if n = 29 then
    Image29.Position := Rectangle19.Position;
  if n = 30 then
    Image30.Position := Rectangle19.Position;
  if n = 31 then
    Image31.Position := Rectangle19.Position;
  if n = 32 then
    Image32.Position := Rectangle19.Position;
end;

```

```

procedure TForm1.Rectangle1Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle1.Position;
  if n = 2 then
    Image2.Position := Rectangle1.Position;
  if n = 3 then

```

```
Image3.Position := Rectangle1.Position;
if n = 4 then
  Image4.Position := Rectangle1.Position;
if n = 5 then
  Image5.Position := Rectangle1.Position;
if n = 6 then
  Image6.Position := Rectangle1.Position;
if n = 7 then
  Image7.Position := Rectangle1.Position;
if n = 8 then
  Image8.Position := Rectangle1.Position;
if n = 9 then
  Image9.Position := Rectangle1.Position;
if n = 10 then
  Image10.Position := Rectangle1.Position;
if n = 11 then
  Image11.Position := Rectangle1.Position;
if n = 12 then
  Image12.Position := Rectangle1.Position;
if n = 13 then
  Image13.Position := Rectangle1.Position;
if n = 14 then
  Image14.Position := Rectangle1.Position;
if n = 15 then
  Image15.Position := Rectangle1.Position;
if n = 16 then
  Image16.Position := Rectangle1.Position;
if n = 17 then
  Image17.Position := Rectangle1.Position;
if n = 18 then
  Image18.Position := Rectangle1.Position;
if n = 19 then
  Image19.Position := Rectangle1.Position;
if n = 20 then
  Image20.Position := Rectangle1.Position;
if n = 21 then
  Image21.Position := Rectangle1.Position;
if n = 22 then
  Image22.Position := Rectangle1.Position;
if n = 23 then
  Image23.Position := Rectangle1.Position;
if n = 24 then
  Image24.Position := Rectangle1.Position;
if n = 25 then
  Image25.Position := Rectangle1.Position;
if n = 26 then
  Image26.Position := Rectangle1.Position;
if n = 27 then
```

```
    Image27.Position := Rectangle1.Position;
  if n = 28 then
    Image28.Position := Rectangle1.Position;
  if n = 29 then
    Image29.Position := Rectangle1.Position;
  if n = 30 then
    Image30.Position := Rectangle1.Position;
  if n = 31 then
    Image31.Position := Rectangle1.Position;
  if n = 32 then
    Image32.Position := Rectangle1.Position;
end;
```

```
procedure TForm1.Rectangle20Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle20.Position;
  if n = 2 then
    Image2.Position := Rectangle20.Position;
  if n = 3 then
    Image3.Position := Rectangle20.Position;
  if n = 4 then
    Image4.Position := Rectangle20.Position;
  if n = 5 then
    Image5.Position := Rectangle20.Position;
  if n = 6 then
    Image6.Position := Rectangle20.Position;
  if n = 7 then
    Image7.Position := Rectangle20.Position;
  if n = 8 then
    Image8.Position := Rectangle20.Position;
  if n = 9 then
    Image9.Position := Rectangle20.Position;
  if n = 10 then
    Image10.Position := Rectangle20.Position;
  if n = 11 then
    Image11.Position := Rectangle20.Position;
  if n = 12 then
    Image12.Position := Rectangle20.Position;
  if n = 13 then
    Image13.Position := Rectangle20.Position;
  if n = 14 then
    Image14.Position := Rectangle20.Position;
  if n = 15 then
    Image15.Position := Rectangle20.Position;
  if n = 16 then
    Image16.Position := Rectangle20.Position;
  if n = 17 then
```

```

    Image17.Position := Rectangle20.Position;
  if n = 18 then
    Image18.Position := Rectangle20.Position;
  if n = 19 then
    Image19.Position := Rectangle20.Position;
  if n = 20 then
    Image20.Position := Rectangle20.Position;
  if n = 21 then
    Image21.Position := Rectangle20.Position;
  if n = 22 then
    Image22.Position := Rectangle20.Position;
  if n = 23 then
    Image23.Position := Rectangle20.Position;
  if n = 24 then
    Image24.Position := Rectangle20.Position;
  if n = 25 then
    Image25.Position := Rectangle20.Position;
  if n = 26 then
    Image26.Position := Rectangle20.Position;
  if n = 27 then
    Image27.Position := Rectangle20.Position;
  if n = 28 then
    Image28.Position := Rectangle20.Position;
  if n = 29 then
    Image29.Position := Rectangle20.Position;
  if n = 30 then
    Image30.Position := Rectangle20.Position;
  if n = 31 then
    Image31.Position := Rectangle20.Position;
  if n = 32 then
    Image32.Position := Rectangle20.Position;
end;

```

```

procedure TForm1.Rectangle21Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle21.Position;
  if n = 2 then
    Image2.Position := Rectangle21.Position;
  if n = 3 then
    Image3.Position := Rectangle21.Position;
  if n = 4 then
    Image4.Position := Rectangle21.Position;
  if n = 5 then
    Image5.Position := Rectangle21.Position;
  if n = 6 then
    Image6.Position := Rectangle21.Position;
  if n = 7 then

```



```
Image7.Position := Rectangle21.Position;
if n = 8 then
  Image8.Position := Rectangle21.Position;
if n = 9 then
  Image9.Position := Rectangle21.Position;
if n = 10 then
  Image10.Position := Rectangle21.Position;
if n = 11 then
  Image11.Position := Rectangle21.Position;
if n = 12 then
  Image12.Position := Rectangle21.Position;
if n = 13 then
  Image13.Position := Rectangle21.Position;
if n = 14 then
  Image14.Position := Rectangle21.Position;
if n = 15 then
  Image15.Position := Rectangle21.Position;
if n = 16 then
  Image16.Position := Rectangle21.Position;
if n = 17 then
  Image17.Position := Rectangle21.Position;
if n = 18 then
  Image18.Position := Rectangle21.Position;
if n = 19 then
  Image19.Position := Rectangle21.Position;
if n = 20 then
  Image20.Position := Rectangle21.Position;
if n = 21 then
  Image21.Position := Rectangle21.Position;
if n = 22 then
  Image22.Position := Rectangle21.Position;
if n = 23 then
  Image23.Position := Rectangle21.Position;
if n = 24 then
  Image24.Position := Rectangle21.Position;
if n = 25 then
  Image25.Position := Rectangle21.Position;
if n = 26 then
  Image26.Position := Rectangle21.Position;
if n = 27 then
  Image27.Position := Rectangle21.Position;
if n = 28 then
  Image28.Position := Rectangle21.Position;
if n = 29 then
  Image29.Position := Rectangle21.Position;
if n = 30 then
  Image30.Position := Rectangle21.Position;
if n = 31 then
```

```
    Image31.Position := Rectangle21.Position;
  if n = 32 then
    Image32.Position := Rectangle21.Position;
end;
```

```
procedure TForm1.Rectangle22Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle22.Position;
  if n = 2 then
    Image2.Position := Rectangle22.Position;
  if n = 3 then
    Image3.Position := Rectangle22.Position;
  if n = 4 then
    Image4.Position := Rectangle22.Position;
  if n = 5 then
    Image5.Position := Rectangle22.Position;
  if n = 6 then
    Image6.Position := Rectangle22.Position;
  if n = 7 then
    Image7.Position := Rectangle22.Position;
  if n = 8 then
    Image8.Position := Rectangle22.Position;
  if n = 9 then
    Image9.Position := Rectangle22.Position;
  if n = 10 then
    Image10.Position := Rectangle22.Position;
  if n = 11 then
    Image11.Position := Rectangle22.Position;
  if n = 12 then
    Image12.Position := Rectangle22.Position;
  if n = 13 then
    Image13.Position := Rectangle22.Position;
  if n = 14 then
    Image14.Position := Rectangle22.Position;
  if n = 15 then
    Image15.Position := Rectangle22.Position;
  if n = 16 then
    Image16.Position := Rectangle22.Position;
  if n = 17 then
    Image17.Position := Rectangle22.Position;
  if n = 18 then
    Image18.Position := Rectangle22.Position;
  if n = 19 then
    Image19.Position := Rectangle22.Position;
  if n = 20 then
    Image20.Position := Rectangle22.Position;
  if n = 21 then
```

```

    Image21.Position := Rectangle22.Position;
  if n = 22 then
    Image22.Position := Rectangle22.Position;
  if n = 23 then
    Image23.Position := Rectangle22.Position;
  if n = 24 then
    Image24.Position := Rectangle22.Position;
  if n = 25 then
    Image25.Position := Rectangle22.Position;
  if n = 26 then
    Image26.Position := Rectangle22.Position;
  if n = 27 then
    Image27.Position := Rectangle22.Position;
  if n = 28 then
    Image28.Position := Rectangle22.Position;
  if n = 29 then
    Image29.Position := Rectangle22.Position;
  if n = 30 then
    Image30.Position := Rectangle22.Position;
  if n = 31 then
    Image31.Position := Rectangle22.Position;
  if n = 32 then
    Image32.Position := Rectangle22.Position;
end;

```

```

procedure TForm1.Rectangle23Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle23.Position;
  if n = 2 then
    Image2.Position := Rectangle23.Position;
  if n = 3 then
    Image3.Position := Rectangle23.Position;
  if n = 4 then
    Image4.Position := Rectangle23.Position;
  if n = 5 then
    Image5.Position := Rectangle23.Position;
  if n = 6 then
    Image6.Position := Rectangle23.Position;
  if n = 7 then
    Image7.Position := Rectangle23.Position;
  if n = 8 then
    Image8.Position := Rectangle23.Position;
  if n = 9 then
    Image9.Position := Rectangle23.Position;
  if n = 10 then
    Image10.Position := Rectangle23.Position;
  if n = 11 then

```

```
    Image11.Position := Rectangle23.Position;
  if n = 12 then
    Image12.Position := Rectangle23.Position;
  if n = 13 then
    Image13.Position := Rectangle23.Position;
  if n = 14 then
    Image14.Position := Rectangle23.Position;
  if n = 15 then
    Image15.Position := Rectangle23.Position;
  if n = 16 then
    Image16.Position := Rectangle23.Position;
  if n = 17 then
    Image17.Position := Rectangle23.Position;
  if n = 18 then
    Image18.Position := Rectangle23.Position;
  if n = 19 then
    Image19.Position := Rectangle23.Position;
  if n = 20 then
    Image20.Position := Rectangle23.Position;
  if n = 21 then
    Image21.Position := Rectangle23.Position;
  if n = 22 then
    Image22.Position := Rectangle23.Position;
  if n = 23 then
    Image23.Position := Rectangle23.Position;
  if n = 24 then
    Image24.Position := Rectangle23.Position;
  if n = 25 then
    Image25.Position := Rectangle23.Position;
  if n = 26 then
    Image26.Position := Rectangle23.Position;
  if n = 27 then
    Image27.Position := Rectangle23.Position;
  if n = 28 then
    Image28.Position := Rectangle23.Position;
  if n = 29 then
    Image29.Position := Rectangle23.Position;
  if n = 30 then
    Image30.Position := Rectangle23.Position;
  if n = 31 then
    Image31.Position := Rectangle23.Position;
  if n = 32 then
    Image32.Position := Rectangle23.Position;
end;
```

```
procedure TForm1.Rectangle24Click(Sender: TObject);
begin
  if n = 1 then
```

```
Image1.Position := Rectangle24.Position;
if n = 2 then
Image2.Position := Rectangle24.Position;
if n = 3 then
Image3.Position := Rectangle24.Position;
if n = 4 then
Image4.Position := Rectangle24.Position;
if n = 5 then
Image5.Position := Rectangle24.Position;
if n = 6 then
Image6.Position := Rectangle24.Position;
if n = 7 then
Image7.Position := Rectangle24.Position;
if n = 8 then
Image8.Position := Rectangle24.Position;
if n = 9 then
Image9.Position := Rectangle24.Position;
if n = 10 then
Image10.Position := Rectangle24.Position;
if n = 11 then
Image11.Position := Rectangle24.Position;
if n = 12 then
Image12.Position := Rectangle24.Position;
if n = 13 then
Image13.Position := Rectangle24.Position;
if n = 14 then
Image14.Position := Rectangle24.Position;
if n = 15 then
Image15.Position := Rectangle24.Position;
if n = 16 then
Image16.Position := Rectangle24.Position;
if n = 17 then
Image17.Position := Rectangle24.Position;
if n = 18 then
Image18.Position := Rectangle24.Position;
if n = 19 then
Image19.Position := Rectangle24.Position;
if n = 20 then
Image20.Position := Rectangle24.Position;
if n = 21 then
Image21.Position := Rectangle24.Position;
if n = 22 then
Image22.Position := Rectangle24.Position;
if n = 23 then
Image23.Position := Rectangle24.Position;
if n = 24 then
Image24.Position := Rectangle24.Position;
if n = 25 then
```

```
    Image25.Position := Rectangle24.Position;
  if n = 26 then
    Image26.Position := Rectangle24.Position;
  if n = 27 then
    Image27.Position := Rectangle24.Position;
  if n = 28 then
    Image28.Position := Rectangle24.Position;
  if n = 29 then
    Image29.Position := Rectangle24.Position;
  if n = 30 then
    Image30.Position := Rectangle24.Position;
  if n = 31 then
    Image31.Position := Rectangle24.Position;
  if n = 32 then
    Image32.Position := Rectangle24.Position;
end;
```

```
procedure TForm1.Rectangle25Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle25.Position;
  if n = 2 then
    Image2.Position := Rectangle25.Position;
  if n = 3 then
    Image3.Position := Rectangle25.Position;
  if n = 4 then
    Image4.Position := Rectangle25.Position;
  if n = 5 then
    Image5.Position := Rectangle25.Position;
  if n = 6 then
    Image6.Position := Rectangle25.Position;
  if n = 7 then
    Image7.Position := Rectangle25.Position;
  if n = 8 then
    Image8.Position := Rectangle25.Position;
  if n = 9 then
    Image9.Position := Rectangle25.Position;
  if n = 10 then
    Image10.Position := Rectangle25.Position;
  if n = 11 then
    Image11.Position := Rectangle25.Position;
  if n = 12 then
    Image12.Position := Rectangle25.Position;
  if n = 13 then
    Image13.Position := Rectangle25.Position;
  if n = 14 then
    Image14.Position := Rectangle25.Position;
  if n = 15 then
```

```
    Image15.Position := Rectangle25.Position;
  if n = 16 then
    Image16.Position := Rectangle25.Position;
  if n = 17 then
    Image17.Position := Rectangle25.Position;
  if n = 18 then
    Image18.Position := Rectangle25.Position;
  if n = 19 then
    Image19.Position := Rectangle25.Position;
  if n = 20 then
    Image20.Position := Rectangle25.Position;
  if n = 21 then
    Image21.Position := Rectangle25.Position;
  if n = 22 then
    Image22.Position := Rectangle25.Position;
  if n = 23 then
    Image23.Position := Rectangle25.Position;
  if n = 24 then
    Image24.Position := Rectangle25.Position;
  if n = 25 then
    Image25.Position := Rectangle25.Position;
  if n = 26 then
    Image26.Position := Rectangle25.Position;
  if n = 27 then
    Image27.Position := Rectangle25.Position;
  if n = 28 then
    Image28.Position := Rectangle25.Position;
  if n = 29 then
    Image29.Position := Rectangle25.Position;
  if n = 30 then
    Image30.Position := Rectangle25.Position;
  if n = 31 then
    Image31.Position := Rectangle25.Position;
  if n = 32 then
    Image32.Position := Rectangle25.Position;
end;
```

```
procedure TForm1.Rectangle26Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle26.Position;
  if n = 2 then
    Image2.Position := Rectangle26.Position;
  if n = 3 then
    Image3.Position := Rectangle26.Position;
  if n = 4 then
    Image4.Position := Rectangle26.Position;
  if n = 5 then
```

Image5.Position := Rectangle26.Position;
if n = 6 then
Image6.Position := Rectangle26.Position;
if n = 7 then
Image7.Position := Rectangle26.Position;
if n = 8 then
Image8.Position := Rectangle26.Position;
if n = 9 then
Image9.Position := Rectangle26.Position;
if n = 10 then
Image10.Position := Rectangle26.Position;
if n = 11 then
Image11.Position := Rectangle26.Position;
if n = 12 then
Image12.Position := Rectangle26.Position;
if n = 13 then
Image13.Position := Rectangle26.Position;
if n = 14 then
Image14.Position := Rectangle26.Position;
if n = 15 then
Image15.Position := Rectangle26.Position;
if n = 16 then
Image16.Position := Rectangle26.Position;
if n = 17 then
Image17.Position := Rectangle26.Position;
if n = 18 then
Image18.Position := Rectangle26.Position;
if n = 19 then
Image19.Position := Rectangle26.Position;
if n = 20 then
Image20.Position := Rectangle26.Position;
if n = 21 then
Image21.Position := Rectangle26.Position;
if n = 22 then
Image22.Position := Rectangle26.Position;
if n = 23 then
Image23.Position := Rectangle26.Position;
if n = 24 then
Image24.Position := Rectangle26.Position;
if n = 25 then
Image25.Position := Rectangle26.Position;
if n = 26 then
Image26.Position := Rectangle26.Position;
if n = 27 then
Image27.Position := Rectangle26.Position;
if n = 28 then
Image28.Position := Rectangle26.Position;
if n = 29 then


```
    Image29.Position := Rectangle26.Position;
  if n = 30 then
    Image30.Position := Rectangle26.Position;
  if n = 31 then
    Image31.Position := Rectangle26.Position;
  if n = 32 then
    Image32.Position := Rectangle26.Position;
end;
```

```
procedure TForm1.Rectangle27Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle27.Position;
  if n = 2 then
    Image2.Position := Rectangle27.Position;
  if n = 3 then
    Image3.Position := Rectangle27.Position;
  if n = 4 then
    Image4.Position := Rectangle27.Position;
  if n = 5 then
    Image5.Position := Rectangle27.Position;
  if n = 6 then
    Image6.Position := Rectangle27.Position;
  if n = 7 then
    Image7.Position := Rectangle27.Position;
  if n = 8 then
    Image8.Position := Rectangle27.Position;
  if n = 9 then
    Image9.Position := Rectangle27.Position;
  if n = 10 then
    Image10.Position := Rectangle27.Position;
  if n = 11 then
    Image11.Position := Rectangle27.Position;
  if n = 12 then
    Image12.Position := Rectangle27.Position;
  if n = 13 then
    Image13.Position := Rectangle27.Position;
  if n = 14 then
    Image14.Position := Rectangle27.Position;
  if n = 15 then
    Image15.Position := Rectangle27.Position;
  if n = 16 then
    Image16.Position := Rectangle27.Position;
  if n = 17 then
    Image17.Position := Rectangle27.Position;
  if n = 18 then
    Image18.Position := Rectangle27.Position;
  if n = 19 then
```

```

    Image19.Position := Rectangle27.Position;
  if n = 20 then
    Image20.Position := Rectangle27.Position;
  if n = 21 then
    Image21.Position := Rectangle27.Position;
  if n = 22 then
    Image22.Position := Rectangle27.Position;
  if n = 23 then
    Image23.Position := Rectangle27.Position;
  if n = 24 then
    Image24.Position := Rectangle27.Position;
  if n = 25 then
    Image25.Position := Rectangle27.Position;
  if n = 26 then
    Image26.Position := Rectangle27.Position;
  if n = 27 then
    Image27.Position := Rectangle27.Position;
  if n = 28 then
    Image28.Position := Rectangle27.Position;
  if n = 29 then
    Image29.Position := Rectangle27.Position;
  if n = 30 then
    Image30.Position := Rectangle27.Position;
  if n = 31 then
    Image31.Position := Rectangle27.Position;
  if n = 32 then
    Image32.Position := Rectangle27.Position;
end;

```

```

procedure TForm1.Rectangle28Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle28.Position;
  if n = 2 then
    Image2.Position := Rectangle28.Position;
  if n = 3 then
    Image3.Position := Rectangle28.Position;
  if n = 4 then
    Image4.Position := Rectangle28.Position;
  if n = 5 then
    Image5.Position := Rectangle28.Position;
  if n = 6 then
    Image6.Position := Rectangle28.Position;
  if n = 7 then
    Image7.Position := Rectangle28.Position;
  if n = 8 then
    Image8.Position := Rectangle28.Position;
  if n = 9 then

```

```
    Image9.Position := Rectangle28.Position;
  if n = 10 then
    Image10.Position := Rectangle28.Position;
  if n = 11 then
    Image11.Position := Rectangle28.Position;
  if n = 12 then
    Image12.Position := Rectangle28.Position;
  if n = 13 then
    Image13.Position := Rectangle28.Position;
  if n = 14 then
    Image14.Position := Rectangle28.Position;
  if n = 15 then
    Image15.Position := Rectangle28.Position;
  if n = 16 then
    Image16.Position := Rectangle28.Position;
  if n = 17 then
    Image17.Position := Rectangle28.Position;
  if n = 18 then
    Image18.Position := Rectangle28.Position;
  if n = 19 then
    Image19.Position := Rectangle28.Position;
  if n = 20 then
    Image20.Position := Rectangle28.Position;
  if n = 21 then
    Image21.Position := Rectangle28.Position;
  if n = 22 then
    Image22.Position := Rectangle28.Position;
  if n = 23 then
    Image23.Position := Rectangle28.Position;
  if n = 24 then
    Image24.Position := Rectangle28.Position;
  if n = 25 then
    Image25.Position := Rectangle28.Position;
  if n = 26 then
    Image26.Position := Rectangle28.Position;
  if n = 27 then
    Image27.Position := Rectangle28.Position;
  if n = 28 then
    Image28.Position := Rectangle28.Position;
  if n = 29 then
    Image29.Position := Rectangle28.Position;
  if n = 30 then
    Image30.Position := Rectangle28.Position;
  if n = 31 then
    Image31.Position := Rectangle28.Position;
  if n = 32 then
    Image32.Position := Rectangle28.Position;
end;
```

```
procedure TForm1.Rectangle29Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle29.Position;
  if n = 2 then
    Image2.Position := Rectangle29.Position;
  if n = 3 then
    Image3.Position := Rectangle29.Position;
  if n = 4 then
    Image4.Position := Rectangle29.Position;
  if n = 5 then
    Image5.Position := Rectangle29.Position;
  if n = 6 then
    Image6.Position := Rectangle29.Position;
  if n = 7 then
    Image7.Position := Rectangle29.Position;
  if n = 8 then
    Image8.Position := Rectangle29.Position;
  if n = 9 then
    Image9.Position := Rectangle29.Position;
  if n = 10 then
    Image10.Position := Rectangle29.Position;
  if n = 11 then
    Image11.Position := Rectangle29.Position;
  if n = 12 then
    Image12.Position := Rectangle29.Position;
  if n = 13 then
    Image13.Position := Rectangle29.Position;
  if n = 14 then
    Image14.Position := Rectangle29.Position;
  if n = 15 then
    Image15.Position := Rectangle29.Position;
  if n = 16 then
    Image16.Position := Rectangle29.Position;
  if n = 17 then
    Image17.Position := Rectangle29.Position;
  if n = 18 then
    Image18.Position := Rectangle29.Position;
  if n = 19 then
    Image19.Position := Rectangle29.Position;
  if n = 20 then
    Image20.Position := Rectangle29.Position;
  if n = 21 then
    Image21.Position := Rectangle29.Position;
  if n = 22 then
    Image22.Position := Rectangle29.Position;
  if n = 23 then
```

```

    Image23.Position := Rectangle29.Position;
  if n = 24 then
    Image24.Position := Rectangle29.Position;
  if n = 25 then
    Image25.Position := Rectangle29.Position;
  if n = 26 then
    Image26.Position := Rectangle29.Position;
  if n = 27 then
    Image27.Position := Rectangle29.Position;
  if n = 28 then
    Image28.Position := Rectangle29.Position;
  if n = 29 then
    Image29.Position := Rectangle29.Position;
  if n = 30 then
    Image30.Position := Rectangle29.Position;
  if n = 31 then
    Image31.Position := Rectangle29.Position;
  if n = 32 then
    Image32.Position := Rectangle29.Position;
end;

```

```

procedure TForm1.Rectangle2Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle2.Position;
  if n = 2 then
    Image2.Position := Rectangle2.Position;
  if n = 3 then
    Image3.Position := Rectangle2.Position;
  if n = 4 then
    Image4.Position := Rectangle2.Position;
  if n = 5 then
    Image5.Position := Rectangle2.Position;
  if n = 6 then
    Image6.Position := Rectangle2.Position;
  if n = 7 then
    Image7.Position := Rectangle2.Position;
  if n = 8 then
    Image8.Position := Rectangle2.Position;
  if n = 9 then
    Image9.Position := Rectangle2.Position;
  if n = 10 then
    Image10.Position := Rectangle2.Position;
  if n = 11 then
    Image11.Position := Rectangle2.Position;
  if n = 12 then
    Image12.Position := Rectangle2.Position;
  if n = 13 then

```

```

    Image13.Position := Rectangle2.Position;
  if n = 14 then
    Image14.Position := Rectangle2.Position;
  if n = 15 then
    Image15.Position := Rectangle2.Position;
  if n = 16 then
    Image16.Position := Rectangle2.Position;
  if n = 17 then
    Image17.Position := Rectangle2.Position;
  if n = 18 then
    Image18.Position := Rectangle2.Position;
  if n = 19 then
    Image19.Position := Rectangle2.Position;
  if n = 20 then
    Image20.Position := Rectangle2.Position;
  if n = 21 then
    Image21.Position := Rectangle2.Position;
  if n = 22 then
    Image22.Position := Rectangle2.Position;
  if n = 23 then
    Image23.Position := Rectangle2.Position;
  if n = 24 then
    Image24.Position := Rectangle2.Position;
  if n = 25 then
    Image25.Position := Rectangle2.Position;
  if n = 26 then
    Image26.Position := Rectangle2.Position;
  if n = 27 then
    Image27.Position := Rectangle2.Position;
  if n = 28 then
    Image28.Position := Rectangle2.Position;
  if n = 29 then
    Image29.Position := Rectangle2.Position;
  if n = 30 then
    Image30.Position := Rectangle2.Position;
  if n = 31 then
    Image31.Position := Rectangle2.Position;
  if n = 32 then
    Image32.Position := Rectangle2.Position;
end;

```

```

procedure TForm1.Rectangle30Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle30.Position;
  if n = 2 then
    Image2.Position := Rectangle30.Position;
  if n = 3 then

```

```
Image3.Position := Rectangle30.Position;
if n = 4 then
  Image4.Position := Rectangle30.Position;
if n = 5 then
  Image5.Position := Rectangle30.Position;
if n = 6 then
  Image6.Position := Rectangle30.Position;
if n = 7 then
  Image7.Position := Rectangle30.Position;
if n = 8 then
  Image8.Position := Rectangle30.Position;
if n = 9 then
  Image9.Position := Rectangle30.Position;
if n = 10 then
  Image10.Position := Rectangle30.Position;
if n = 11 then
  Image11.Position := Rectangle30.Position;
if n = 12 then
  Image12.Position := Rectangle30.Position;
if n = 13 then
  Image13.Position := Rectangle30.Position;
if n = 14 then
  Image14.Position := Rectangle30.Position;
if n = 15 then
  Image15.Position := Rectangle30.Position;
if n = 16 then
  Image16.Position := Rectangle30.Position;
if n = 17 then
  Image17.Position := Rectangle30.Position;
if n = 18 then
  Image18.Position := Rectangle30.Position;
if n = 19 then
  Image19.Position := Rectangle30.Position;
if n = 20 then
  Image20.Position := Rectangle30.Position;
if n = 21 then
  Image21.Position := Rectangle30.Position;
if n = 22 then
  Image22.Position := Rectangle30.Position;
if n = 23 then
  Image23.Position := Rectangle30.Position;
if n = 24 then
  Image24.Position := Rectangle30.Position;
if n = 25 then
  Image25.Position := Rectangle30.Position;
if n = 26 then
  Image26.Position := Rectangle30.Position;
if n = 27 then
```

```
    Image27.Position := Rectangle30.Position;
  if n = 28 then
    Image28.Position := Rectangle30.Position;
  if n = 29 then
    Image29.Position := Rectangle30.Position;
  if n = 30 then
    Image30.Position := Rectangle30.Position;
  if n = 31 then
    Image31.Position := Rectangle30.Position;
  if n = 32 then
    Image32.Position := Rectangle30.Position;
end;
```

```
procedure TForm1.Rectangle31Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle31.Position;
  if n = 2 then
    Image2.Position := Rectangle31.Position;
  if n = 3 then
    Image3.Position := Rectangle31.Position;
  if n = 4 then
    Image4.Position := Rectangle31.Position;
  if n = 5 then
    Image5.Position := Rectangle31.Position;
  if n = 6 then
    Image6.Position := Rectangle31.Position;
  if n = 7 then
    Image7.Position := Rectangle31.Position;
  if n = 8 then
    Image8.Position := Rectangle31.Position;
  if n = 9 then
    Image9.Position := Rectangle31.Position;
  if n = 10 then
    Image10.Position := Rectangle31.Position;
  if n = 11 then
    Image11.Position := Rectangle31.Position;
  if n = 12 then
    Image12.Position := Rectangle31.Position;
  if n = 13 then
    Image13.Position := Rectangle31.Position;
  if n = 14 then
    Image14.Position := Rectangle31.Position;
  if n = 15 then
    Image15.Position := Rectangle31.Position;
  if n = 16 then
    Image16.Position := Rectangle31.Position;
  if n = 17 then
```



```

    Image17.Position := Rectangle31.Position;
  if n = 18 then
    Image18.Position := Rectangle31.Position;
  if n = 19 then
    Image19.Position := Rectangle31.Position;
  if n = 20 then
    Image20.Position := Rectangle31.Position;
  if n = 21 then
    Image21.Position := Rectangle31.Position;
  if n = 22 then
    Image22.Position := Rectangle31.Position;
  if n = 23 then
    Image23.Position := Rectangle31.Position;
  if n = 24 then
    Image24.Position := Rectangle31.Position;
  if n = 25 then
    Image25.Position := Rectangle31.Position;
  if n = 26 then
    Image26.Position := Rectangle31.Position;
  if n = 27 then
    Image27.Position := Rectangle31.Position;
  if n = 28 then
    Image28.Position := Rectangle31.Position;
  if n = 29 then
    Image29.Position := Rectangle31.Position;
  if n = 30 then
    Image30.Position := Rectangle31.Position;
  if n = 31 then
    Image31.Position := Rectangle31.Position;
  if n = 32 then
    Image32.Position := Rectangle31.Position;
end;

```

```

procedure TForm1.Rectangle32Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle32.Position;
  if n = 2 then
    Image2.Position := Rectangle32.Position;
  if n = 3 then
    Image3.Position := Rectangle32.Position;
  if n = 4 then
    Image4.Position := Rectangle32.Position;
  if n = 5 then
    Image5.Position := Rectangle32.Position;
  if n = 6 then
    Image6.Position := Rectangle32.Position;
  if n = 7 then

```

```
Image7.Position := Rectangle32.Position;
if n = 8 then
  Image8.Position := Rectangle32.Position;
if n = 9 then
  Image9.Position := Rectangle32.Position;
if n = 10 then
  Image10.Position := Rectangle32.Position;
if n = 11 then
  Image11.Position := Rectangle32.Position;
if n = 12 then
  Image12.Position := Rectangle32.Position;
if n = 13 then
  Image13.Position := Rectangle32.Position;
if n = 14 then
  Image14.Position := Rectangle32.Position;
if n = 15 then
  Image15.Position := Rectangle32.Position;
if n = 16 then
  Image16.Position := Rectangle32.Position;
if n = 17 then
  Image17.Position := Rectangle32.Position;
if n = 18 then
  Image18.Position := Rectangle32.Position;
if n = 19 then
  Image19.Position := Rectangle32.Position;
if n = 20 then
  Image20.Position := Rectangle32.Position;
if n = 21 then
  Image21.Position := Rectangle32.Position;
if n = 22 then
  Image22.Position := Rectangle32.Position;
if n = 23 then
  Image23.Position := Rectangle32.Position;
if n = 24 then
  Image24.Position := Rectangle32.Position;
if n = 25 then
  Image25.Position := Rectangle32.Position;
if n = 26 then
  Image26.Position := Rectangle32.Position;
if n = 27 then
  Image27.Position := Rectangle32.Position;
if n = 28 then
  Image28.Position := Rectangle32.Position;
if n = 29 then
  Image29.Position := Rectangle32.Position;
if n = 30 then
  Image30.Position := Rectangle32.Position;
if n = 31 then
```

```
    Image31.Position := Rectangle32.Position;  
    if n = 32 then  
        Image32.Position := Rectangle32.Position;  
end;
```

```
procedure TForm1.Rectangle33Click(Sender: TObject);  
begin  
    if n = 1 then  
        Image1.Position := Rectangle33.Position;  
    if n = 2 then  
        Image2.Position := Rectangle33.Position;  
    if n = 3 then  
        Image3.Position := Rectangle33.Position;  
    if n = 4 then  
        Image4.Position := Rectangle33.Position;  
    if n = 5 then  
        Image5.Position := Rectangle33.Position;  
    if n = 6 then  
        Image6.Position := Rectangle33.Position;  
    if n = 7 then  
        Image7.Position := Rectangle33.Position;  
    if n = 8 then  
        Image8.Position := Rectangle33.Position;  
    if n = 9 then  
        Image9.Position := Rectangle33.Position;  
    if n = 10 then  
        Image10.Position := Rectangle33.Position;  
    if n = 11 then  
        Image11.Position := Rectangle33.Position;  
    if n = 12 then  
        Image12.Position := Rectangle33.Position;  
    if n = 13 then  
        Image13.Position := Rectangle33.Position;  
    if n = 14 then  
        Image14.Position := Rectangle33.Position;  
    if n = 15 then  
        Image15.Position := Rectangle33.Position;  
    if n = 16 then  
        Image16.Position := Rectangle33.Position;  
    if n = 17 then  
        Image17.Position := Rectangle33.Position;  
    if n = 18 then  
        Image18.Position := Rectangle33.Position;  
    if n = 19 then  
        Image19.Position := Rectangle33.Position;  
    if n = 20 then  
        Image20.Position := Rectangle33.Position;  
    if n = 21 then
```

```
    Image21.Position := Rectangle33.Position;
  if n = 22 then
    Image22.Position := Rectangle33.Position;
  if n = 23 then
    Image23.Position := Rectangle33.Position;
  if n = 24 then
    Image24.Position := Rectangle33.Position;
  if n = 25 then
    Image25.Position := Rectangle33.Position;
  if n = 26 then
    Image26.Position := Rectangle33.Position;
  if n = 27 then
    Image27.Position := Rectangle33.Position;
  if n = 28 then
    Image28.Position := Rectangle33.Position;
  if n = 29 then
    Image29.Position := Rectangle33.Position;
  if n = 30 then
    Image30.Position := Rectangle33.Position;
  if n = 31 then
    Image31.Position := Rectangle33.Position;
  if n = 32 then
    Image32.Position := Rectangle33.Position;
end;
```

```
procedure TForm1.Rectangle34Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle34.Position;
  if n = 2 then
    Image2.Position := Rectangle34.Position;
  if n = 3 then
    Image3.Position := Rectangle34.Position;
  if n = 4 then
    Image4.Position := Rectangle34.Position;
  if n = 5 then
    Image5.Position := Rectangle34.Position;
  if n = 6 then
    Image6.Position := Rectangle34.Position;
  if n = 7 then
    Image7.Position := Rectangle34.Position;
  if n = 8 then
    Image8.Position := Rectangle34.Position;
  if n = 9 then
    Image9.Position := Rectangle34.Position;
  if n = 10 then
    Image10.Position := Rectangle34.Position;
  if n = 11 then
```

```

    Image11.Position := Rectangle34.Position;
  if n = 12 then
    Image12.Position := Rectangle34.Position;
  if n = 13 then
    Image13.Position := Rectangle34.Position;
  if n = 14 then
    Image14.Position := Rectangle34.Position;
  if n = 15 then
    Image15.Position := Rectangle34.Position;
  if n = 16 then
    Image16.Position := Rectangle34.Position;
  if n = 17 then
    Image17.Position := Rectangle34.Position;
  if n = 18 then
    Image18.Position := Rectangle34.Position;
  if n = 19 then
    Image19.Position := Rectangle34.Position;
  if n = 20 then
    Image20.Position := Rectangle34.Position;
  if n = 21 then
    Image21.Position := Rectangle34.Position;
  if n = 22 then
    Image22.Position := Rectangle34.Position;
  if n = 23 then
    Image23.Position := Rectangle34.Position;
  if n = 24 then
    Image24.Position := Rectangle34.Position;
  if n = 25 then
    Image25.Position := Rectangle34.Position;
  if n = 26 then
    Image26.Position := Rectangle34.Position;
  if n = 27 then
    Image27.Position := Rectangle34.Position;
  if n = 28 then
    Image28.Position := Rectangle34.Position;
  if n = 29 then
    Image29.Position := Rectangle34.Position;
  if n = 30 then
    Image30.Position := Rectangle34.Position;
  if n = 31 then
    Image31.Position := Rectangle34.Position;
  if n = 32 then
    Image32.Position := Rectangle34.Position;
end;

```

```

procedure TForm1.Rectangle35Click(Sender: TObject);
begin
  if n = 1 then

```

```
Image1.Position := Rectangle35.Position;
if n = 2 then
  Image2.Position := Rectangle35.Position;
if n = 3 then
  Image3.Position := Rectangle35.Position;
if n = 4 then
  Image4.Position := Rectangle35.Position;
if n = 5 then
  Image5.Position := Rectangle35.Position;
if n = 6 then
  Image6.Position := Rectangle35.Position;
if n = 7 then
  Image7.Position := Rectangle35.Position;
if n = 8 then
  Image8.Position := Rectangle35.Position;
if n = 9 then
  Image9.Position := Rectangle35.Position;
if n = 10 then
  Image10.Position := Rectangle35.Position;
if n = 11 then
  Image11.Position := Rectangle35.Position;
if n = 12 then
  Image12.Position := Rectangle35.Position;
if n = 13 then
  Image13.Position := Rectangle35.Position;
if n = 14 then
  Image14.Position := Rectangle35.Position;
if n = 15 then
  Image15.Position := Rectangle35.Position;
if n = 16 then
  Image16.Position := Rectangle35.Position;
if n = 17 then
  Image17.Position := Rectangle35.Position;
if n = 18 then
  Image18.Position := Rectangle35.Position;
if n = 19 then
  Image19.Position := Rectangle35.Position;
if n = 20 then
  Image20.Position := Rectangle35.Position;
if n = 21 then
  Image21.Position := Rectangle35.Position;
if n = 22 then
  Image22.Position := Rectangle35.Position;
if n = 23 then
  Image23.Position := Rectangle35.Position;
if n = 24 then
  Image24.Position := Rectangle35.Position;
if n = 25 then
```

```
    Image25.Position := Rectangle35.Position;
  if n = 26 then
    Image26.Position := Rectangle35.Position;
  if n = 27 then
    Image27.Position := Rectangle35.Position;
  if n = 28 then
    Image28.Position := Rectangle35.Position;
  if n = 29 then
    Image29.Position := Rectangle35.Position;
  if n = 30 then
    Image30.Position := Rectangle35.Position;
  if n = 31 then
    Image31.Position := Rectangle35.Position;
  if n = 32 then
    Image32.Position := Rectangle35.Position;
end;
```

```
procedure TForm1.Rectangle36Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle36.Position;
  if n = 2 then
    Image2.Position := Rectangle36.Position;
  if n = 3 then
    Image3.Position := Rectangle36.Position;
  if n = 4 then
    Image4.Position := Rectangle36.Position;
  if n = 5 then
    Image5.Position := Rectangle36.Position;
  if n = 6 then
    Image6.Position := Rectangle36.Position;
  if n = 7 then
    Image7.Position := Rectangle36.Position;
  if n = 8 then
    Image8.Position := Rectangle36.Position;
  if n = 9 then
    Image9.Position := Rectangle36.Position;
  if n = 10 then
    Image10.Position := Rectangle36.Position;
  if n = 11 then
    Image11.Position := Rectangle36.Position;
  if n = 12 then
    Image12.Position := Rectangle36.Position;
  if n = 13 then
    Image13.Position := Rectangle36.Position;
  if n = 14 then
    Image14.Position := Rectangle36.Position;
  if n = 15 then
```

```

    Image15.Position := Rectangle36.Position;
  if n = 16 then
    Image16.Position := Rectangle36.Position;
  if n = 17 then
    Image17.Position := Rectangle36.Position;
  if n = 18 then
    Image18.Position := Rectangle36.Position;
  if n = 19 then
    Image19.Position := Rectangle36.Position;
  if n = 20 then
    Image20.Position := Rectangle36.Position;
  if n = 21 then
    Image21.Position := Rectangle36.Position;
  if n = 22 then
    Image22.Position := Rectangle36.Position;
  if n = 23 then
    Image23.Position := Rectangle36.Position;
  if n = 24 then
    Image24.Position := Rectangle36.Position;
  if n = 25 then
    Image25.Position := Rectangle36.Position;
  if n = 26 then
    Image26.Position := Rectangle36.Position;
  if n = 27 then
    Image27.Position := Rectangle36.Position;
  if n = 28 then
    Image28.Position := Rectangle36.Position;
  if n = 29 then
    Image29.Position := Rectangle36.Position;
  if n = 30 then
    Image30.Position := Rectangle36.Position;
  if n = 31 then
    Image31.Position := Rectangle36.Position;
  if n = 32 then
    Image32.Position := Rectangle36.Position;
end;

```

```

procedure TForm1.Rectangle37Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle37.Position;
  if n = 2 then
    Image2.Position := Rectangle37.Position;
  if n = 3 then
    Image3.Position := Rectangle37.Position;
  if n = 4 then
    Image4.Position := Rectangle37.Position;
  if n = 5 then

```



```
Image5.Position := Rectangle37.Position;
if n = 6 then
  Image6.Position := Rectangle37.Position;
if n = 7 then
  Image7.Position := Rectangle37.Position;
if n = 8 then
  Image8.Position := Rectangle37.Position;
if n = 9 then
  Image9.Position := Rectangle37.Position;
if n = 10 then
  Image10.Position := Rectangle37.Position;
if n = 11 then
  Image11.Position := Rectangle37.Position;
if n = 12 then
  Image12.Position := Rectangle37.Position;
if n = 13 then
  Image13.Position := Rectangle37.Position;
if n = 14 then
  Image14.Position := Rectangle37.Position;
if n = 15 then
  Image15.Position := Rectangle37.Position;
if n = 16 then
  Image16.Position := Rectangle37.Position;
if n = 17 then
  Image17.Position := Rectangle37.Position;
if n = 18 then
  Image18.Position := Rectangle37.Position;
if n = 19 then
  Image19.Position := Rectangle37.Position;
if n = 20 then
  Image20.Position := Rectangle37.Position;
if n = 21 then
  Image21.Position := Rectangle37.Position;
if n = 22 then
  Image22.Position := Rectangle37.Position;
if n = 23 then
  Image23.Position := Rectangle37.Position;
if n = 24 then
  Image24.Position := Rectangle37.Position;
if n = 25 then
  Image25.Position := Rectangle37.Position;
if n = 26 then
  Image26.Position := Rectangle37.Position;
if n = 27 then
  Image27.Position := Rectangle37.Position;
if n = 28 then
  Image28.Position := Rectangle37.Position;
if n = 29 then
```

```
    Image29.Position := Rectangle37.Position;
  if n = 30 then
    Image30.Position := Rectangle37.Position;
  if n = 31 then
    Image31.Position := Rectangle37.Position;
  if n = 32 then
    Image32.Position := Rectangle37.Position;
end;
```

```
procedure TForm1.Rectangle38Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle38.Position;
  if n = 2 then
    Image2.Position := Rectangle38.Position;
  if n = 3 then
    Image3.Position := Rectangle38.Position;
  if n = 4 then
    Image4.Position := Rectangle38.Position;
  if n = 5 then
    Image5.Position := Rectangle38.Position;
  if n = 6 then
    Image6.Position := Rectangle38.Position;
  if n = 7 then
    Image7.Position := Rectangle38.Position;
  if n = 8 then
    Image8.Position := Rectangle38.Position;
  if n = 9 then
    Image9.Position := Rectangle38.Position;
  if n = 10 then
    Image10.Position := Rectangle38.Position;
  if n = 11 then
    Image11.Position := Rectangle38.Position;
  if n = 12 then
    Image12.Position := Rectangle38.Position;
  if n = 13 then
    Image13.Position := Rectangle38.Position;
  if n = 14 then
    Image14.Position := Rectangle38.Position;
  if n = 15 then
    Image15.Position := Rectangle38.Position;
  if n = 16 then
    Image16.Position := Rectangle38.Position;
  if n = 17 then
    Image17.Position := Rectangle38.Position;
  if n = 18 then
    Image18.Position := Rectangle38.Position;
  if n = 19 then
```

```

    Image19.Position := Rectangle38.Position;
  if n = 20 then
    Image20.Position := Rectangle38.Position;
  if n = 21 then
    Image21.Position := Rectangle38.Position;
  if n = 22 then
    Image22.Position := Rectangle38.Position;
  if n = 23 then
    Image23.Position := Rectangle38.Position;
  if n = 24 then
    Image24.Position := Rectangle38.Position;
  if n = 25 then
    Image25.Position := Rectangle38.Position;
  if n = 26 then
    Image26.Position := Rectangle38.Position;
  if n = 27 then
    Image27.Position := Rectangle38.Position;
  if n = 28 then
    Image28.Position := Rectangle38.Position;
  if n = 29 then
    Image29.Position := Rectangle38.Position;
  if n = 30 then
    Image30.Position := Rectangle38.Position;
  if n = 31 then
    Image31.Position := Rectangle38.Position;
  if n = 32 then
    Image32.Position := Rectangle38.Position;
end;

```

```

procedure TForm1.Rectangle39Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle39.Position;
  if n = 2 then
    Image2.Position := Rectangle39.Position;
  if n = 3 then
    Image3.Position := Rectangle39.Position;
  if n = 4 then
    Image4.Position := Rectangle39.Position;
  if n = 5 then
    Image5.Position := Rectangle39.Position;
  if n = 6 then
    Image6.Position := Rectangle39.Position;
  if n = 7 then
    Image7.Position := Rectangle39.Position;
  if n = 8 then
    Image8.Position := Rectangle39.Position;
  if n = 9 then

```

```
    Image9.Position := Rectangle39.Position;
  if n = 10 then
    Image10.Position := Rectangle39.Position;
  if n = 11 then
    Image11.Position := Rectangle39.Position;
  if n = 12 then
    Image12.Position := Rectangle39.Position;
  if n = 13 then
    Image13.Position := Rectangle39.Position;
  if n = 14 then
    Image14.Position := Rectangle39.Position;
  if n = 15 then
    Image15.Position := Rectangle39.Position;
  if n = 16 then
    Image16.Position := Rectangle39.Position;
  if n = 17 then
    Image17.Position := Rectangle39.Position;
  if n = 18 then
    Image18.Position := Rectangle39.Position;
  if n = 19 then
    Image19.Position := Rectangle39.Position;
  if n = 20 then
    Image20.Position := Rectangle39.Position;
  if n = 21 then
    Image21.Position := Rectangle39.Position;
  if n = 22 then
    Image22.Position := Rectangle39.Position;
  if n = 23 then
    Image23.Position := Rectangle39.Position;
  if n = 24 then
    Image24.Position := Rectangle39.Position;
  if n = 25 then
    Image25.Position := Rectangle39.Position;
  if n = 26 then
    Image26.Position := Rectangle39.Position;
  if n = 27 then
    Image27.Position := Rectangle39.Position;
  if n = 28 then
    Image28.Position := Rectangle39.Position;
  if n = 29 then
    Image29.Position := Rectangle39.Position;
  if n = 30 then
    Image30.Position := Rectangle39.Position;
  if n = 31 then
    Image31.Position := Rectangle39.Position;
  if n = 32 then
    Image32.Position := Rectangle39.Position;
end;
```

```
procedure TForm1.Rectangle3Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle3.Position;
  if n = 2 then
    Image2.Position := Rectangle3.Position;
  if n = 3 then
    Image3.Position := Rectangle3.Position;
  if n = 4 then
    Image4.Position := Rectangle3.Position;
  if n = 5 then
    Image5.Position := Rectangle3.Position;
  if n = 6 then
    Image6.Position := Rectangle3.Position;
  if n = 7 then
    Image7.Position := Rectangle3.Position;
  if n = 8 then
    Image8.Position := Rectangle3.Position;
  if n = 9 then
    Image9.Position := Rectangle3.Position;
  if n = 10 then
    Image10.Position := Rectangle3.Position;
  if n = 11 then
    Image11.Position := Rectangle3.Position;
  if n = 12 then
    Image12.Position := Rectangle3.Position;
  if n = 13 then
    Image13.Position := Rectangle3.Position;
  if n = 14 then
    Image14.Position := Rectangle3.Position;
  if n = 15 then
    Image15.Position := Rectangle3.Position;
  if n = 16 then
    Image16.Position := Rectangle3.Position;
  if n = 17 then
    Image17.Position := Rectangle3.Position;
  if n = 18 then
    Image18.Position := Rectangle3.Position;
  if n = 19 then
    Image19.Position := Rectangle3.Position;
  if n = 20 then
    Image20.Position := Rectangle3.Position;
  if n = 21 then
    Image21.Position := Rectangle3.Position;
  if n = 22 then
    Image22.Position := Rectangle3.Position;
  if n = 23 then
```

```
    Image23.Position := Rectangle3.Position;
  if n = 24 then
    Image24.Position := Rectangle3.Position;
  if n = 25 then
    Image25.Position := Rectangle3.Position;
  if n = 26 then
    Image26.Position := Rectangle3.Position;
  if n = 27 then
    Image27.Position := Rectangle3.Position;
  if n = 28 then
    Image28.Position := Rectangle3.Position;
  if n = 29 then
    Image29.Position := Rectangle3.Position;
  if n = 30 then
    Image30.Position := Rectangle3.Position;
  if n = 31 then
    Image31.Position := Rectangle3.Position;
  if n = 32 then
    Image32.Position := Rectangle3.Position;
end;
```

```
procedure TForm1.Rectangle40Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle40.Position;
  if n = 2 then
    Image2.Position := Rectangle40.Position;
  if n = 3 then
    Image3.Position := Rectangle40.Position;
  if n = 4 then
    Image4.Position := Rectangle40.Position;
  if n = 5 then
    Image5.Position := Rectangle40.Position;
  if n = 6 then
    Image6.Position := Rectangle40.Position;
  if n = 7 then
    Image7.Position := Rectangle40.Position;
  if n = 8 then
    Image8.Position := Rectangle40.Position;
  if n = 9 then
    Image9.Position := Rectangle40.Position;
  if n = 10 then
    Image10.Position := Rectangle40.Position;
  if n = 11 then
    Image11.Position := Rectangle40.Position;
  if n = 12 then
    Image12.Position := Rectangle40.Position;
  if n = 13 then
```

```
    Image13.Position := Rectangle40.Position;
  if n = 14 then
    Image14.Position := Rectangle40.Position;
  if n = 15 then
    Image15.Position := Rectangle40.Position;
  if n = 16 then
    Image16.Position := Rectangle40.Position;
  if n = 17 then
    Image17.Position := Rectangle40.Position;
  if n = 18 then
    Image18.Position := Rectangle40.Position;
  if n = 19 then
    Image19.Position := Rectangle40.Position;
  if n = 20 then
    Image20.Position := Rectangle40.Position;
  if n = 21 then
    Image21.Position := Rectangle40.Position;
  if n = 22 then
    Image22.Position := Rectangle40.Position;
  if n = 23 then
    Image23.Position := Rectangle40.Position;
  if n = 24 then
    Image24.Position := Rectangle40.Position;
  if n = 25 then
    Image25.Position := Rectangle40.Position;
  if n = 26 then
    Image26.Position := Rectangle40.Position;
  if n = 27 then
    Image27.Position := Rectangle40.Position;
  if n = 28 then
    Image28.Position := Rectangle40.Position;
  if n = 29 then
    Image29.Position := Rectangle40.Position;
  if n = 30 then
    Image30.Position := Rectangle40.Position;
  if n = 31 then
    Image31.Position := Rectangle40.Position;
  if n = 32 then
    Image32.Position := Rectangle40.Position;
end;
```

```
procedure TForm1.Rectangle41Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle41.Position;
  if n = 2 then
    Image2.Position := Rectangle41.Position;
  if n = 3 then
```

```
Image3.Position := Rectangle41.Position;
if n = 4 then
  Image4.Position := Rectangle41.Position;
if n = 5 then
  Image5.Position := Rectangle41.Position;
if n = 6 then
  Image6.Position := Rectangle41.Position;
if n = 7 then
  Image7.Position := Rectangle41.Position;
if n = 8 then
  Image8.Position := Rectangle41.Position;
if n = 9 then
  Image9.Position := Rectangle41.Position;
if n = 10 then
  Image10.Position := Rectangle41.Position;
if n = 11 then
  Image11.Position := Rectangle41.Position;
if n = 12 then
  Image12.Position := Rectangle41.Position;
if n = 13 then
  Image13.Position := Rectangle41.Position;
if n = 14 then
  Image14.Position := Rectangle41.Position;
if n = 15 then
  Image15.Position := Rectangle41.Position;
if n = 16 then
  Image16.Position := Rectangle41.Position;
if n = 17 then
  Image17.Position := Rectangle41.Position;
if n = 18 then
  Image18.Position := Rectangle41.Position;
if n = 19 then
  Image19.Position := Rectangle41.Position;
if n = 20 then
  Image20.Position := Rectangle41.Position;
if n = 21 then
  Image21.Position := Rectangle41.Position;
if n = 22 then
  Image22.Position := Rectangle41.Position;
if n = 23 then
  Image23.Position := Rectangle41.Position;
if n = 24 then
  Image24.Position := Rectangle41.Position;
if n = 25 then
  Image25.Position := Rectangle41.Position;
if n = 26 then
  Image26.Position := Rectangle41.Position;
if n = 27 then
```



```
    Image27.Position := Rectangle41.Position;
  if n = 28 then
    Image28.Position := Rectangle41.Position;
  if n = 29 then
    Image29.Position := Rectangle41.Position;
  if n = 30 then
    Image30.Position := Rectangle41.Position;
  if n = 31 then
    Image31.Position := Rectangle41.Position;
  if n = 32 then
    Image32.Position := Rectangle41.Position;
end;
```

```
procedure TForm1.Rectangle42Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle42.Position;
  if n = 2 then
    Image2.Position := Rectangle42.Position;
  if n = 3 then
    Image3.Position := Rectangle42.Position;
  if n = 4 then
    Image4.Position := Rectangle42.Position;
  if n = 5 then
    Image5.Position := Rectangle42.Position;
  if n = 6 then
    Image6.Position := Rectangle42.Position;
  if n = 7 then
    Image7.Position := Rectangle42.Position;
  if n = 8 then
    Image8.Position := Rectangle42.Position;
  if n = 9 then
    Image9.Position := Rectangle42.Position;
  if n = 10 then
    Image10.Position := Rectangle42.Position;
  if n = 11 then
    Image11.Position := Rectangle42.Position;
  if n = 12 then
    Image12.Position := Rectangle42.Position;
  if n = 13 then
    Image13.Position := Rectangle42.Position;
  if n = 14 then
    Image14.Position := Rectangle42.Position;
  if n = 15 then
    Image15.Position := Rectangle42.Position;
  if n = 16 then
    Image16.Position := Rectangle42.Position;
  if n = 17 then
```

```

    Image17.Position := Rectangle42.Position;
  if n = 18 then
    Image18.Position := Rectangle42.Position;
  if n = 19 then
    Image19.Position := Rectangle42.Position;
  if n = 20 then
    Image20.Position := Rectangle42.Position;
  if n = 21 then
    Image21.Position := Rectangle42.Position;
  if n = 22 then
    Image22.Position := Rectangle42.Position;
  if n = 23 then
    Image23.Position := Rectangle42.Position;
  if n = 24 then
    Image24.Position := Rectangle42.Position;
  if n = 25 then
    Image25.Position := Rectangle42.Position;
  if n = 26 then
    Image26.Position := Rectangle42.Position;
  if n = 27 then
    Image27.Position := Rectangle42.Position;
  if n = 28 then
    Image28.Position := Rectangle42.Position;
  if n = 29 then
    Image29.Position := Rectangle42.Position;
  if n = 30 then
    Image30.Position := Rectangle42.Position;
  if n = 31 then
    Image31.Position := Rectangle42.Position;
  if n = 32 then
    Image32.Position := Rectangle42.Position;
end;

```

```

procedure TForm1.Rectangle43Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle43.Position;
  if n = 2 then
    Image2.Position := Rectangle43.Position;
  if n = 3 then
    Image3.Position := Rectangle43.Position;
  if n = 4 then
    Image4.Position := Rectangle43.Position;
  if n = 5 then
    Image5.Position := Rectangle43.Position;
  if n = 6 then
    Image6.Position := Rectangle43.Position;
  if n = 7 then

```

```
Image7.Position := Rectangle43.Position;
if n = 8 then
  Image8.Position := Rectangle43.Position;
if n = 9 then
  Image9.Position := Rectangle43.Position;
if n = 10 then
  Image10.Position := Rectangle43.Position;
if n = 11 then
  Image11.Position := Rectangle43.Position;
if n = 12 then
  Image12.Position := Rectangle43.Position;
if n = 13 then
  Image13.Position := Rectangle43.Position;
if n = 14 then
  Image14.Position := Rectangle43.Position;
if n = 15 then
  Image15.Position := Rectangle43.Position;
if n = 16 then
  Image16.Position := Rectangle43.Position;
if n = 17 then
  Image17.Position := Rectangle43.Position;
if n = 18 then
  Image18.Position := Rectangle43.Position;
if n = 19 then
  Image19.Position := Rectangle43.Position;
if n = 20 then
  Image20.Position := Rectangle43.Position;
if n = 21 then
  Image21.Position := Rectangle43.Position;
if n = 22 then
  Image22.Position := Rectangle43.Position;
if n = 23 then
  Image23.Position := Rectangle43.Position;
if n = 24 then
  Image24.Position := Rectangle43.Position;
if n = 25 then
  Image25.Position := Rectangle43.Position;
if n = 26 then
  Image26.Position := Rectangle43.Position;
if n = 27 then
  Image27.Position := Rectangle43.Position;
if n = 28 then
  Image28.Position := Rectangle43.Position;
if n = 29 then
  Image29.Position := Rectangle43.Position;
if n = 30 then
  Image30.Position := Rectangle43.Position;
if n = 31 then
```

```
    Image31.Position := Rectangle43.Position;  
    if n = 32 then  
        Image32.Position := Rectangle43.Position;  
end;
```

```
procedure TForm1.Rectangle44Click(Sender: TObject);  
begin  
    if n = 1 then  
        Image1.Position := Rectangle44.Position;  
    if n = 2 then  
        Image2.Position := Rectangle44.Position;  
    if n = 3 then  
        Image3.Position := Rectangle44.Position;  
    if n = 4 then  
        Image4.Position := Rectangle44.Position;  
    if n = 5 then  
        Image5.Position := Rectangle44.Position;  
    if n = 6 then  
        Image6.Position := Rectangle44.Position;  
    if n = 7 then  
        Image7.Position := Rectangle44.Position;  
    if n = 8 then  
        Image8.Position := Rectangle44.Position;  
    if n = 9 then  
        Image9.Position := Rectangle44.Position;  
    if n = 10 then  
        Image10.Position := Rectangle44.Position;  
    if n = 11 then  
        Image11.Position := Rectangle44.Position;  
    if n = 12 then  
        Image12.Position := Rectangle44.Position;  
    if n = 13 then  
        Image13.Position := Rectangle44.Position;  
    if n = 14 then  
        Image14.Position := Rectangle44.Position;  
    if n = 15 then  
        Image15.Position := Rectangle44.Position;  
    if n = 16 then  
        Image16.Position := Rectangle44.Position;  
    if n = 17 then  
        Image17.Position := Rectangle44.Position;  
    if n = 18 then  
        Image18.Position := Rectangle44.Position;  
    if n = 19 then  
        Image19.Position := Rectangle44.Position;  
    if n = 20 then  
        Image20.Position := Rectangle44.Position;  
    if n = 21 then
```

```
    Image21.Position := Rectangle44.Position;
  if n = 22 then
    Image22.Position := Rectangle44.Position;
  if n = 23 then
    Image23.Position := Rectangle44.Position;
  if n = 24 then
    Image24.Position := Rectangle44.Position;
  if n = 25 then
    Image25.Position := Rectangle44.Position;
  if n = 26 then
    Image26.Position := Rectangle44.Position;
  if n = 27 then
    Image27.Position := Rectangle44.Position;
  if n = 28 then
    Image28.Position := Rectangle44.Position;
  if n = 29 then
    Image29.Position := Rectangle44.Position;
  if n = 30 then
    Image30.Position := Rectangle44.Position;
  if n = 31 then
    Image31.Position := Rectangle44.Position;
  if n = 32 then
    Image32.Position := Rectangle44.Position;
end;
```

```
procedure TForm1.Rectangle45Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle45.Position;
  if n = 2 then
    Image2.Position := Rectangle45.Position;
  if n = 3 then
    Image3.Position := Rectangle45.Position;
  if n = 4 then
    Image4.Position := Rectangle45.Position;
  if n = 5 then
    Image5.Position := Rectangle45.Position;
  if n = 6 then
    Image6.Position := Rectangle45.Position;
  if n = 7 then
    Image7.Position := Rectangle45.Position;
  if n = 8 then
    Image8.Position := Rectangle45.Position;
  if n = 9 then
    Image9.Position := Rectangle45.Position;
  if n = 10 then
    Image10.Position := Rectangle45.Position;
  if n = 11 then
```

```
    Image11.Position := Rectangle45.Position;
  if n = 12 then
    Image12.Position := Rectangle45.Position;
  if n = 13 then
    Image13.Position := Rectangle45.Position;
  if n = 14 then
    Image14.Position := Rectangle45.Position;
  if n = 15 then
    Image15.Position := Rectangle45.Position;
  if n = 16 then
    Image16.Position := Rectangle45.Position;
  if n = 17 then
    Image17.Position := Rectangle45.Position;
  if n = 18 then
    Image18.Position := Rectangle45.Position;
  if n = 19 then
    Image19.Position := Rectangle45.Position;
  if n = 20 then
    Image20.Position := Rectangle45.Position;
  if n = 21 then
    Image21.Position := Rectangle45.Position;
  if n = 22 then
    Image22.Position := Rectangle45.Position;
  if n = 23 then
    Image23.Position := Rectangle45.Position;
  if n = 24 then
    Image24.Position := Rectangle45.Position;
  if n = 25 then
    Image25.Position := Rectangle45.Position;
  if n = 26 then
    Image26.Position := Rectangle45.Position;
  if n = 27 then
    Image27.Position := Rectangle45.Position;
  if n = 28 then
    Image28.Position := Rectangle45.Position;
  if n = 29 then
    Image29.Position := Rectangle45.Position;
  if n = 30 then
    Image30.Position := Rectangle45.Position;
  if n = 31 then
    Image31.Position := Rectangle45.Position;
  if n = 32 then
    Image32.Position := Rectangle45.Position;
end;
```

```
procedure TForm1.Rectangle46Click(Sender: TObject);
begin
  if n = 1 then
```

```
Image1.Position := Rectangle46.Position;
if n = 2 then
Image2.Position := Rectangle46.Position;
if n = 3 then
Image3.Position := Rectangle46.Position;
if n = 4 then
Image4.Position := Rectangle46.Position;
if n = 5 then
Image5.Position := Rectangle46.Position;
if n = 6 then
Image6.Position := Rectangle46.Position;
if n = 7 then
Image7.Position := Rectangle46.Position;
if n = 8 then
Image8.Position := Rectangle46.Position;
if n = 9 then
Image9.Position := Rectangle46.Position;
if n = 10 then
Image10.Position := Rectangle46.Position;
if n = 11 then
Image11.Position := Rectangle46.Position;
if n = 12 then
Image12.Position := Rectangle46.Position;
if n = 13 then
Image13.Position := Rectangle46.Position;
if n = 14 then
Image14.Position := Rectangle46.Position;
if n = 15 then
Image15.Position := Rectangle46.Position;
if n = 16 then
Image16.Position := Rectangle46.Position;
if n = 17 then
Image17.Position := Rectangle46.Position;
if n = 18 then
Image18.Position := Rectangle46.Position;
if n = 19 then
Image19.Position := Rectangle46.Position;
if n = 20 then
Image20.Position := Rectangle46.Position;
if n = 21 then
Image21.Position := Rectangle46.Position;
if n = 22 then
Image22.Position := Rectangle46.Position;
if n = 23 then
Image23.Position := Rectangle46.Position;
if n = 24 then
Image24.Position := Rectangle46.Position;
if n = 25 then
```

```
    Image25.Position := Rectangle46.Position;
  if n = 26 then
    Image26.Position := Rectangle46.Position;
  if n = 27 then
    Image27.Position := Rectangle46.Position;
  if n = 28 then
    Image28.Position := Rectangle46.Position;
  if n = 29 then
    Image29.Position := Rectangle46.Position;
  if n = 30 then
    Image30.Position := Rectangle46.Position;
  if n = 31 then
    Image31.Position := Rectangle46.Position;
  if n = 32 then
    Image32.Position := Rectangle46.Position;
end;
```

```
procedure TForm1.Rectangle47Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle47.Position;
  if n = 2 then
    Image2.Position := Rectangle47.Position;
  if n = 3 then
    Image3.Position := Rectangle47.Position;
  if n = 4 then
    Image4.Position := Rectangle47.Position;
  if n = 5 then
    Image5.Position := Rectangle47.Position;
  if n = 6 then
    Image6.Position := Rectangle47.Position;
  if n = 7 then
    Image7.Position := Rectangle47.Position;
  if n = 8 then
    Image8.Position := Rectangle47.Position;
  if n = 9 then
    Image9.Position := Rectangle47.Position;
  if n = 10 then
    Image10.Position := Rectangle47.Position;
  if n = 11 then
    Image11.Position := Rectangle47.Position;
  if n = 12 then
    Image12.Position := Rectangle47.Position;
  if n = 13 then
    Image13.Position := Rectangle47.Position;
  if n = 14 then
    Image14.Position := Rectangle47.Position;
  if n = 15 then
```



```
    Image15.Position := Rectangle47.Position;
  if n = 16 then
    Image16.Position := Rectangle47.Position;
  if n = 17 then
    Image17.Position := Rectangle47.Position;
  if n = 18 then
    Image18.Position := Rectangle47.Position;
  if n = 19 then
    Image19.Position := Rectangle47.Position;
  if n = 20 then
    Image20.Position := Rectangle47.Position;
  if n = 21 then
    Image21.Position := Rectangle47.Position;
  if n = 22 then
    Image22.Position := Rectangle47.Position;
  if n = 23 then
    Image23.Position := Rectangle47.Position;
  if n = 24 then
    Image24.Position := Rectangle47.Position;
  if n = 25 then
    Image25.Position := Rectangle47.Position;
  if n = 26 then
    Image26.Position := Rectangle47.Position;
  if n = 27 then
    Image27.Position := Rectangle47.Position;
  if n = 28 then
    Image28.Position := Rectangle47.Position;
  if n = 29 then
    Image29.Position := Rectangle47.Position;
  if n = 30 then
    Image30.Position := Rectangle47.Position;
  if n = 31 then
    Image31.Position := Rectangle47.Position;
  if n = 32 then
    Image32.Position := Rectangle47.Position;
end;
```

```
procedure TForm1.Rectangle48Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle48.Position;
  if n = 2 then
    Image2.Position := Rectangle48.Position;
  if n = 3 then
    Image3.Position := Rectangle48.Position;
  if n = 4 then
    Image4.Position := Rectangle48.Position;
  if n = 5 then
```

Image5.Position := Rectangle48.Position;
if n = 6 then
Image6.Position := Rectangle48.Position;
if n = 7 then
Image7.Position := Rectangle48.Position;
if n = 8 then
Image8.Position := Rectangle48.Position;
if n = 9 then
Image9.Position := Rectangle48.Position;
if n = 10 then
Image10.Position := Rectangle48.Position;
if n = 11 then
Image11.Position := Rectangle48.Position;
if n = 12 then
Image12.Position := Rectangle48.Position;
if n = 13 then
Image13.Position := Rectangle48.Position;
if n = 14 then
Image14.Position := Rectangle48.Position;
if n = 15 then
Image15.Position := Rectangle48.Position;
if n = 16 then
Image16.Position := Rectangle48.Position;
if n = 17 then
Image17.Position := Rectangle48.Position;
if n = 18 then
Image18.Position := Rectangle48.Position;
if n = 19 then
Image19.Position := Rectangle48.Position;
if n = 20 then
Image20.Position := Rectangle48.Position;
if n = 21 then
Image21.Position := Rectangle48.Position;
if n = 22 then
Image22.Position := Rectangle48.Position;
if n = 23 then
Image23.Position := Rectangle48.Position;
if n = 24 then
Image24.Position := Rectangle48.Position;
if n = 25 then
Image25.Position := Rectangle48.Position;
if n = 26 then
Image26.Position := Rectangle48.Position;
if n = 27 then
Image27.Position := Rectangle48.Position;
if n = 28 then
Image28.Position := Rectangle48.Position;
if n = 29 then

```
    Image29.Position := Rectangle48.Position;
  if n = 30 then
    Image30.Position := Rectangle48.Position;
  if n = 31 then
    Image31.Position := Rectangle48.Position;
  if n = 32 then
    Image32.Position := Rectangle48.Position;
end;
```

```
procedure TForm1.Rectangle49Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle49.Position;
  if n = 2 then
    Image2.Position := Rectangle49.Position;
  if n = 3 then
    Image3.Position := Rectangle49.Position;
  if n = 4 then
    Image4.Position := Rectangle49.Position;
  if n = 5 then
    Image5.Position := Rectangle49.Position;
  if n = 6 then
    Image6.Position := Rectangle49.Position;
  if n = 7 then
    Image7.Position := Rectangle49.Position;
  if n = 8 then
    Image8.Position := Rectangle49.Position;
  if n = 9 then
    Image9.Position := Rectangle49.Position;
  if n = 10 then
    Image10.Position := Rectangle49.Position;
  if n = 11 then
    Image11.Position := Rectangle49.Position;
  if n = 12 then
    Image12.Position := Rectangle49.Position;
  if n = 13 then
    Image13.Position := Rectangle49.Position;
  if n = 14 then
    Image14.Position := Rectangle49.Position;
  if n = 15 then
    Image15.Position := Rectangle49.Position;
  if n = 16 then
    Image16.Position := Rectangle49.Position;
  if n = 17 then
    Image17.Position := Rectangle49.Position;
  if n = 18 then
    Image18.Position := Rectangle49.Position;
  if n = 19 then
```

```
    Image19.Position := Rectangle49.Position;
  if n = 20 then
    Image20.Position := Rectangle49.Position;
  if n = 21 then
    Image21.Position := Rectangle49.Position;
  if n = 22 then
    Image22.Position := Rectangle49.Position;
  if n = 23 then
    Image23.Position := Rectangle49.Position;
  if n = 24 then
    Image24.Position := Rectangle49.Position;
  if n = 25 then
    Image25.Position := Rectangle49.Position;
  if n = 26 then
    Image26.Position := Rectangle49.Position;
  if n = 27 then
    Image27.Position := Rectangle49.Position;
  if n = 28 then
    Image28.Position := Rectangle49.Position;
  if n = 29 then
    Image29.Position := Rectangle49.Position;
  if n = 30 then
    Image30.Position := Rectangle49.Position;
  if n = 31 then
    Image31.Position := Rectangle49.Position;
  if n = 32 then
    Image32.Position := Rectangle49.Position;
end;
```

```
procedure TForm1.Rectangle4Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle4.Position;
  if n = 2 then
    Image2.Position := Rectangle4.Position;
  if n = 3 then
    Image3.Position := Rectangle4.Position;
  if n = 4 then
    Image4.Position := Rectangle4.Position;
  if n = 5 then
    Image5.Position := Rectangle4.Position;
  if n = 6 then
    Image6.Position := Rectangle4.Position;
  if n = 7 then
    Image7.Position := Rectangle4.Position;
  if n = 8 then
    Image8.Position := Rectangle4.Position;
  if n = 9 then
```

```
    Image9.Position := Rectangle4.Position;
  if n = 10 then
    Image10.Position := Rectangle4.Position;
  if n = 11 then
    Image11.Position := Rectangle4.Position;
  if n = 12 then
    Image12.Position := Rectangle4.Position;
  if n = 13 then
    Image13.Position := Rectangle4.Position;
  if n = 14 then
    Image14.Position := Rectangle4.Position;
  if n = 15 then
    Image15.Position := Rectangle4.Position;
  if n = 16 then
    Image16.Position := Rectangle4.Position;
  if n = 17 then
    Image17.Position := Rectangle4.Position;
  if n = 18 then
    Image18.Position := Rectangle4.Position;
  if n = 19 then
    Image19.Position := Rectangle4.Position;
  if n = 20 then
    Image20.Position := Rectangle4.Position;
  if n = 21 then
    Image21.Position := Rectangle4.Position;
  if n = 22 then
    Image22.Position := Rectangle4.Position;
  if n = 23 then
    Image23.Position := Rectangle4.Position;
  if n = 24 then
    Image24.Position := Rectangle4.Position;
  if n = 25 then
    Image25.Position := Rectangle4.Position;
  if n = 26 then
    Image26.Position := Rectangle4.Position;
  if n = 27 then
    Image27.Position := Rectangle4.Position;
  if n = 28 then
    Image28.Position := Rectangle4.Position;
  if n = 29 then
    Image29.Position := Rectangle4.Position;
  if n = 30 then
    Image30.Position := Rectangle4.Position;
  if n = 31 then
    Image31.Position := Rectangle4.Position;
  if n = 32 then
    Image32.Position := Rectangle4.Position;
end;
```

```
procedure TForm1.Rectangle50Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle50.Position;
  if n = 2 then
    Image2.Position := Rectangle50.Position;
  if n = 3 then
    Image3.Position := Rectangle50.Position;
  if n = 4 then
    Image4.Position := Rectangle50.Position;
  if n = 5 then
    Image5.Position := Rectangle50.Position;
  if n = 6 then
    Image6.Position := Rectangle50.Position;
  if n = 7 then
    Image7.Position := Rectangle50.Position;
  if n = 8 then
    Image8.Position := Rectangle50.Position;
  if n = 9 then
    Image9.Position := Rectangle50.Position;
  if n = 10 then
    Image10.Position := Rectangle50.Position;
  if n = 11 then
    Image11.Position := Rectangle50.Position;
  if n = 12 then
    Image12.Position := Rectangle50.Position;
  if n = 13 then
    Image13.Position := Rectangle50.Position;
  if n = 14 then
    Image14.Position := Rectangle50.Position;
  if n = 15 then
    Image15.Position := Rectangle50.Position;
  if n = 16 then
    Image16.Position := Rectangle50.Position;
  if n = 17 then
    Image17.Position := Rectangle50.Position;
  if n = 18 then
    Image18.Position := Rectangle50.Position;
  if n = 19 then
    Image19.Position := Rectangle50.Position;
  if n = 20 then
    Image20.Position := Rectangle50.Position;
  if n = 21 then
    Image21.Position := Rectangle50.Position;
  if n = 22 then
    Image22.Position := Rectangle50.Position;
  if n = 23 then
```

```
    Image23.Position := Rectangle50.Position;
  if n = 24 then
    Image24.Position := Rectangle50.Position;
  if n = 25 then
    Image25.Position := Rectangle50.Position;
  if n = 26 then
    Image26.Position := Rectangle50.Position;
  if n = 27 then
    Image27.Position := Rectangle50.Position;
  if n = 28 then
    Image28.Position := Rectangle50.Position;
  if n = 29 then
    Image29.Position := Rectangle50.Position;
  if n = 30 then
    Image30.Position := Rectangle50.Position;
  if n = 31 then
    Image31.Position := Rectangle50.Position;
  if n = 32 then
    Image32.Position := Rectangle50.Position;
end;
```

```
procedure TForm1.Rectangle51Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle51.Position;
  if n = 2 then
    Image2.Position := Rectangle51.Position;
  if n = 3 then
    Image3.Position := Rectangle51.Position;
  if n = 4 then
    Image4.Position := Rectangle51.Position;
  if n = 5 then
    Image5.Position := Rectangle51.Position;
  if n = 6 then
    Image6.Position := Rectangle51.Position;
  if n = 7 then
    Image7.Position := Rectangle51.Position;
  if n = 8 then
    Image8.Position := Rectangle51.Position;
  if n = 9 then
    Image9.Position := Rectangle51.Position;
  if n = 10 then
    Image10.Position := Rectangle51.Position;
  if n = 11 then
    Image11.Position := Rectangle51.Position;
  if n = 12 then
    Image12.Position := Rectangle51.Position;
  if n = 13 then
```

```

    Image13.Position := Rectangle51.Position;
  if n = 14 then
    Image14.Position := Rectangle51.Position;
  if n = 15 then
    Image15.Position := Rectangle51.Position;
  if n = 16 then
    Image16.Position := Rectangle51.Position;
  if n = 17 then
    Image17.Position := Rectangle51.Position;
  if n = 18 then
    Image18.Position := Rectangle51.Position;
  if n = 19 then
    Image19.Position := Rectangle51.Position;
  if n = 20 then
    Image20.Position := Rectangle51.Position;
  if n = 21 then
    Image21.Position := Rectangle51.Position;
  if n = 22 then
    Image22.Position := Rectangle51.Position;
  if n = 23 then
    Image23.Position := Rectangle51.Position;
  if n = 24 then
    Image24.Position := Rectangle51.Position;
  if n = 25 then
    Image25.Position := Rectangle51.Position;
  if n = 26 then
    Image26.Position := Rectangle51.Position;
  if n = 27 then
    Image27.Position := Rectangle51.Position;
  if n = 28 then
    Image28.Position := Rectangle51.Position;
  if n = 29 then
    Image29.Position := Rectangle51.Position;
  if n = 30 then
    Image30.Position := Rectangle51.Position;
  if n = 31 then
    Image31.Position := Rectangle51.Position;
  if n = 32 then
    Image32.Position := Rectangle51.Position;
end;

```

```

procedure TForm1.Rectangle52Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle52.Position;
  if n = 2 then
    Image2.Position := Rectangle52.Position;
  if n = 3 then

```



```
Image3.Position := Rectangle52.Position;
if n = 4 then
  Image4.Position := Rectangle52.Position;
if n = 5 then
  Image5.Position := Rectangle52.Position;
if n = 6 then
  Image6.Position := Rectangle52.Position;
if n = 7 then
  Image7.Position := Rectangle52.Position;
if n = 8 then
  Image8.Position := Rectangle52.Position;
if n = 9 then
  Image9.Position := Rectangle52.Position;
if n = 10 then
  Image10.Position := Rectangle52.Position;
if n = 11 then
  Image11.Position := Rectangle52.Position;
if n = 12 then
  Image12.Position := Rectangle52.Position;
if n = 13 then
  Image13.Position := Rectangle52.Position;
if n = 14 then
  Image14.Position := Rectangle52.Position;
if n = 15 then
  Image15.Position := Rectangle52.Position;
if n = 16 then
  Image16.Position := Rectangle52.Position;
if n = 17 then
  Image17.Position := Rectangle52.Position;
if n = 18 then
  Image18.Position := Rectangle52.Position;
if n = 19 then
  Image19.Position := Rectangle52.Position;
if n = 20 then
  Image20.Position := Rectangle52.Position;
if n = 21 then
  Image21.Position := Rectangle52.Position;
if n = 22 then
  Image22.Position := Rectangle52.Position;
if n = 23 then
  Image23.Position := Rectangle52.Position;
if n = 24 then
  Image24.Position := Rectangle52.Position;
if n = 25 then
  Image25.Position := Rectangle52.Position;
if n = 26 then
  Image26.Position := Rectangle52.Position;
if n = 27 then
```

```
    Image27.Position := Rectangle52.Position;
  if n = 28 then
    Image28.Position := Rectangle52.Position;
  if n = 29 then
    Image29.Position := Rectangle52.Position;
  if n = 30 then
    Image30.Position := Rectangle52.Position;
  if n = 31 then
    Image31.Position := Rectangle52.Position;
  if n = 32 then
    Image32.Position := Rectangle52.Position;
end;
```

```
procedure TForm1.Rectangle53Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle53.Position;
  if n = 2 then
    Image2.Position := Rectangle53.Position;
  if n = 3 then
    Image3.Position := Rectangle53.Position;
  if n = 4 then
    Image4.Position := Rectangle53.Position;
  if n = 5 then
    Image5.Position := Rectangle53.Position;
  if n = 6 then
    Image6.Position := Rectangle53.Position;
  if n = 7 then
    Image7.Position := Rectangle53.Position;
  if n = 8 then
    Image8.Position := Rectangle53.Position;
  if n = 9 then
    Image9.Position := Rectangle53.Position;
  if n = 10 then
    Image10.Position := Rectangle53.Position;
  if n = 11 then
    Image11.Position := Rectangle53.Position;
  if n = 12 then
    Image12.Position := Rectangle53.Position;
  if n = 13 then
    Image13.Position := Rectangle53.Position;
  if n = 14 then
    Image14.Position := Rectangle53.Position;
  if n = 15 then
    Image15.Position := Rectangle53.Position;
  if n = 16 then
    Image16.Position := Rectangle53.Position;
  if n = 17 then
```

```
    Image17.Position := Rectangle53.Position;
  if n = 18 then
    Image18.Position := Rectangle53.Position;
  if n = 19 then
    Image19.Position := Rectangle53.Position;
  if n = 20 then
    Image20.Position := Rectangle53.Position;
  if n = 21 then
    Image21.Position := Rectangle53.Position;
  if n = 22 then
    Image22.Position := Rectangle53.Position;
  if n = 23 then
    Image23.Position := Rectangle53.Position;
  if n = 24 then
    Image24.Position := Rectangle53.Position;
  if n = 25 then
    Image25.Position := Rectangle53.Position;
  if n = 26 then
    Image26.Position := Rectangle53.Position;
  if n = 27 then
    Image27.Position := Rectangle53.Position;
  if n = 28 then
    Image28.Position := Rectangle53.Position;
  if n = 29 then
    Image29.Position := Rectangle53.Position;
  if n = 30 then
    Image30.Position := Rectangle53.Position;
  if n = 31 then
    Image31.Position := Rectangle53.Position;
  if n = 32 then
    Image32.Position := Rectangle53.Position;
end;
```

```
procedure TForm1.Rectangle54Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle54.Position;
  if n = 2 then
    Image2.Position := Rectangle54.Position;
  if n = 3 then
    Image3.Position := Rectangle54.Position;
  if n = 4 then
    Image4.Position := Rectangle54.Position;
  if n = 5 then
    Image5.Position := Rectangle54.Position;
  if n = 6 then
    Image6.Position := Rectangle54.Position;
  if n = 7 then
```

```
Image7.Position := Rectangle54.Position;
if n = 8 then
  Image8.Position := Rectangle54.Position;
if n = 9 then
  Image9.Position := Rectangle54.Position;
if n = 10 then
  Image10.Position := Rectangle54.Position;
if n = 11 then
  Image11.Position := Rectangle54.Position;
if n = 12 then
  Image12.Position := Rectangle54.Position;
if n = 13 then
  Image13.Position := Rectangle54.Position;
if n = 14 then
  Image14.Position := Rectangle54.Position;
if n = 15 then
  Image15.Position := Rectangle54.Position;
if n = 16 then
  Image16.Position := Rectangle54.Position;
if n = 17 then
  Image17.Position := Rectangle54.Position;
if n = 18 then
  Image18.Position := Rectangle54.Position;
if n = 19 then
  Image19.Position := Rectangle54.Position;
if n = 20 then
  Image20.Position := Rectangle54.Position;
if n = 21 then
  Image21.Position := Rectangle54.Position;
if n = 22 then
  Image22.Position := Rectangle54.Position;
if n = 23 then
  Image23.Position := Rectangle54.Position;
if n = 24 then
  Image24.Position := Rectangle54.Position;
if n = 25 then
  Image25.Position := Rectangle54.Position;
if n = 26 then
  Image26.Position := Rectangle54.Position;
if n = 27 then
  Image27.Position := Rectangle54.Position;
if n = 28 then
  Image28.Position := Rectangle54.Position;
if n = 29 then
  Image29.Position := Rectangle54.Position;
if n = 30 then
  Image30.Position := Rectangle54.Position;
if n = 31 then
```

```
    Image31.Position := Rectangle54.Position;  
    if n = 32 then  
        Image32.Position := Rectangle54.Position;  
end;
```

```
procedure TForm1.Rectangle55Click(Sender: TObject);  
begin  
    if n = 1 then  
        Image1.Position := Rectangle55.Position;  
    if n = 2 then  
        Image2.Position := Rectangle55.Position;  
    if n = 3 then  
        Image3.Position := Rectangle55.Position;  
    if n = 4 then  
        Image4.Position := Rectangle55.Position;  
    if n = 5 then  
        Image5.Position := Rectangle55.Position;  
    if n = 6 then  
        Image6.Position := Rectangle55.Position;  
    if n = 7 then  
        Image7.Position := Rectangle55.Position;  
    if n = 8 then  
        Image8.Position := Rectangle55.Position;  
    if n = 9 then  
        Image9.Position := Rectangle55.Position;  
    if n = 10 then  
        Image10.Position := Rectangle55.Position;  
    if n = 11 then  
        Image11.Position := Rectangle55.Position;  
    if n = 12 then  
        Image12.Position := Rectangle55.Position;  
    if n = 13 then  
        Image13.Position := Rectangle55.Position;  
    if n = 14 then  
        Image14.Position := Rectangle55.Position;  
    if n = 15 then  
        Image15.Position := Rectangle55.Position;  
    if n = 16 then  
        Image16.Position := Rectangle55.Position;  
    if n = 17 then  
        Image17.Position := Rectangle55.Position;  
    if n = 18 then  
        Image18.Position := Rectangle55.Position;  
    if n = 19 then  
        Image19.Position := Rectangle55.Position;  
    if n = 20 then  
        Image20.Position := Rectangle55.Position;  
    if n = 21 then
```

```
    Image21.Position := Rectangle55.Position;
  if n = 22 then
    Image22.Position := Rectangle55.Position;
  if n = 23 then
    Image23.Position := Rectangle55.Position;
  if n = 24 then
    Image24.Position := Rectangle55.Position;
  if n = 25 then
    Image25.Position := Rectangle55.Position;
  if n = 26 then
    Image26.Position := Rectangle55.Position;
  if n = 27 then
    Image27.Position := Rectangle55.Position;
  if n = 28 then
    Image28.Position := Rectangle55.Position;
  if n = 29 then
    Image29.Position := Rectangle55.Position;
  if n = 30 then
    Image30.Position := Rectangle55.Position;
  if n = 31 then
    Image31.Position := Rectangle55.Position;
  if n = 32 then
    Image32.Position := Rectangle55.Position;
end;
```

```
procedure TForm1.Rectangle56Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle56.Position;
  if n = 2 then
    Image2.Position := Rectangle56.Position;
  if n = 3 then
    Image3.Position := Rectangle56.Position;
  if n = 4 then
    Image4.Position := Rectangle56.Position;
  if n = 5 then
    Image5.Position := Rectangle56.Position;
  if n = 6 then
    Image6.Position := Rectangle56.Position;
  if n = 7 then
    Image7.Position := Rectangle56.Position;
  if n = 8 then
    Image8.Position := Rectangle56.Position;
  if n = 9 then
    Image9.Position := Rectangle56.Position;
  if n = 10 then
    Image10.Position := Rectangle56.Position;
  if n = 11 then
```

```

    Image11.Position := Rectangle56.Position;
  if n = 12 then
    Image12.Position := Rectangle56.Position;
  if n = 13 then
    Image13.Position := Rectangle56.Position;
  if n = 14 then
    Image14.Position := Rectangle56.Position;
  if n = 15 then
    Image15.Position := Rectangle56.Position;
  if n = 16 then
    Image16.Position := Rectangle56.Position;
  if n = 17 then
    Image17.Position := Rectangle56.Position;
  if n = 18 then
    Image18.Position := Rectangle56.Position;
  if n = 19 then
    Image19.Position := Rectangle56.Position;
  if n = 20 then
    Image20.Position := Rectangle56.Position;
  if n = 21 then
    Image21.Position := Rectangle56.Position;
  if n = 22 then
    Image22.Position := Rectangle56.Position;
  if n = 23 then
    Image23.Position := Rectangle56.Position;
  if n = 24 then
    Image24.Position := Rectangle56.Position;
  if n = 25 then
    Image25.Position := Rectangle56.Position;
  if n = 26 then
    Image26.Position := Rectangle56.Position;
  if n = 27 then
    Image27.Position := Rectangle56.Position;
  if n = 28 then
    Image28.Position := Rectangle56.Position;
  if n = 29 then
    Image29.Position := Rectangle56.Position;
  if n = 30 then
    Image30.Position := Rectangle56.Position;
  if n = 31 then
    Image31.Position := Rectangle56.Position;
  if n = 32 then
    Image32.Position := Rectangle56.Position;
end;

```

```

procedure TForm1.Rectangle57Click(Sender: TObject);
begin
  if n = 1 then

```

```
Image1.Position := Rectangle57.Position;
if n = 2 then
Image2.Position := Rectangle57.Position;
if n = 3 then
Image3.Position := Rectangle57.Position;
if n = 4 then
Image4.Position := Rectangle57.Position;
if n = 5 then
Image5.Position := Rectangle57.Position;
if n = 6 then
Image6.Position := Rectangle57.Position;
if n = 7 then
Image7.Position := Rectangle57.Position;
if n = 8 then
Image8.Position := Rectangle57.Position;
if n = 9 then
Image9.Position := Rectangle57.Position;
if n = 10 then
Image10.Position := Rectangle57.Position;
if n = 11 then
Image11.Position := Rectangle57.Position;
if n = 12 then
Image12.Position := Rectangle57.Position;
if n = 13 then
Image13.Position := Rectangle57.Position;
if n = 14 then
Image14.Position := Rectangle57.Position;
if n = 15 then
Image15.Position := Rectangle57.Position;
if n = 16 then
Image16.Position := Rectangle57.Position;
if n = 17 then
Image17.Position := Rectangle57.Position;
if n = 18 then
Image18.Position := Rectangle57.Position;
if n = 19 then
Image19.Position := Rectangle57.Position;
if n = 20 then
Image20.Position := Rectangle57.Position;
if n = 21 then
Image21.Position := Rectangle57.Position;
if n = 22 then
Image22.Position := Rectangle57.Position;
if n = 23 then
Image23.Position := Rectangle57.Position;
if n = 24 then
Image24.Position := Rectangle57.Position;
if n = 25 then
```



```
    Image25.Position := Rectangle57.Position;
  if n = 26 then
    Image26.Position := Rectangle57.Position;
  if n = 27 then
    Image27.Position := Rectangle57.Position;
  if n = 28 then
    Image28.Position := Rectangle57.Position;
  if n = 29 then
    Image29.Position := Rectangle57.Position;
  if n = 30 then
    Image30.Position := Rectangle57.Position;
  if n = 31 then
    Image31.Position := Rectangle57.Position;
  if n = 32 then
    Image32.Position := Rectangle57.Position;
end;
```

```
procedure TForm1.Rectangle58Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle58.Position;
  if n = 2 then
    Image2.Position := Rectangle58.Position;
  if n = 3 then
    Image3.Position := Rectangle58.Position;
  if n = 4 then
    Image4.Position := Rectangle58.Position;
  if n = 5 then
    Image5.Position := Rectangle58.Position;
  if n = 6 then
    Image6.Position := Rectangle58.Position;
  if n = 7 then
    Image7.Position := Rectangle58.Position;
  if n = 8 then
    Image8.Position := Rectangle58.Position;
  if n = 9 then
    Image9.Position := Rectangle58.Position;
  if n = 10 then
    Image10.Position := Rectangle58.Position;
  if n = 11 then
    Image11.Position := Rectangle58.Position;
  if n = 12 then
    Image12.Position := Rectangle58.Position;
  if n = 13 then
    Image13.Position := Rectangle58.Position;
  if n = 14 then
    Image14.Position := Rectangle58.Position;
  if n = 15 then
```

```
    Image15.Position := Rectangle58.Position;
  if n = 16 then
    Image16.Position := Rectangle58.Position;
  if n = 17 then
    Image17.Position := Rectangle58.Position;
  if n = 18 then
    Image18.Position := Rectangle58.Position;
  if n = 19 then
    Image19.Position := Rectangle58.Position;
  if n = 20 then
    Image20.Position := Rectangle58.Position;
  if n = 21 then
    Image21.Position := Rectangle58.Position;
  if n = 22 then
    Image22.Position := Rectangle58.Position;
  if n = 23 then
    Image23.Position := Rectangle58.Position;
  if n = 24 then
    Image24.Position := Rectangle58.Position;
  if n = 25 then
    Image25.Position := Rectangle58.Position;
  if n = 26 then
    Image26.Position := Rectangle58.Position;
  if n = 27 then
    Image27.Position := Rectangle58.Position;
  if n = 28 then
    Image28.Position := Rectangle58.Position;
  if n = 29 then
    Image29.Position := Rectangle58.Position;
  if n = 30 then
    Image30.Position := Rectangle58.Position;
  if n = 31 then
    Image31.Position := Rectangle58.Position;
  if n = 32 then
    Image32.Position := Rectangle58.Position;
end;
```

```
procedure TForm1.Rectangle59Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle59.Position;
  if n = 2 then
    Image2.Position := Rectangle59.Position;
  if n = 3 then
    Image3.Position := Rectangle59.Position;
  if n = 4 then
    Image4.Position := Rectangle59.Position;
  if n = 5 then
```

Image5.Position := Rectangle59.Position;
if n = 6 then
Image6.Position := Rectangle59.Position;
if n = 7 then
Image7.Position := Rectangle59.Position;
if n = 8 then
Image8.Position := Rectangle59.Position;
if n = 9 then
Image9.Position := Rectangle59.Position;
if n = 10 then
Image10.Position := Rectangle59.Position;
if n = 11 then
Image11.Position := Rectangle59.Position;
if n = 12 then
Image12.Position := Rectangle59.Position;
if n = 13 then
Image13.Position := Rectangle59.Position;
if n = 14 then
Image14.Position := Rectangle59.Position;
if n = 15 then
Image15.Position := Rectangle59.Position;
if n = 16 then
Image16.Position := Rectangle59.Position;
if n = 17 then
Image17.Position := Rectangle59.Position;
if n = 18 then
Image18.Position := Rectangle59.Position;
if n = 19 then
Image19.Position := Rectangle59.Position;
if n = 20 then
Image20.Position := Rectangle59.Position;
if n = 21 then
Image21.Position := Rectangle59.Position;
if n = 22 then
Image22.Position := Rectangle59.Position;
if n = 23 then
Image23.Position := Rectangle59.Position;
if n = 24 then
Image24.Position := Rectangle59.Position;
if n = 25 then
Image25.Position := Rectangle59.Position;
if n = 26 then
Image26.Position := Rectangle59.Position;
if n = 27 then
Image27.Position := Rectangle59.Position;
if n = 28 then
Image28.Position := Rectangle59.Position;
if n = 29 then

```
    Image29.Position := Rectangle59.Position;
  if n = 30 then
    Image30.Position := Rectangle59.Position;
  if n = 31 then
    Image31.Position := Rectangle59.Position;
  if n = 32 then
    Image32.Position := Rectangle59.Position;
end;
```

```
procedure TForm1.Rectangle5Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle5.Position;
  if n = 2 then
    Image2.Position := Rectangle5.Position;
  if n = 3 then
    Image3.Position := Rectangle5.Position;
  if n = 4 then
    Image4.Position := Rectangle5.Position;
  if n = 5 then
    Image5.Position := Rectangle5.Position;
  if n = 6 then
    Image6.Position := Rectangle5.Position;
  if n = 7 then
    Image7.Position := Rectangle5.Position;
  if n = 8 then
    Image8.Position := Rectangle5.Position;
  if n = 9 then
    Image9.Position := Rectangle5.Position;
  if n = 10 then
    Image10.Position := Rectangle5.Position;
  if n = 11 then
    Image11.Position := Rectangle5.Position;
  if n = 12 then
    Image12.Position := Rectangle5.Position;
  if n = 13 then
    Image13.Position := Rectangle5.Position;
  if n = 14 then
    Image14.Position := Rectangle5.Position;
  if n = 15 then
    Image15.Position := Rectangle5.Position;
  if n = 16 then
    Image16.Position := Rectangle5.Position;
  if n = 17 then
    Image17.Position := Rectangle5.Position;
  if n = 18 then
    Image18.Position := Rectangle5.Position;
  if n = 19 then
```

```
    Image19.Position := Rectangle5.Position;
  if n = 20 then
    Image20.Position := Rectangle5.Position;
  if n = 21 then
    Image21.Position := Rectangle5.Position;
  if n = 22 then
    Image22.Position := Rectangle5.Position;
  if n = 23 then
    Image23.Position := Rectangle5.Position;
  if n = 24 then
    Image24.Position := Rectangle5.Position;
  if n = 25 then
    Image25.Position := Rectangle5.Position;
  if n = 26 then
    Image26.Position := Rectangle5.Position;
  if n = 27 then
    Image27.Position := Rectangle5.Position;
  if n = 28 then
    Image28.Position := Rectangle5.Position;
  if n = 29 then
    Image29.Position := Rectangle5.Position;
  if n = 30 then
    Image30.Position := Rectangle5.Position;
  if n = 31 then
    Image31.Position := Rectangle5.Position;
  if n = 32 then
    Image32.Position := Rectangle5.Position;
end;
```

```
procedure TForm1.Rectangle60Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle60.Position;
  if n = 2 then
    Image2.Position := Rectangle60.Position;
  if n = 3 then
    Image3.Position := Rectangle60.Position;
  if n = 4 then
    Image4.Position := Rectangle60.Position;
  if n = 5 then
    Image5.Position := Rectangle60.Position;
  if n = 6 then
    Image6.Position := Rectangle60.Position;
  if n = 7 then
    Image7.Position := Rectangle60.Position;
  if n = 8 then
    Image8.Position := Rectangle60.Position;
  if n = 9 then
```

```
    Image9.Position := Rectangle60.Position;
  if n = 10 then
    Image10.Position := Rectangle60.Position;
  if n = 11 then
    Image11.Position := Rectangle60.Position;
  if n = 12 then
    Image12.Position := Rectangle60.Position;
  if n = 13 then
    Image13.Position := Rectangle60.Position;
  if n = 14 then
    Image14.Position := Rectangle60.Position;
  if n = 15 then
    Image15.Position := Rectangle60.Position;
  if n = 16 then
    Image16.Position := Rectangle60.Position;
  if n = 17 then
    Image17.Position := Rectangle60.Position;
  if n = 18 then
    Image18.Position := Rectangle60.Position;
  if n = 19 then
    Image19.Position := Rectangle60.Position;
  if n = 20 then
    Image20.Position := Rectangle60.Position;
  if n = 21 then
    Image21.Position := Rectangle60.Position;
  if n = 22 then
    Image22.Position := Rectangle60.Position;
  if n = 23 then
    Image23.Position := Rectangle60.Position;
  if n = 24 then
    Image24.Position := Rectangle60.Position;
  if n = 25 then
    Image25.Position := Rectangle60.Position;
  if n = 26 then
    Image26.Position := Rectangle60.Position;
  if n = 27 then
    Image27.Position := Rectangle60.Position;
  if n = 28 then
    Image28.Position := Rectangle60.Position;
  if n = 29 then
    Image29.Position := Rectangle60.Position;
  if n = 30 then
    Image30.Position := Rectangle60.Position;
  if n = 31 then
    Image31.Position := Rectangle60.Position;
  if n = 32 then
    Image32.Position := Rectangle60.Position;
end;
```

```
procedure TForm1.Rectangle61Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle61.Position;
  if n = 2 then
    Image2.Position := Rectangle61.Position;
  if n = 3 then
    Image3.Position := Rectangle61.Position;
  if n = 4 then
    Image4.Position := Rectangle61.Position;
  if n = 5 then
    Image5.Position := Rectangle61.Position;
  if n = 6 then
    Image6.Position := Rectangle61.Position;
  if n = 7 then
    Image7.Position := Rectangle61.Position;
  if n = 8 then
    Image8.Position := Rectangle61.Position;
  if n = 9 then
    Image9.Position := Rectangle61.Position;
  if n = 10 then
    Image10.Position := Rectangle61.Position;
  if n = 11 then
    Image11.Position := Rectangle61.Position;
  if n = 12 then
    Image12.Position := Rectangle61.Position;
  if n = 13 then
    Image13.Position := Rectangle61.Position;
  if n = 14 then
    Image14.Position := Rectangle61.Position;
  if n = 15 then
    Image15.Position := Rectangle61.Position;
  if n = 16 then
    Image16.Position := Rectangle61.Position;
  if n = 17 then
    Image17.Position := Rectangle61.Position;
  if n = 18 then
    Image18.Position := Rectangle61.Position;
  if n = 19 then
    Image19.Position := Rectangle61.Position;
  if n = 20 then
    Image20.Position := Rectangle61.Position;
  if n = 21 then
    Image21.Position := Rectangle61.Position;
  if n = 22 then
    Image22.Position := Rectangle61.Position;
  if n = 23 then
```

```
    Image23.Position := Rectangle61.Position;
  if n = 24 then
    Image24.Position := Rectangle61.Position;
  if n = 25 then
    Image25.Position := Rectangle61.Position;
  if n = 26 then
    Image26.Position := Rectangle61.Position;
  if n = 27 then
    Image27.Position := Rectangle61.Position;
  if n = 28 then
    Image28.Position := Rectangle61.Position;
  if n = 29 then
    Image29.Position := Rectangle61.Position;
  if n = 30 then
    Image30.Position := Rectangle61.Position;
  if n = 31 then
    Image31.Position := Rectangle61.Position;
  if n = 32 then
    Image32.Position := Rectangle61.Position;
end;
```

```
procedure TForm1.Rectangle62Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle62.Position;
  if n = 2 then
    Image2.Position := Rectangle62.Position;
  if n = 3 then
    Image3.Position := Rectangle62.Position;
  if n = 4 then
    Image4.Position := Rectangle62.Position;
  if n = 5 then
    Image5.Position := Rectangle62.Position;
  if n = 6 then
    Image6.Position := Rectangle62.Position;
  if n = 7 then
    Image7.Position := Rectangle62.Position;
  if n = 8 then
    Image8.Position := Rectangle62.Position;
  if n = 9 then
    Image9.Position := Rectangle62.Position;
  if n = 10 then
    Image10.Position := Rectangle62.Position;
  if n = 11 then
    Image11.Position := Rectangle62.Position;
  if n = 12 then
    Image12.Position := Rectangle62.Position;
  if n = 13 then
```



```

    Image13.Position := Rectangle62.Position;
  if n = 14 then
    Image14.Position := Rectangle62.Position;
  if n = 15 then
    Image15.Position := Rectangle62.Position;
  if n = 16 then
    Image16.Position := Rectangle62.Position;
  if n = 17 then
    Image17.Position := Rectangle62.Position;
  if n = 18 then
    Image18.Position := Rectangle62.Position;
  if n = 19 then
    Image19.Position := Rectangle62.Position;
  if n = 20 then
    Image20.Position := Rectangle62.Position;
  if n = 21 then
    Image21.Position := Rectangle62.Position;
  if n = 22 then
    Image22.Position := Rectangle62.Position;
  if n = 23 then
    Image23.Position := Rectangle62.Position;
  if n = 24 then
    Image24.Position := Rectangle62.Position;
  if n = 25 then
    Image25.Position := Rectangle62.Position;
  if n = 26 then
    Image26.Position := Rectangle62.Position;
  if n = 27 then
    Image27.Position := Rectangle62.Position;
  if n = 28 then
    Image28.Position := Rectangle62.Position;
  if n = 29 then
    Image29.Position := Rectangle62.Position;
  if n = 30 then
    Image30.Position := Rectangle62.Position;
  if n = 31 then
    Image31.Position := Rectangle62.Position;
  if n = 32 then
    Image32.Position := Rectangle62.Position;
end;

```

```

procedure TForm1.Rectangle63Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle63.Position;
  if n = 2 then
    Image2.Position := Rectangle63.Position;
  if n = 3 then

```

```
Image3.Position := Rectangle63.Position;
if n = 4 then
  Image4.Position := Rectangle63.Position;
if n = 5 then
  Image5.Position := Rectangle63.Position;
if n = 6 then
  Image6.Position := Rectangle63.Position;
if n = 7 then
  Image7.Position := Rectangle63.Position;
if n = 8 then
  Image8.Position := Rectangle63.Position;
if n = 9 then
  Image9.Position := Rectangle63.Position;
if n = 10 then
  Image10.Position := Rectangle63.Position;
if n = 11 then
  Image11.Position := Rectangle63.Position;
if n = 12 then
  Image12.Position := Rectangle63.Position;
if n = 13 then
  Image13.Position := Rectangle63.Position;
if n = 14 then
  Image14.Position := Rectangle63.Position;
if n = 15 then
  Image15.Position := Rectangle63.Position;
if n = 16 then
  Image16.Position := Rectangle63.Position;
if n = 17 then
  Image17.Position := Rectangle63.Position;
if n = 18 then
  Image18.Position := Rectangle63.Position;
if n = 19 then
  Image19.Position := Rectangle63.Position;
if n = 20 then
  Image20.Position := Rectangle63.Position;
if n = 21 then
  Image21.Position := Rectangle63.Position;
if n = 22 then
  Image22.Position := Rectangle63.Position;
if n = 23 then
  Image23.Position := Rectangle63.Position;
if n = 24 then
  Image24.Position := Rectangle63.Position;
if n = 25 then
  Image25.Position := Rectangle63.Position;
if n = 26 then
  Image26.Position := Rectangle63.Position;
if n = 27 then
```

```
    Image27.Position := Rectangle63.Position;
  if n = 28 then
    Image28.Position := Rectangle63.Position;
  if n = 29 then
    Image29.Position := Rectangle63.Position;
  if n = 30 then
    Image30.Position := Rectangle63.Position;
  if n = 31 then
    Image31.Position := Rectangle63.Position;
  if n = 32 then
    Image32.Position := Rectangle63.Position;
end;
```

```
procedure TForm1.Rectangle64Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle64.Position;
  if n = 2 then
    Image2.Position := Rectangle64.Position;
  if n = 3 then
    Image3.Position := Rectangle64.Position;
  if n = 4 then
    Image4.Position := Rectangle64.Position;
  if n = 5 then
    Image5.Position := Rectangle64.Position;
  if n = 6 then
    Image6.Position := Rectangle64.Position;
  if n = 7 then
    Image7.Position := Rectangle64.Position;
  if n = 8 then
    Image8.Position := Rectangle64.Position;
  if n = 9 then
    Image9.Position := Rectangle64.Position;
  if n = 10 then
    Image10.Position := Rectangle64.Position;
  if n = 11 then
    Image11.Position := Rectangle64.Position;
  if n = 12 then
    Image12.Position := Rectangle64.Position;
  if n = 13 then
    Image13.Position := Rectangle64.Position;
  if n = 14 then
    Image14.Position := Rectangle64.Position;
  if n = 15 then
    Image15.Position := Rectangle64.Position;
  if n = 16 then
    Image16.Position := Rectangle64.Position;
  if n = 17 then
```

```
    Image17.Position := Rectangle64.Position;
  if n = 18 then
    Image18.Position := Rectangle64.Position;
  if n = 19 then
    Image19.Position := Rectangle64.Position;
  if n = 20 then
    Image20.Position := Rectangle64.Position;
  if n = 21 then
    Image21.Position := Rectangle64.Position;
  if n = 22 then
    Image22.Position := Rectangle64.Position;
  if n = 23 then
    Image23.Position := Rectangle64.Position;
  if n = 24 then
    Image24.Position := Rectangle64.Position;
  if n = 25 then
    Image25.Position := Rectangle64.Position;
  if n = 26 then
    Image26.Position := Rectangle64.Position;
  if n = 27 then
    Image27.Position := Rectangle64.Position;
  if n = 28 then
    Image28.Position := Rectangle64.Position;
  if n = 29 then
    Image29.Position := Rectangle64.Position;
  if n = 30 then
    Image30.Position := Rectangle64.Position;
  if n = 31 then
    Image31.Position := Rectangle64.Position;
  if n = 32 then
    Image32.Position := Rectangle64.Position;
end;
```

```
procedure TForm1.Rectangle6Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle6.Position;
  if n = 2 then
    Image2.Position := Rectangle6.Position;
  if n = 3 then
    Image3.Position := Rectangle6.Position;
  if n = 4 then
    Image4.Position := Rectangle6.Position;
  if n = 5 then
    Image5.Position := Rectangle6.Position;
  if n = 6 then
    Image6.Position := Rectangle6.Position;
  if n = 7 then
```

```
Image7.Position := Rectangle6.Position;
if n = 8 then
  Image8.Position := Rectangle6.Position;
if n = 9 then
  Image9.Position := Rectangle6.Position;
if n = 10 then
  Image10.Position := Rectangle6.Position;
if n = 11 then
  Image11.Position := Rectangle6.Position;
if n = 12 then
  Image12.Position := Rectangle6.Position;
if n = 13 then
  Image13.Position := Rectangle6.Position;
if n = 14 then
  Image14.Position := Rectangle6.Position;
if n = 15 then
  Image15.Position := Rectangle6.Position;
if n = 16 then
  Image16.Position := Rectangle6.Position;
if n = 17 then
  Image17.Position := Rectangle6.Position;
if n = 18 then
  Image18.Position := Rectangle6.Position;
if n = 19 then
  Image19.Position := Rectangle6.Position;
if n = 20 then
  Image20.Position := Rectangle6.Position;
if n = 21 then
  Image21.Position := Rectangle6.Position;
if n = 22 then
  Image22.Position := Rectangle6.Position;
if n = 23 then
  Image23.Position := Rectangle6.Position;
if n = 24 then
  Image24.Position := Rectangle6.Position;
if n = 25 then
  Image25.Position := Rectangle6.Position;
if n = 26 then
  Image26.Position := Rectangle6.Position;
if n = 27 then
  Image27.Position := Rectangle6.Position;
if n = 28 then
  Image28.Position := Rectangle6.Position;
if n = 29 then
  Image29.Position := Rectangle6.Position;
if n = 30 then
  Image30.Position := Rectangle6.Position;
if n = 31 then
```

```
    Image31.Position := Rectangle6.Position;  
    if n = 32 then  
        Image32.Position := Rectangle6.Position;  
    end;
```

```
procedure TForm1.Rectangle7Click(Sender: TObject);  
begin  
    if n = 1 then  
        Image1.Position := Rectangle7.Position;  
    if n = 2 then  
        Image2.Position := Rectangle7.Position;  
    if n = 3 then  
        Image3.Position := Rectangle7.Position;  
    if n = 4 then  
        Image4.Position := Rectangle7.Position;  
    if n = 5 then  
        Image5.Position := Rectangle7.Position;  
    if n = 6 then  
        Image6.Position := Rectangle7.Position;  
    if n = 7 then  
        Image7.Position := Rectangle7.Position;  
    if n = 8 then  
        Image8.Position := Rectangle7.Position;  
    if n = 9 then  
        Image9.Position := Rectangle7.Position;  
    if n = 10 then  
        Image10.Position := Rectangle7.Position;  
    if n = 11 then  
        Image11.Position := Rectangle7.Position;  
    if n = 12 then  
        Image12.Position := Rectangle7.Position;  
    if n = 13 then  
        Image13.Position := Rectangle7.Position;  
    if n = 14 then  
        Image14.Position := Rectangle7.Position;  
    if n = 15 then  
        Image15.Position := Rectangle7.Position;  
    if n = 16 then  
        Image16.Position := Rectangle7.Position;  
    if n = 17 then  
        Image17.Position := Rectangle7.Position;  
    if n = 18 then  
        Image18.Position := Rectangle7.Position;  
    if n = 19 then  
        Image19.Position := Rectangle7.Position;  
    if n = 20 then  
        Image20.Position := Rectangle7.Position;  
    if n = 21 then
```

```
    Image21.Position := Rectangle7.Position;
  if n = 22 then
    Image22.Position := Rectangle7.Position;
  if n = 23 then
    Image23.Position := Rectangle7.Position;
  if n = 24 then
    Image24.Position := Rectangle7.Position;
  if n = 25 then
    Image25.Position := Rectangle7.Position;
  if n = 26 then
    Image26.Position := Rectangle7.Position;
  if n = 27 then
    Image27.Position := Rectangle7.Position;
  if n = 28 then
    Image28.Position := Rectangle7.Position;
  if n = 29 then
    Image29.Position := Rectangle7.Position;
  if n = 30 then
    Image30.Position := Rectangle7.Position;
  if n = 31 then
    Image31.Position := Rectangle7.Position;
  if n = 32 then
    Image32.Position := Rectangle7.Position;
end;
```

```
procedure TForm1.Rectangle8Click(Sender: TObject);
begin
  if n = 1 then
    Image1.Position := Rectangle8.Position;
  if n = 2 then
    Image2.Position := Rectangle8.Position;
  if n = 3 then
    Image3.Position := Rectangle8.Position;
  if n = 4 then
    Image4.Position := Rectangle8.Position;
  if n = 5 then
    Image5.Position := Rectangle8.Position;
  if n = 6 then
    Image6.Position := Rectangle8.Position;
  if n = 7 then
    Image7.Position := Rectangle8.Position;
  if n = 8 then
    Image8.Position := Rectangle8.Position;
  if n = 9 then
    Image9.Position := Rectangle8.Position;
  if n = 10 then
    Image10.Position := Rectangle8.Position;
  if n = 11 then
```

```

    Image11.Position := Rectangle8.Position;
  if n = 12 then
    Image12.Position := Rectangle8.Position;
  if n = 13 then
    Image13.Position := Rectangle8.Position;
  if n = 14 then
    Image14.Position := Rectangle8.Position;
  if n = 15 then
    Image15.Position := Rectangle8.Position;
  if n = 16 then
    Image16.Position := Rectangle8.Position;
  if n = 17 then
    Image17.Position := Rectangle8.Position;
  if n = 18 then
    Image18.Position := Rectangle8.Position;
  if n = 19 then
    Image19.Position := Rectangle8.Position;
  if n = 20 then
    Image20.Position := Rectangle8.Position;
  if n = 21 then
    Image21.Position := Rectangle8.Position;
  if n = 22 then
    Image22.Position := Rectangle8.Position;
  if n = 23 then
    Image23.Position := Rectangle8.Position;
  if n = 24 then
    Image24.Position := Rectangle8.Position;
  if n = 25 then
    Image25.Position := Rectangle8.Position;
  if n = 26 then
    Image26.Position := Rectangle8.Position;
  if n = 27 then
    Image27.Position := Rectangle8.Position;
  if n = 28 then
    Image28.Position := Rectangle8.Position;
  if n = 29 then
    Image29.Position := Rectangle8.Position;
  if n = 30 then
    Image30.Position := Rectangle8.Position;
  if n = 31 then
    Image31.Position := Rectangle8.Position;
  if n = 32 then
    Image32.Position := Rectangle8.Position;
end;

```

```

procedure TForm1.Rectangle9Click(Sender: TObject);
begin
  if n = 1 then

```



```
Image1.Position := Rectangle9.Position;
if n = 2 then
Image2.Position := Rectangle9.Position;
if n = 3 then
Image3.Position := Rectangle9.Position;
if n = 4 then
Image4.Position := Rectangle9.Position;
if n = 5 then
Image5.Position := Rectangle9.Position;
if n = 6 then
Image6.Position := Rectangle9.Position;
if n = 7 then
Image7.Position := Rectangle9.Position;
if n = 8 then
Image8.Position := Rectangle9.Position;
if n = 9 then
Image9.Position := Rectangle9.Position;
if n = 10 then
Image10.Position := Rectangle9.Position;
if n = 11 then
Image11.Position := Rectangle9.Position;
if n = 12 then
Image12.Position := Rectangle9.Position;
if n = 13 then
Image13.Position := Rectangle9.Position;
if n = 14 then
Image14.Position := Rectangle9.Position;
if n = 15 then
Image15.Position := Rectangle9.Position;
if n = 16 then
Image16.Position := Rectangle9.Position;
if n = 17 then
Image17.Position := Rectangle9.Position;
if n = 18 then
Image18.Position := Rectangle9.Position;
if n = 19 then
Image19.Position := Rectangle9.Position;
if n = 20 then
Image20.Position := Rectangle9.Position;
if n = 21 then
Image21.Position := Rectangle9.Position;
if n = 22 then
Image22.Position := Rectangle9.Position;
if n = 23 then
Image23.Position := Rectangle9.Position;
if n = 24 then
Image24.Position := Rectangle9.Position;
if n = 25 then
```

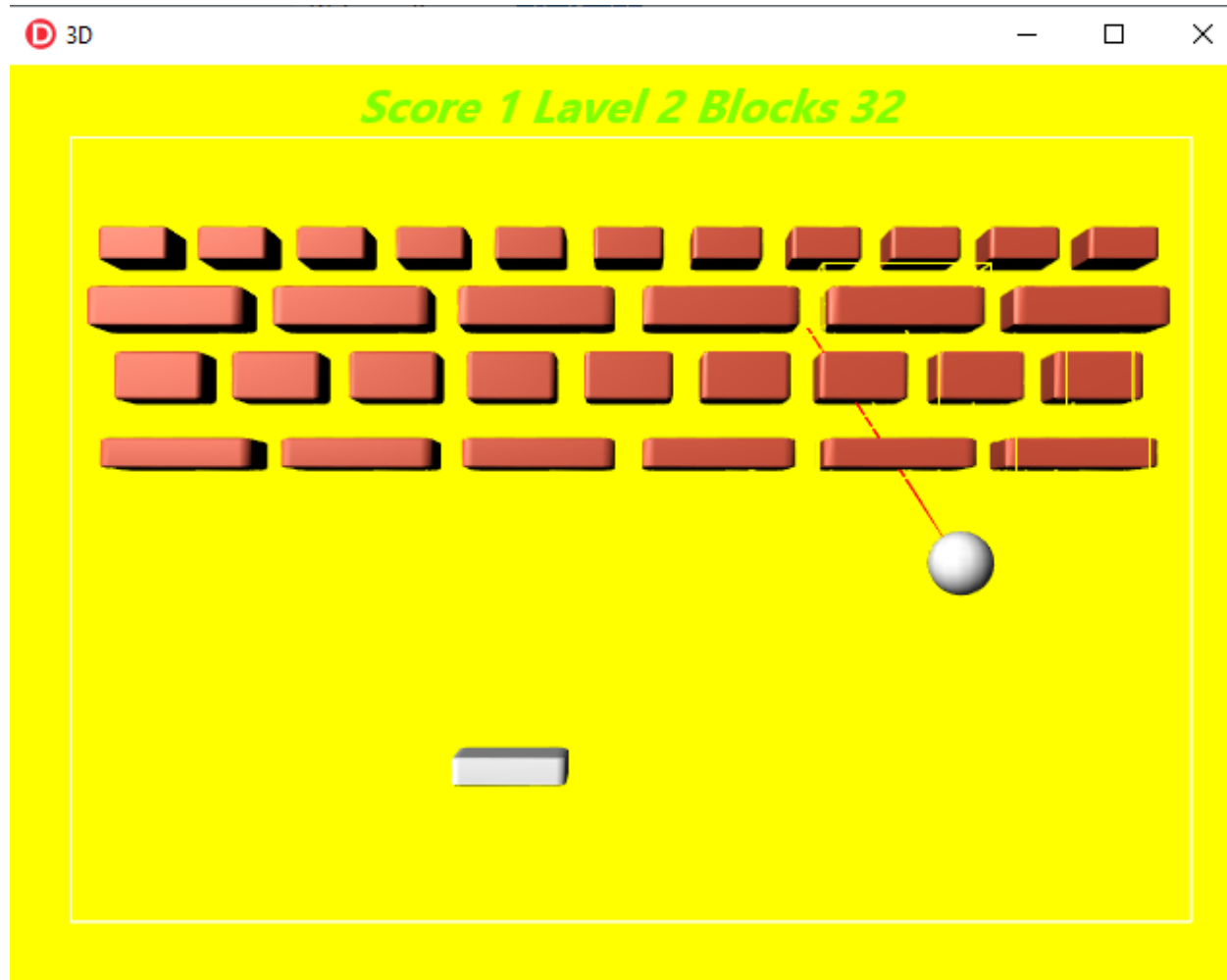
```

    Image25.Position := Rectangle9.Position;
  if n = 26 then
    Image26.Position := Rectangle9.Position;
  if n = 27 then
    Image27.Position := Rectangle9.Position;
  if n = 28 then
    Image28.Position := Rectangle9.Position;
  if n = 29 then
    Image29.Position := Rectangle9.Position;
  if n = 30 then
    Image30.Position := Rectangle9.Position;
  if n = 31 then
    Image31.Position := Rectangle9.Position;
  if n = 32 then
    Image32.Position := Rectangle9.Position;
end;

end.

```

10. Пинг Понг



```

procedure TForm1.Dummy1Render(Sender: TObject; Context: TContext3D);
begin
  Context.SetCameraAngleOfView(0.01);

```

```
With Dummy1.Scale do Point:=Point3d(1,1,1)*0.01/45;  
end;
```

```
procedure TForm1.FloatAnimation1Finish(Sender: TObject);  
begin  
NextLavel;  
end;
```

```
procedure TForm1.FloatAnimation1Process(Sender: TObject);  
begin  
MoveBall;  
end;
```

```
procedure TForm1.FormCreate(Sender: TObject);  
var V:IViewport3D;  
begin  
Viewport3D1.UsingDesignCamera:=true;  
V:=Viewport3D1;  
With TDummy(V.CurrentCamera.Parent) do ResetRotationAngle;  
Speed:=0.15;  
Punkte:=NullPoint3D;  
Sphere1.Position.DefaultValue:=Point3D(-1,0,0); //Dir  
RoundCube1.AutoCapture:=true;  
RandSeed:=23;  
NextLavel;  
end;
```

```
procedure TForm1.MoveBall;  
var D,P,M,ScaleFakt:TPoint3D; A,S:integer; R:TroundCube;  
begin  
With Viewport3D1 do  
ScaleFakt:=Point3D(Width,Height,1)*1/Point3D(640,480,1).Length;  
D:=Sphere1.Position.DefaultValue; //dir  
P:=Dummy1.AbsoluteToLocal3D(Sphere1.AbsolutePosition);//pos  
M:=(SizeOf3D(Dummy1)-SizeOf3D(Sphere1))*0.5;  
P:=P+D.Normalize*ScaleFakt.Length*Speed;  
if ((P.X>M.X) and (D.X>0))or((P.X<-M.X)and(D.X<0)) then  
begin  
S:=1;  
if D.Y<0 then S:=-1;  
if Abs(D.Normalize.Y*180)<15 then D.Y:=S;  
D.X:=-D.X;  
end;  
if ((P.Y>M.Y) and (D.Y>0))or((P.Y<-M.Y)and(D.Y<0)) then  
begin  
D.Y:=-D.Y;  
if P.Y>M.Y then  
begin
```

```

FloatAnimation1.StopAtCurrent;
Exit;
end;
end;
D.Z:=0;
Punkte.Z:=0;
With Dummy1 do
for A := ChildrenCount-1 downto 0 do
begin
  if Not (Children[A] is TRoundCube) then Continue;
  R:=TRoundCube(Children[A]);
  if R.Tag<0 then
  begin
    if R.Tag<0 then
    if Speed<>0 then Punkte.X:=Punkte.X+1;
    RemoveObject(R);
    FreeAndNil(R);
    end
  else if R.Tag=0 Then Punkte.Z:=Punkte.Z+1;
  end;
  With Sphere1.Position do Point:=Point+D.Normalize*ScaleFakt*Speed;
  Sphere1.Position.DefaultValue:=D;
  Text1.Text:='Score '+IntToStr(trunc(Punkte.X))+ ' Level '
  +IntToStr(trunc(Punkte.Y))+
  // ' Speed '+FloatToStrF(Speed,ffFixed,3,4)+
  ' Blocks '+IntToStr(trunc(Punkte.z));
  if (Punkte.Z<1) then FloatAnimation1.StopAtCurrent;
  end;

```

```

procedure TForm1.NextLavel;
var V,Z,S:TPoint3D; A,B,C,E:integer;
R:TRoundCube; Y,X,F,L,Siz,T:Single;
begin
T:=0.25+Random*1.5;
Sphere1.SetSize(T,T,T);
With Dummy1 do
for A := ChildrenCount-1 downto 0 do
begin
  if Not (Children[A] is TRoundCube) then Continue;
  R:=TRoundCube(Children[A]);
  if R.Tag<1 then
  begin
    RemoveObject(R);
    FreeAndNil(R);
  end;
end;
//Speed:=0.15;
if Speed<0.45 then Speed:=Speed+0.01;

```

```

Sphere1.Position.Point:=Point3D(8,3,0);
Sphere1.Position.DefaultValue:=Point3D(-0.65,-1,0);
//Sphere1.Position.DefaultValue:=Point3D(-1,0,0);
Y:=Dummy1.Height*-0.5+2;
C:=2+Random(4);
F:=0.5;
for A := 1 to C do
begin
  Z:=Point3D(1+Random*2,0.5+Random*0.5,0.5+Random*0.5);
  E:=trunc(Dummy1.Width/(Z.X+F));
  L:=(E*Z.X)+((E-1)*F);
  L:=(Dummy1.Width-L)*0.5;
  X:=(Dummy1.Width*-0.5)+(L+Z.X*0.5);
  S:=Point3D(X,Y,0);
  for B := 0 to E-1 do
  begin
    R:=TRoundCube.Create(nil);
    R.MaterialSource:=LightMaterialSource2;
    R.SetSize(z.X,z.Y,z.Z);
    Dummy1.AddObject(R);
    R.Position.Point:=S;
    R.Tag:=0;
    S:=S+Point3D(F+Z.X,0,0);
    R.OnRender:=RoundCube2Render;
  end;
  Y:=Y+F+Z.Y;
end;
Punkte.Y:=Punkte.Y+1;
FloatAnimation1.Start;
end;

procedure TForm1.RoundCube1MouseDown(Sender: TObject; Button: TMouseButton;
  Shift: TShiftState; X, Y: Single; RayPos, RayDir: TVector3D);
begin
  if ssLeft in Shift
  then with TControl3D(Sender).Position
  do RoundCube1.Position.DefaultValue:=Point-
(RayDir*RayPos.Length)*Point3D(1,0,0);

end;

procedure TForm1.RoundCube1MouseMove(Sender: TObject; Shift: TShiftState; X,
  Y: Single; RayPos, RayDir: TVector3D);
begin
  Viewport3D1.BeginUpdate;
  if ssLeft in Shift
  then with TControl3D(Sender).Position

```

```

do
Point:=RoundCube1.Position.DefaultValue+(RayDir*RayPos.Length)*Point3D(1,0,0);
Viewport3D1.EndUpdate;
end;

```

```

procedure TForm1.RoundCube2Render(Sender: TObject; Context: TContext3D);
var K:TRoundCube;P,Z,D,R,M:TPoint3D; C:TAlphaColor;
begin
K:=TRoundCube(Sender);
With K do
begin
P:=AbsoluteToLocal3D(Sphere1.AbsolutePosition);
Z:=Point3D(1/Width,1/Height,1/Depth);
end;
R:=SizeOf3D(K);
M:=(R+SizeOf3D(Sphere1))*0.5;
if K.Tag=0 then
begin
//Vector3DToColor(K.Position.Point.Normalize*20);
// LightMaterialSource2.Diffuse:=C;
if P.Length<5 then
begin
C:=TAlphaColors.Yellow;
Context.DrawLine(NullPoint3D,P*Z,1,C);
Context.DrawCube(NullPoint3D,(R+P*Speed)*Z,1,C);
end;
end;
if ((abs(P.X)<M.X)and(abs(P.Y)<M.Y)) then
begin
// contact
if K.Tag=0 then
begin
K.Tag:=-1;
ColorKeyAnimation1.Start;
end;
// FloatAnimation1.StopAtCurrent;
D:=Sphere1.Position.Point-K.Position.Point;
Sphere1.Position.DefaultValue:=D;
end;

end;
//end;

```

```

function TForm1.SizeOf3D(const a3DObj: TControl3D): Tpoint3D;
begin
Result:=NullPoint3D;
if a3DObj<>Nil then With a3DOBJ do Result:=Point3D(Width,Height,Depth);

end;

```

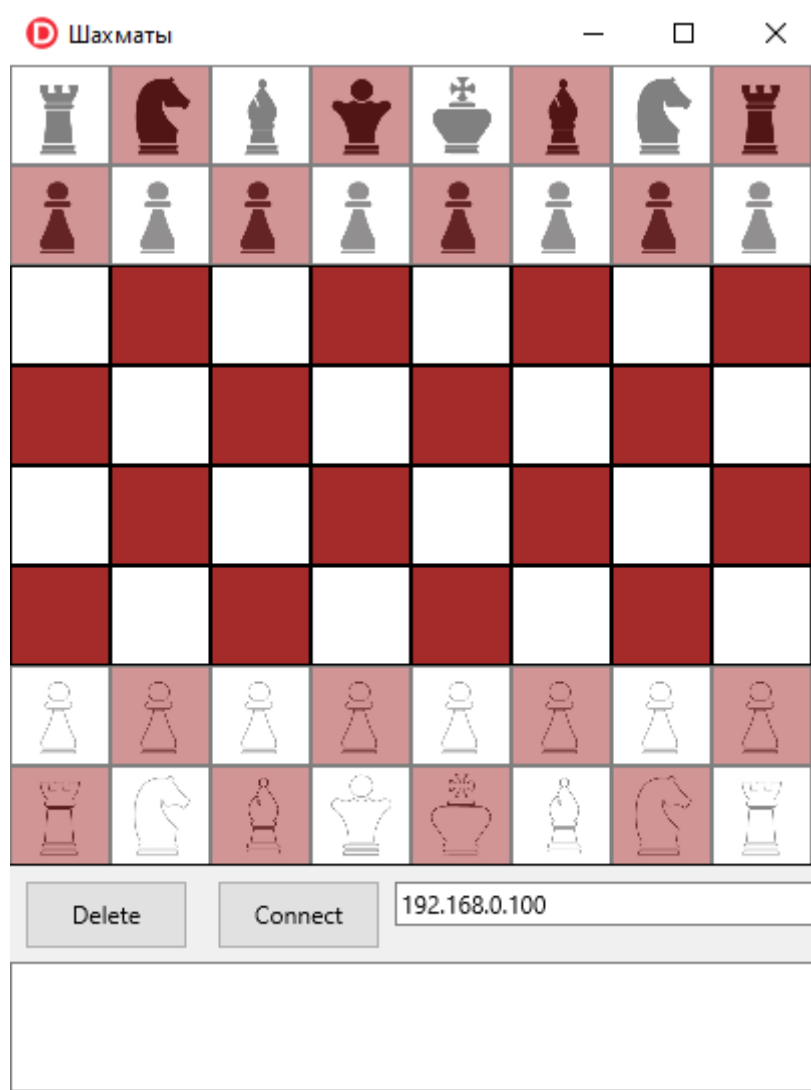
```

procedure TForm1.Sphere1Render(Sender: TObject; Context: TContext3D);
begin
  With sphere1 do
    Context.DrawLine(NullPoint3D,Position.DefaultValue.Normalize*
point3D(1/Width,1/Height,1/Depth)*5,1,TAlphaColors.Red);
end;

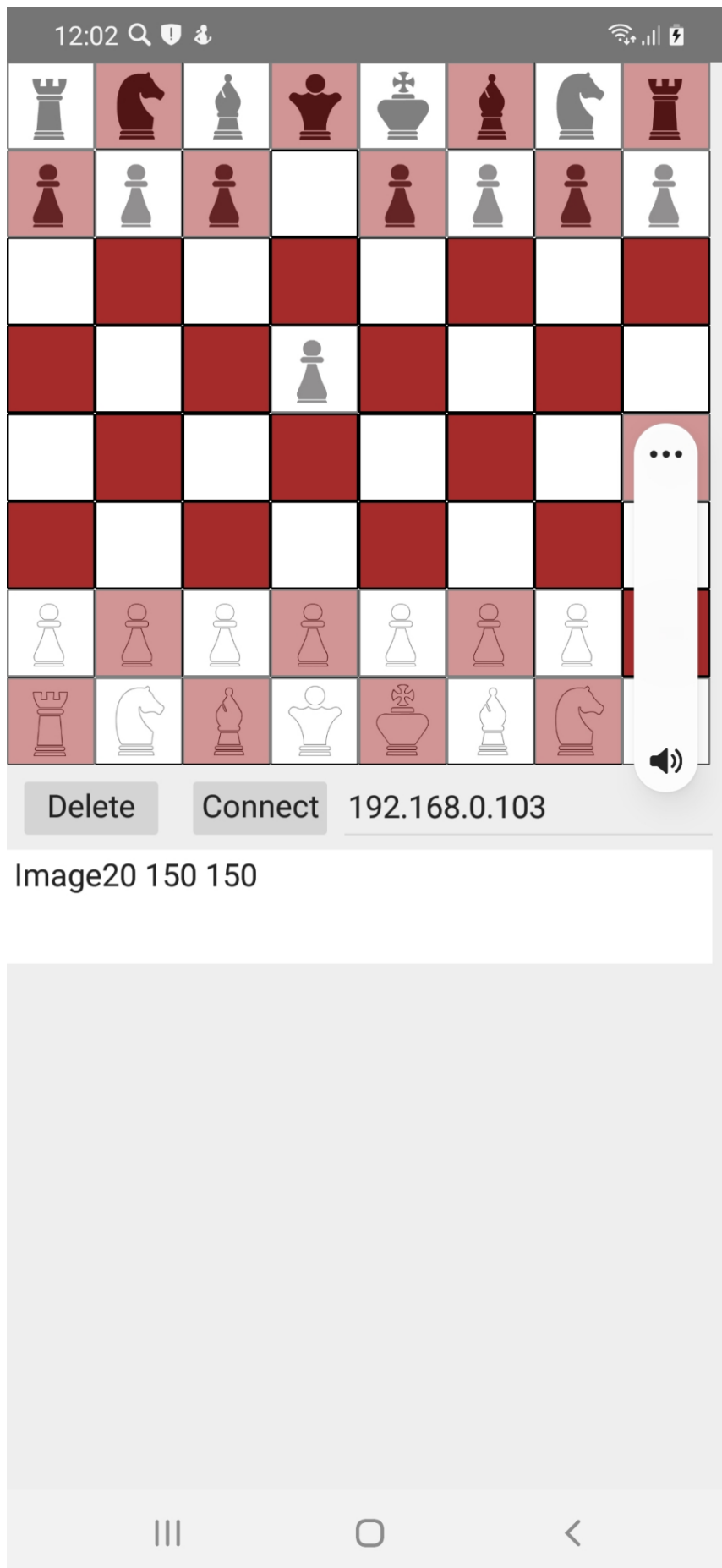
end.

```

Сетевые шахматы.



Для хода необходимо щелкнуть по фигуре а потом по клетке. Она перейдет туда и через сеть на другом ПК. Для игры необходимо соединится с другим пк по ип адресу. Для удаления нужно нажать кнопку удалить. Будет удалена фигура на своем пк и на другом.



```
procedure TForm1.Chod(R: TRectangle);  
begin
```



```

if n = 1 then
begin
    Image1.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image1.Name + ';' +
        FloatToStr(Image1.Position.X) + ';' + FloatToStr(Image1.Position.Y));
end;
if n = 2 then
begin
    Image2.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image2.Name + ';' +
        FloatToStr(Image2.Position.X) + ';' + FloatToStr(Image2.Position.Y));
end;
if n = 3 then
begin
    Image3.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image3.Name + ';' +
        FloatToStr(Image3.Position.X) + ';' + FloatToStr(Image3.Position.Y));
end;
if n = 4 then
begin
    Image4.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image4.Name + ';' +
        FloatToStr(Image4.Position.X) + ';' + FloatToStr(Image4.Position.Y));
end;
if n = 5 then
begin
    Image5.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image5.Name + ';' +
        FloatToStr(Image5.Position.X) + ';' + FloatToStr(Image5.Position.Y));
end;
if n = 6 then
begin
    Image6.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image6.Name + ';' +
        FloatToStr(Image6.Position.X) + ';' + FloatToStr(Image6.Position.Y));
end;
if n = 7 then
begin
    Image7.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image7.Name + ';' +
        FloatToStr(Image7.Position.X) + ';' + FloatToStr(Image7.Position.Y));
end;
if n = 8 then
begin
    Image8.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image8.Name + ';' +
        FloatToStr(Image8.Position.X) + ';' + FloatToStr(Image8.Position.Y));
end;

```

```

if n = 9 then
begin
    Image9.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image9.Name + ';' +
        FloatToStr(Image9.Position.X) + ';' + FloatToStr(Image9.Position.Y));
end;
if n = 10 then
begin
    Image10.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image10.Name + ';' +
        FloatToStr(Image10.Position.X) + ';' + FloatToStr(Image10.Position.Y));
end;
if n = 11 then
begin
    Image11.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image11.Name + ';' +
        FloatToStr(Image11.Position.X) + ';' + FloatToStr(Image11.Position.Y));
end;
if n = 12 then
begin
    Image12.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image12.Name + ';' +
        FloatToStr(Image12.Position.X) + ';' + FloatToStr(Image12.Position.Y));
end;
if n = 13 then
begin
    Image13.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image13.Name + ';' +
        FloatToStr(Image13.Position.X) + ';' + FloatToStr(Image13.Position.Y));
end;
if n = 14 then
begin
    Image14.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image14.Name + ';' +
        FloatToStr(Image14.Position.X) + ';' + FloatToStr(Image14.Position.Y));
end;
if n = 15 then
begin
    Image15.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image15.Name + ';' +
        FloatToStr(Image15.Position.X) + ';' + FloatToStr(Image15.Position.Y));
end;
if n = 16 then
begin
    Image16.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image16.Name + ';' +
        FloatToStr(Image16.Position.X) + ';' + FloatToStr(Image16.Position.Y));
end;

```

```

if n = 17 then
begin
    Image17.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image17.Name + ';' +
        FloatToStr(Image17.Position.X) + ';' + FloatToStr(Image17.Position.Y));
end;
if n = 18 then
begin
    Image18.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image18.Name + ';' +
        FloatToStr(Image18.Position.X) + ';' + FloatToStr(Image18.Position.Y));
end;
if n = 19 then
begin
    Image19.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image19.Name + ';' +
        FloatToStr(Image19.Position.X) + ';' + FloatToStr(Image19.Position.Y));
end;
if n = 20 then
begin
    Image20.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image20.Name + ';' +
        FloatToStr(Image20.Position.X) + ';' + FloatToStr(Image20.Position.Y));
end;
if n = 21 then
begin
    Image21.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image21.Name + ';' +
        FloatToStr(Image21.Position.X) + ';' + FloatToStr(Image21.Position.Y));
end;
if n = 22 then
begin
    Image22.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image22.Name + ';' +
        FloatToStr(Image22.Position.X) + ';' + FloatToStr(Image22.Position.Y));
end;
if n = 23 then
begin
    Image23.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image23.Name + ';' +
        FloatToStr(Image23.Position.X) + ';' + FloatToStr(Image23.Position.Y));
end;
if n = 24 then
begin
    Image24.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image24.Name + ';' +
        FloatToStr(Image24.Position.X) + ';' + FloatToStr(Image24.Position.Y));
end;

```

```

if n = 25 then
begin
    Image25.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image25.Name + ';' +
        FloatToStr(Image25.Position.X) + ';' + FloatToStr(Image25.Position.Y));
end;
if n = 26 then
begin
    Image26.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image26.Name + ';' +
        FloatToStr(Image26.Position.X) + ';' + FloatToStr(Image26.Position.Y));
end;
if n = 27 then
begin
    Image27.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image27.Name + ';' +
        FloatToStr(Image27.Position.X) + ';' + FloatToStr(Image27.Position.Y));
end;
if n = 28 then
begin
    Image28.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image28.Name + ';' +
        FloatToStr(Image28.Position.X) + ';' + FloatToStr(Image28.Position.Y));
end;
if n = 29 then
begin
    Image29.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image29.Name + ';' +
        FloatToStr(Image29.Position.X) + ';' + FloatToStr(Image29.Position.Y));
end;
if n = 30 then
begin
    Image30.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image30.Name + ';' +
        FloatToStr(Image30.Position.X) + ';' + FloatToStr(Image30.Position.Y));
end;
if n = 31 then
begin
    Image31.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image31.Name + ';' +
        FloatToStr(Image31.Position.X) + ';' + FloatToStr(Image31.Position.Y));
end;
if n = 32 then
begin
    Image32.Position := R.Position;
    IdTCPClient1.Socket.WriteLine(Image31.Name + ';' +
        FloatToStr(Image31.Position.X) + ';' + FloatToStr(Image31.Position.Y));
end;

```

end;

procedure TForm1.Button1Click(Sender: TObject);

begin

if n = 1 then

begin

Image1.Position.Y := -60;

Image1.Visible := false;

IdTCPClient2.Socket.WriteLine('1');

end;

if n = 2 then

begin

Image2.Position.Y := -60;

Image2.Visible := false;

IdTCPClient2.Socket.WriteLine('2');

end;

if n = 3 then

begin

Image3.Position.Y := -60;

Image3.Visible := false;

IdTCPClient2.Socket.WriteLine('3');

end;

if n = 4 then

begin

Image4.Position.Y := -60;

Image4.Visible := false;

IdTCPClient2.Socket.WriteLine('4');

end;

if n = 5 then

begin

Image5.Position.Y := -60;

Image5.Visible := false;

IdTCPClient2.Socket.WriteLine('5');

end;

if n = 6 then

begin

Image6.Position.Y := -60;

Image6.Visible := false;

IdTCPClient2.Socket.WriteLine('6');

end;

if n = 7 then

begin

Image7.Position.Y := -60;

Image7.Visible := false;

IdTCPClient2.Socket.WriteLine('7');

end;

if n = 8 then

begin

```
Image8.Position.Y := -60;
Image8.Visible := false;
IdTCPClient2.Socket.WriteLine('8');
end;
if n = 9 then
begin
Image9.Position.Y := -60;
Image9.Visible := false;
IdTCPClient2.Socket.WriteLine('9');
end;
if n = 10 then
begin
Image10.Position.Y := -60;
Image10.Visible := false;
IdTCPClient2.Socket.WriteLine('10');
end;
if n = 11 then
begin
Image11.Position.Y := -60;
Image11.Visible := false;
IdTCPClient2.Socket.WriteLine('11');
end;
if n = 12 then
begin
Image12.Position.Y := -60;
Image12.Visible := false;
IdTCPClient2.Socket.WriteLine('12');
end;
if n = 13 then
begin
Image13.Position.Y := -60;
Image13.Visible := false;
IdTCPClient2.Socket.WriteLine('13');
end;
if n = 14 then
begin
Image14.Position.Y := -60;
Image14.Visible := false;
IdTCPClient2.Socket.WriteLine('14');
end;
if n = 15 then
begin
Image15.Position.Y := -60;
Image15.Visible := false;
IdTCPClient2.Socket.WriteLine('15');
end;
if n = 16 then
begin
```

```
Image16.Position.Y := -60;
Image16.Visible := false;
IdTCPClient2.Socket.WriteLine('16');
end;
if n = 17 then
begin
Image17.Position.Y := -60;
Image17.Visible := false;
IdTCPClient2.Socket.WriteLine('17');
end;
if n = 18 then
begin
Image18.Position.Y := -60;
Image18.Visible := false;
IdTCPClient2.Socket.WriteLine('18');
end;
if n = 19 then
begin
Image19.Position.Y := -60;
Image19.Visible := false;
IdTCPClient2.Socket.WriteLine('19');
end;
if n = 20 then
begin
Image20.Position.Y := -60;
Image20.Visible := false;
IdTCPClient2.Socket.WriteLine('20');
end;
if n = 21 then
begin
Image21.Position.Y := -60;
Image21.Visible := false;
IdTCPClient2.Socket.WriteLine('21');
end;
if n = 22 then
begin
Image22.Position.Y := -60;
Image22.Visible := false;
IdTCPClient2.Socket.WriteLine('22');
end;
if n = 23 then
begin
Image23.Position.Y := -60;
Image23.Visible := false;
IdTCPClient2.Socket.WriteLine('23');
end;
if n = 24 then
begin
```

```
Image24.Position.Y := -60;
Image24.Visible := false;
IdTCPClient2.Socket.WriteLine('24');
end;
if n = 25 then
begin
Image25.Position.Y := -60;
Image25.Visible := false;
IdTCPClient2.Socket.WriteLine('25');
end;
if n = 26 then
begin
Image26.Position.Y := -60;
Image26.Visible := false;
IdTCPClient2.Socket.WriteLine('26');
end;
if n = 27 then
begin
Image27.Position.Y := -60;
Image27.Visible := false;
IdTCPClient2.Socket.WriteLine('27');
end;
if n = 28 then
begin
Image28.Position.Y := -60;
Image28.Visible := false;
IdTCPClient2.Socket.WriteLine('28');
end;
if n = 29 then
begin
Image29.Position.Y := -60;
Image29.Visible := false;
IdTCPClient2.Socket.WriteLine('29');
end;
if n = 30 then
begin
Image30.Position.Y := -60;
Image30.Visible := false;
IdTCPClient2.Socket.WriteLine('30');
end;
if n = 31 then
begin
Image31.Position.Y := -60;
Image31.Visible := false;
IdTCPClient2.Socket.WriteLine('31');
end;
if n = 32 then
begin
```



```

    Image32.Position.Y := -60;
    Image32.Visible := false;
    IdTCPClient2.Socket.WriteLine('32');
end;
end;

```

```

procedure TForm1.Button2Click(Sender: TObject);
begin
    // IdTCPServer1.Active:=true;
    IdTCPClient1.Host := Edit1.Text;
    IdTCPClient1.Connect;
    IdTCPClient2.Host := Edit1.Text;
    IdTCPClient2.Connect;
end;

```

```

procedure TForm1.IdTCPServer1Execute(AContext: TIdContext);
var
    s, Name, X, Y: string;
begin
    s := AContext.Connection.Socket.ReadLn;
    name := Copy(s, 1, pos(';', s) - 1);
    delete(s, 1, pos(';', s));
    X := Copy(s, 1, pos(';', s) - 1);
    delete(s, 1, pos(';', s));
    Y := s;
    Memo1.Lines.Add(name+' '+X+' '+Y);
    if name = 'Image1' then
    begin
        Image1.Position.X := StrToFloat(X);
        Image1.Position.Y := StrToFloat(Y);
    end;
    if name = 'Image2' then
    begin
        Image2.Position.X := StrToFloat(X);
        Image2.Position.Y := StrToFloat(Y);
    end;
    if name = 'Image3' then
    begin
        Image3.Position.X := StrToFloat(X);
        Image3.Position.Y := StrToFloat(Y);
    end;
    if name = 'Image4' then
    begin
        Image4.Position.X := StrToFloat(X);
        Image4.Position.Y := StrToFloat(Y);
    end;
    if name = 'Image5' then
    begin

```

```
    Image5.Position.X := StrToFloat(X);
    Image5.Position.Y := StrToFloat(Y);
end;
if name = 'Image6' then
begin
    Image6.Position.X := StrToFloat(X);
    Image6.Position.Y := StrToFloat(Y);
end;
if name = 'Image7' then
begin
    Image7.Position.X := StrToFloat(X);
    Image7.Position.Y := StrToFloat(Y);
end;
if name = 'Image8' then
begin
    Image8.Position.X := StrToFloat(X);
    Image8.Position.Y := StrToFloat(Y);
end;
if name = 'Image9' then
begin
    Image9.Position.X := StrToFloat(X);
    Image9.Position.Y := StrToFloat(Y);
end;
if name = 'Image10' then
begin
    Image10.Position.X := StrToFloat(X);
    Image10.Position.Y := StrToFloat(Y);
end;
if name = 'Image11' then
begin
    Image11.Position.X := StrToFloat(X);
    Image11.Position.Y := StrToFloat(Y);
end;
if name = 'Image12' then
begin
    Image12.Position.X := StrToFloat(X);
    Image12.Position.Y := StrToFloat(Y);
end;
if name = 'Image13' then
begin
    Image13.Position.X := StrToFloat(X);
    Image13.Position.Y := StrToFloat(Y);
end;
if name = 'Image14' then
begin
    Image14.Position.X := StrToFloat(X);
    Image14.Position.Y := StrToFloat(Y);
end;
```

```
if name = 'Image15' then
begin
    Image15.Position.X := StrToFloat(X);
    Image15.Position.Y := StrToFloat(Y);
end;
if name = 'Image16' then
begin
    Image16.Position.X := StrToFloat(X);
    Image16.Position.Y := StrToFloat(Y);
end;
if name = 'Image17' then
begin
    Image17.Position.X := StrToFloat(X);
    Image17.Position.Y := StrToFloat(Y);
end;
if name = 'Image18' then
begin
    Image18.Position.X := StrToFloat(X);
    Image18.Position.Y := StrToFloat(Y);
end;
if name = 'Image19' then
begin
    Image19.Position.X := StrToFloat(X);
    Image19.Position.Y := StrToFloat(Y);
end;
if name = 'Image20' then
begin
    Image20.Position.X := StrToFloat(X);
    Image20.Position.Y := StrToFloat(Y);
end;
if name = 'Image21' then
begin
    Image21.Position.X := StrToFloat(X);
    Image21.Position.Y := StrToFloat(Y);
end;
if name = 'Image22' then
begin
    Image22.Position.X := StrToFloat(X);
    Image22.Position.Y := StrToFloat(Y);
end;
if name = 'Image23' then
begin
    Image23.Position.X := StrToFloat(X);
    Image23.Position.Y := StrToFloat(Y);
end;
if name = 'Image24' then
begin
    Image24.Position.X := StrToFloat(X);
```

```

    Image24.Position.Y := StrToFloat(Y);
end;
if name = 'Image25' then
begin
    Image25.Position.X := StrToFloat(X);
    Image25.Position.Y := StrToFloat(Y);
end;
if name = 'Image26' then
begin
    Image26.Position.X := StrToFloat(X);
    Image26.Position.Y := StrToFloat(Y);
end;
if name = 'Image27' then
begin
    Image27.Position.X := StrToFloat(X);
    Image27.Position.Y := StrToFloat(Y);
end;
if name = 'Image28' then
begin
    Image28.Position.X := StrToFloat(X);
    Image28.Position.Y := StrToFloat(Y);
end;
if name = 'Image29' then
begin
    Image29.Position.X := StrToFloat(X);
    Image29.Position.Y := StrToFloat(Y);
end;
if name = 'Image30' then
begin
    Image30.Position.X := StrToFloat(X);
    Image30.Position.Y := StrToFloat(Y);
end;
if name = 'Image31' then
begin
    Image31.Position.X := StrToFloat(X);
    Image31.Position.Y := StrToFloat(Y);
end;
if name = 'Image32' then
begin
    Image32.Position.X := StrToFloat(X);
    Image32.Position.Y := StrToFloat(Y);
end;
end;

procedure TForm1.IdTCPServer2Execute(AContext: TIdContext);
var
    number: string;
begin

```

```
number := AContext.Connection.Socket.ReadLn;
if number = '1' then
begin
    Image1.Position.Y := -60;
    Image1.Visible := false;
end;
if number = '2' then
begin
    Image2.Position.Y := -60;
    Image2.Visible := false;
end;
if number = '3' then
begin
    Image3.Position.Y := -60;
    Image3.Visible := false;
end;
if number = '4' then
begin
    Image4.Position.Y := -60;
    Image4.Visible := false;
end;
if number = '5' then
begin
    Image5.Position.Y := -60;
    Image5.Visible := false;
end;
if number = '6' then
begin
    Image6.Position.Y := -60;
    Image6.Visible := false;
end;
if number = '7' then
begin
    Image7.Position.Y := -60;
    Image7.Visible := false;
end;
if number = '8' then
begin
    Image8.Position.Y := -60;
    Image8.Visible := false;
end;
if number = '9' then
begin
    Image9.Position.Y := -60;
    Image9.Visible := false;
end;
if number = '10' then
begin
```

```
    Image10.Position.Y := -60;
    Image10.Visible := false;
end;
if number = '11' then
begin
    Image11.Position.Y := -60;
    Image11.Visible := false;
end;
if number = '12' then
begin
    Image12.Position.Y := -60;
    Image12.Visible := false;
end;
if number = '13' then
begin
    Image13.Position.Y := -60;
    Image13.Visible := false;
end;
if number = '14' then
begin
    Image14.Position.Y := -60;
    Image14.Visible := false;
end;
if number = '15' then
begin
    Image15.Position.Y := -60;
    Image15.Visible := false;
end;
if number = '16' then
begin
    Image16.Position.Y := -60;
    Image16.Visible := false;
end;
if number = '17' then
begin
    Image17.Position.Y := -60;
    Image17.Visible := false;
end;
if number = '18' then
begin
    Image18.Position.Y := -60;
    Image18.Visible := false;
end;
if number = '19' then
begin
    Image19.Position.Y := -60;
    Image19.Visible := false;
end;
```

```
if number = '20' then
begin
    Image20.Position.Y := -60;
    Image20.Visible := false;
end;
if number = '21' then
begin
    Image21.Position.Y := -60;
    Image21.Visible := false;
end;
if number = '22' then
begin
    Image22.Position.Y := -60;
    Image22.Visible := false;
end;
if number = '23' then
begin
    Image23.Position.Y := -60;
    Image23.Visible := false;
end;
if number = '24' then
begin
    Image24.Position.Y := -60;
    Image24.Visible := false;
end;
if number = '25' then
begin
    Image25.Position.Y := -60;
    Image25.Visible := false;
end;
if number = '26' then
begin
    Image26.Position.Y := -60;
    Image26.Visible := false;
end;
if number = '27' then
begin
    Image27.Position.Y := -60;
    Image27.Visible := false;
end;
if number = '28' then
begin
    Image28.Position.Y := -60;
    Image28.Visible := false;
end;
if number = '29' then
begin
    Image29.Position.Y := -60;
```

```
    Image29.Visible := false;
end;
if number = '30' then
begin
    Image30.Position.Y := -60;
    Image30.Visible := false;
end;
if number = '31' then
begin
    Image31.Position.Y := -60;
    Image31.Visible := false;
end;
if number = '32' then
begin
    Image32.Position.Y := -60;
    Image32.Visible := false;
end;
end;
```

```
procedure TForm1.Image10Click(Sender: TObject);
begin
    n := 10;
end;
```

```
procedure TForm1.Image11Click(Sender: TObject);
begin
    n := 11;
end;
```

```
procedure TForm1.Image12Click(Sender: TObject);
begin
    n := 12;
end;
```

```
procedure TForm1.Image13Click(Sender: TObject);
begin
    n := 13;
end;
```

```
procedure TForm1.Image14Click(Sender: TObject);
begin
    n := 14;
end;
```

```
procedure TForm1.Image15Click(Sender: TObject);
begin
    n := 15;
end;
```



```
procedure TForm1.Image16Click(Sender: TObject);
begin
    n := 16;
end;
```

```
procedure TForm1.Image17Click(Sender: TObject);
begin
    n := 17;
end;
```

```
procedure TForm1.Image18Click(Sender: TObject);
begin
    n := 18;
end;
```

```
procedure TForm1.Image19Click(Sender: TObject);
begin
    n := 19;
end;
```

```
procedure TForm1.Image1Click(Sender: TObject);
begin
    n := 1;
end;
```

```
procedure TForm1.Image20Click(Sender: TObject);
begin
    n := 20;
end;
```

```
procedure TForm1.Image21Click(Sender: TObject);
begin
    n := 21;
end;
```

```
procedure TForm1.Image22Click(Sender: TObject);
begin
    n := 22;
end;
```

```
procedure TForm1.Image23Click(Sender: TObject);
begin
    n := 23;
end;
```

```
procedure TForm1.Image24Click(Sender: TObject);
begin
```

```
    n := 24;  
end;
```

```
procedure TForm1.Image25Click(Sender: TObject);  
begin  
    n := 25;  
end;
```

```
procedure TForm1.Image26Click(Sender: TObject);  
begin  
    n := 26;  
end;
```

```
procedure TForm1.Image27Click(Sender: TObject);  
begin  
    n := 27;  
end;
```

```
procedure TForm1.Image28Click(Sender: TObject);  
begin  
    n := 28;  
end;
```

```
procedure TForm1.Image29Click(Sender: TObject);  
begin  
    n := 29;  
end;
```

```
procedure TForm1.Image2Click(Sender: TObject);  
begin  
    n := 2;  
end;
```

```
procedure TForm1.Image30Click(Sender: TObject);  
begin  
    n := 30;  
end;
```

```
procedure TForm1.Image31Click(Sender: TObject);  
begin  
    n := 31;  
end;
```

```
procedure TForm1.Image32Click(Sender: TObject);  
begin  
    n := 32;  
end;
```

```
procedure TForm1.Image3Click(Sender: TObject);  
begin  
    n := 3;  
end;
```

```
procedure TForm1.Image4Click(Sender: TObject);  
begin  
    n := 4;  
end;
```

```
procedure TForm1.Image5Click(Sender: TObject);  
begin  
    n := 5;  
end;
```

```
procedure TForm1.Image6Click(Sender: TObject);  
begin  
    n := 6;  
end;
```

```
procedure TForm1.Image7Click(Sender: TObject);  
begin  
    n := 7;  
end;
```

```
procedure TForm1.Image8Click(Sender: TObject);  
begin  
    n := 8;  
end;
```

```
procedure TForm1.Image9Click(Sender: TObject);  
begin  
    n := 9;  
end;
```

```
procedure TForm1.Rectangle10Click(Sender: TObject);  
begin  
    Chod(Rectangle10);  
end;
```

```
procedure TForm1.Rectangle11Click(Sender: TObject);  
begin  
    Chod(Rectangle11);  
end;
```

```
procedure TForm1.Rectangle12Click(Sender: TObject);  
begin  
    Chod(Rectangle12);
```

end;

```
procedure TForm1.Rectangle13Click(Sender: TObject);  
begin  
    Chod(Rectangle13);  
end;
```

```
procedure TForm1.Rectangle14Click(Sender: TObject);  
begin  
    Chod(Rectangle14);  
end;
```

```
procedure TForm1.Rectangle15Click(Sender: TObject);  
begin  
    Chod(Rectangle15);  
end;
```

```
procedure TForm1.Rectangle16Click(Sender: TObject);  
begin  
    Chod(Rectangle16);  
end;
```

```
procedure TForm1.Rectangle17Click(Sender: TObject);  
begin  
    Chod(Rectangle17);  
end;
```

```
procedure TForm1.Rectangle18Click(Sender: TObject);  
begin  
    Chod(Rectangle18);  
end;
```

```
procedure TForm1.Rectangle19Click(Sender: TObject);  
begin  
    Chod(Rectangle19);  
end;
```

```
procedure TForm1.Rectangle1Click(Sender: TObject);  
begin  
    Chod(Rectangle1);  
end;
```

```
procedure TForm1.Rectangle20Click(Sender: TObject);  
begin  
    Chod(Rectangle20);  
end;
```

```
procedure TForm1.Rectangle21Click(Sender: TObject);
```

```
begin
    Chod(Rectangle21);
end;

procedure TForm1.Rectangle22Click(Sender: TObject);
begin
    Chod(Rectangle22);
end;

procedure TForm1.Rectangle23Click(Sender: TObject);
begin
    Chod(Rectangle23);
end;

procedure TForm1.Rectangle24Click(Sender: TObject);
begin
    Chod(Rectangle24);
end;

procedure TForm1.Rectangle25Click(Sender: TObject);
begin
    Chod(Rectangle25);
end;

procedure TForm1.Rectangle26Click(Sender: TObject);
begin
    Chod(Rectangle26);
end;

procedure TForm1.Rectangle27Click(Sender: TObject);
begin
    Chod(Rectangle27);
end;

procedure TForm1.Rectangle28Click(Sender: TObject);
begin
    Chod(Rectangle28);
end;

procedure TForm1.Rectangle29Click(Sender: TObject);
begin
    Chod(Rectangle29);
end;

procedure TForm1.Rectangle2Click(Sender: TObject);
begin
    Chod(Rectangle2);
end;
```

```
procedure TForm1.Rectangle30Click(Sender: TObject);  
begin  
    Chod(Rectangle30);  
end;
```

```
procedure TForm1.Rectangle31Click(Sender: TObject);  
begin  
    Chod(Rectangle31);  
end;
```

```
procedure TForm1.Rectangle32Click(Sender: TObject);  
begin  
    Chod(Rectangle32);  
end;
```

```
procedure TForm1.Rectangle33Click(Sender: TObject);  
begin  
    Chod(Rectangle33);  
end;
```

```
procedure TForm1.Rectangle34Click(Sender: TObject);  
begin  
    Chod(Rectangle34);  
end;
```

```
procedure TForm1.Rectangle35Click(Sender: TObject);  
begin  
    Chod(Rectangle35);  
end;
```

```
procedure TForm1.Rectangle36Click(Sender: TObject);  
begin  
    Chod(Rectangle36);  
end;
```

```
procedure TForm1.Rectangle37Click(Sender: TObject);  
begin  
    Chod(Rectangle37);  
end;
```

```
procedure TForm1.Rectangle38Click(Sender: TObject);  
begin  
    Chod(Rectangle38);  
end;
```

```
procedure TForm1.Rectangle39Click(Sender: TObject);  
begin
```

```
    Chod(Rectangle39);  
end;
```

```
procedure TForm1.Rectangle3Click(Sender: TObject);  
begin  
    Chod(Rectangle3);  
end;
```

```
procedure TForm1.Rectangle40Click(Sender: TObject);  
begin  
    Chod(Rectangle40);  
end;
```

```
procedure TForm1.Rectangle41Click(Sender: TObject);  
begin  
    Chod(Rectangle41);  
end;
```

```
procedure TForm1.Rectangle42Click(Sender: TObject);  
begin  
    Chod(Rectangle42);  
end;
```

```
procedure TForm1.Rectangle43Click(Sender: TObject);  
begin  
    Chod(Rectangle43);  
end;
```

```
procedure TForm1.Rectangle44Click(Sender: TObject);  
begin  
    Chod(Rectangle44);  
end;
```

```
procedure TForm1.Rectangle45Click(Sender: TObject);  
begin  
    Chod(Rectangle45);  
end;
```

```
procedure TForm1.Rectangle46Click(Sender: TObject);  
begin  
    Chod(Rectangle46);  
end;
```

```
procedure TForm1.Rectangle47Click(Sender: TObject);  
begin  
    Chod(Rectangle47);  
end;
```

```
procedure TForm1.Rectangle48Click(Sender: TObject);  
begin  
    Chod(Rectangle48);  
end;
```

```
procedure TForm1.Rectangle49Click(Sender: TObject);  
begin  
    Chod(Rectangle49);  
end;
```

```
procedure TForm1.Rectangle4Click(Sender: TObject);  
begin  
    Chod(Rectangle4);  
end;
```

```
procedure TForm1.Rectangle50Click(Sender: TObject);  
begin  
    Chod(Rectangle50);  
end;
```

```
procedure TForm1.Rectangle51Click(Sender: TObject);  
begin  
    Chod(Rectangle51);  
end;
```

```
procedure TForm1.Rectangle52Click(Sender: TObject);  
begin  
    Chod(Rectangle52);  
end;
```

```
procedure TForm1.Rectangle53Click(Sender: TObject);  
begin  
    Chod(Rectangle53);  
end;
```

```
procedure TForm1.Rectangle54Click(Sender: TObject);  
begin  
    Chod(Rectangle54);  
end;
```

```
procedure TForm1.Rectangle55Click(Sender: TObject);  
begin  
    Chod(Rectangle55);  
end;
```

```
procedure TForm1.Rectangle56Click(Sender: TObject);  
begin  
    Chod(Rectangle56);
```


end;

```
procedure TForm1.Rectangle57Click(Sender: TObject);  
begin  
    Chod(Rectangle57);  
end;
```

```
procedure TForm1.Rectangle58Click(Sender: TObject);  
begin  
    Chod(Rectangle58);  
end;
```

```
procedure TForm1.Rectangle59Click(Sender: TObject);  
begin  
    Chod(Rectangle59);  
end;
```

```
procedure TForm1.Rectangle5Click(Sender: TObject);  
begin  
    Chod(Rectangle5);  
end;
```

```
procedure TForm1.Rectangle60Click(Sender: TObject);  
begin  
    Chod(Rectangle60);  
end;
```

```
procedure TForm1.Rectangle61Click(Sender: TObject);  
begin  
    Chod(Rectangle61);  
end;
```

```
procedure TForm1.Rectangle62Click(Sender: TObject);  
begin  
    Chod(Rectangle62);  
end;
```

```
procedure TForm1.Rectangle63Click(Sender: TObject);  
begin  
    Chod(Rectangle63);  
end;
```

```
procedure TForm1.Rectangle64Click(Sender: TObject);  
begin  
    Chod(Rectangle64);  
end;
```

```
procedure TForm1.Rectangle6Click(Sender: TObject);
```

```
begin
  Chod(Rectangle6);
end;

procedure TForm1.Rectangle7Click(Sender: TObject);
begin
  Chod(Rectangle7);
end;

procedure TForm1.Rectangle8Click(Sender: TObject);
begin
  Chod(Rectangle8);
end;

procedure TForm1.Rectangle9Click(Sender: TObject);
begin
  Chod(Rectangle9);
end;

end.
```

Еще одни сетевые шашки.

Еще

Шашки

300
350

250
200

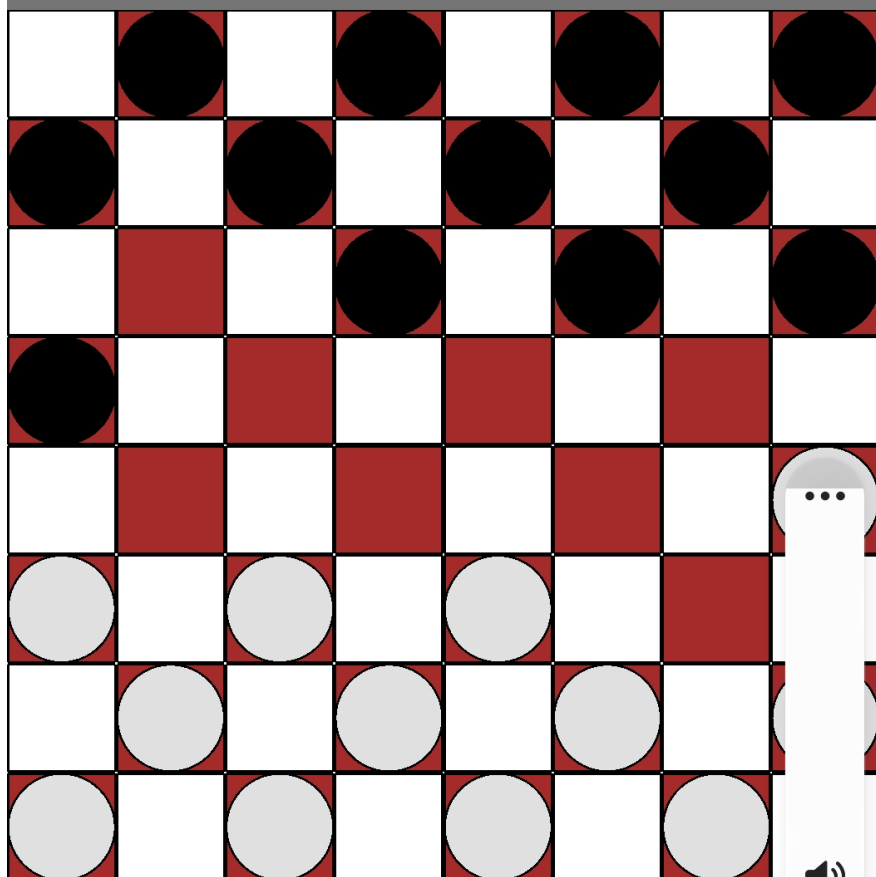
192.168.0.101

Connect

Circle21 0 150

Ход черных

11:17



192.168.0.103

Connect

Circle4 350 200

Ход белых



```

procedure TForm1.Xod(R: TRectangle);
begin
  if n = 1 then
  begin
    Circle1.Position.X := R.Position.X;
    Circle1.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle1.Name + ';' +
      FloatToStr(Circle1.Position.X) + ';' + FloatToStr(Circle1.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
      [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
      [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
      if j = 1 then
      begin
        if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
        begin
          Circle2.Visible := false;
          Circle2.Position.Y := -100;
          IdTCPClient2.Socket.WriteLine(Circle2.Name);
        end;
      end;
      if j = 2 then
      begin
        if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
        begin
          Circle3.Visible := false;
          Circle3.Position.Y := -100;
          IdTCPClient2.Socket.WriteLine(Circle3.Name);
        end;
      end;
      if j = 3 then
      begin
        if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
        begin
          Circle4.Visible := false;
          Circle4.Position.Y := -100;
          IdTCPClient2.Socket.WriteLine(Circle4.Name);
        end;
      end;
      if j = 4 then
      begin
        if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then

```

```

begin
  Circle5.Visible := false;
  Circle5.Position.Y := -100;
  IdTCPClient2.Socket.WriteLine(Circle5.Name);
end;
end;
if j = 5 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    Circle6.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 6 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 7 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 8 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 9 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    Circle10.Position.Y := -100;

```

```

    IdTCPClient2.Socket.WriteLine(Circle10.Name);
end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
end;

```

```

if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    Circle19.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then

```



```

begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
begin
    Circle22.Visible := false;
    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
begin
    Circle23.Visible := false;
    Circle23.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle23.Name);
end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
end;
end;
end;
if (Circle1.Opacity = 1) and (Circle1.Position.Y = 0) then
    Circle1.Opacity := 0.5;
    Label1.Text := 'Ход черных';
end;
if n = 2 then
begin
    Circle2.Position.X := R.Position.X;
    Circle2.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle2.Name + ';' +
        FloatToStr(Circle2.Position.X) + ';' + FloatToStr(Circle2.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;

```

```

dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      Circle1.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      Circle3.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;

  end;
  if j = 3 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      Circle4.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;
      Circle5.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
      Circle6.Visible := false;

```

```

    Circle6.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle6.Name);
end;
end;
if j = 6 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 7 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 8 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;

```

```

end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    Circle14.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    Circle15.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin

```

```

if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;

```

```

    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle2.Opacity = 1) and (Circle2.Position.Y = 0) then
    Circle2.Opacity := 0.5;
    Label1.Text := 'Ход черных';
end;
if n = 3 then
begin
    Circle3.Position.X := R.Position.X;
    Circle3.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle3.Name + ';' +
        FloatToStr(Circle3.Position.X) + ';' + FloatToStr(Circle3.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;

```

```

    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle1.Name);
end;
end;
if j = 2 then
begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
end;
if j = 3 then
begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
        Circle4.Visible := false;
        Circle4.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
end;
if j = 4 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 5 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 6 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;

```

```

end;
if j = 7 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 8 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 9 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    Circle10.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 10 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    Circle11.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 12 then
begin

```



```

if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;

```

```

    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;

```

```

end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle3.Opacity = 1) and (Circle3.Position.Y = 0) then
  Circle3.Opacity := 0.5;
Label1.Text := 'Ход черных';
end;
if n = 4 then
begin
  Circle4.Position.X := R.Position.X;
  Circle4.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle4.Name + ';' +
    FloatToStr(Circle4.Position.X) + ';' + FloatToStr(Circle4.Position.Y));
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin
        Circle1.Visible := false;
        Circle1.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle1.Name);
      end;
    end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
      end;
    end;
  end;
end;

```

```

end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    Circle3.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 5 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    Circle6.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 6 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 7 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 8 then
begin

```

```

if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;

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    Circle14.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle14.Name);
end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;

```

```

end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
  end;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    Circle23.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle4.Opacity = 1) and (Circle4.Position.Y = 0) then

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```

    Circle4.Opacity := 0.5;
    Label1.Text := 'Ход черных';
end;
if n = 5 then
begin
    Circle5.Position.X := R.Position.X;
    Circle5.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle5.Name + ';' +
        FloatToStr(Circle5.Position.X) + ';' + FloatToStr(Circle5.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                Circle1.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                Circle2.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            begin
                Circle3.Visible := false;
                Circle3.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle3.Name);
            end;
        end;
        if j = 4 then
        begin

```



```

if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
end;
end;
if j = 5 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 6 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 7 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 8 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;

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    Circle10.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle10.Name);
end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;

```

```

end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    Circle19.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin

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```

if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle5.Opacity = 1) and (Circle5.Position.Y = 0) then
    Circle5.Opacity := 0.5;
Label1.Text := 'Ход черных';
end;
if n = 6 then
begin
    Circle6.Position.X := R.Position.X;
    Circle6.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle6.Name + ';' +
        FloatToStr(Circle6.Position.X) + ';' + FloatToStr(Circle6.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items

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[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      Circle1.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      Circle2.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      Circle3.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      Circle4.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;

```

```

    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
end;
end;
if j = 6 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 7 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 8 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;

```

```

end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    Circle14.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    Circle15.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin

```

```

if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;

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    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle6.Opacity = 1) and (Circle6.Position.Y = 0) then
    Circle6.Opacity := 0.5;
Label1.Text := 'Ход черных';
end;
if n = 7 then
begin
    Circle7.Position.X := R.Position.X;
    Circle7.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle7.Name + ';' +
        FloatToStr(Circle7.Position.X) + ';' + FloatToStr(Circle7.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;

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```

    Circle1.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle1.Name);
end;
end;
if j = 2 then
begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
        Circle3.Visible := false;
        Circle3.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
end;
if j = 4 then
begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
        Circle4.Visible := false;
        Circle4.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;

```

```

end;
if j = 7 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 8 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 9 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    Circle10.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 10 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    Circle11.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 12 then
begin

```

```

if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;

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```

    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;

```

```

end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle7.Opacity = 1) and (Circle7.Position.Y = 0) then
  Circle7.Opacity := 0.5;
Label1.Text := 'Ход черных';
end;
if n = 8 then
begin
  Circle8.Position.X := R.Position.X;
  Circle8.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle8.Name + ';' +
    FloatToStr(Circle8.Position.X) + ';' + FloatToStr(Circle8.Position.Y));
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin
        Circle1.Visible := false;
        Circle1.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle1.Name);
      end;
    end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
      end;
    end;
  end;
end;

```

```

end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    Circle3.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    Circle6.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin

```

```

if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;

```



```

    Circle14.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle14.Name);
end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;

```

```

end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
  end;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    Circle23.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle8.Opacity = 1) and (Circle8.Position.Y = 0) then

```

```

    Circle8.Opacity := 0.5;
    Label1.Text := 'Ход черных';
end;
if n = 9 then
begin
    Circle9.Position.X := R.Position.X;
    Circle9.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle9.Name + ';' +
        FloatToStr(Circle9.Position.X) + ';' + FloatToStr(Circle9.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                Circle1.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                Circle2.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            begin
                Circle3.Visible := false;
                Circle3.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle3.Name);
            end;
        end;
        if j = 4 then
        begin

```

```

if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;

```

```

    Circle10.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle10.Name);
end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 11 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;

```

```

end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    Circle19.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin

```

```

if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle9.Opacity = 1) and (Circle9.Position.Y = 0) then
    Circle9.Opacity := 0.5;
Label1.Text := 'Ход черных';
end;
if n = 10 then
begin
    Circle10.Position.X := R.Position.X;
    Circle10.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle10.Name + ';' +
        FloatToStr(Circle10.Position.X) + ';' + FloatToStr(Circle10.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items

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```

[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      Circle1.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      Circle2.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      Circle3.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      Circle4.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;

```



```

    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;

```

```

end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 12 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 13 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    Circle14.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    Circle15.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin

```

```

if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;

```

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    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle10.Opacity = 1) and (Circle10.Position.Y = 0) then
    Circle10.Opacity := 0.5;
Label1.Text := 'Ход черных';
end;
if n = 11 then
begin
    Circle11.Position.X := R.Position.X;
    Circle11.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle11.Name + ';' +
        FloatToStr(Circle11.Position.X) + ';' + FloatToStr(Circle11.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;

```

```

    Circle1.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle1.Name);
end;
end;
if j = 2 then
begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
        Circle3.Visible := false;
        Circle3.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
end;
if j = 4 then
begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;

```

```

end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    Circle10.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 11 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 12 then
begin

```

```

if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;

```

```

    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;

```



```

end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle11.Opacity = 1) and (Circle11.Position.Y = 0) then
  Circle11.Opacity := 0.5;
Label1.Text := 'Ход черных';
end;
if n = 12 then
begin
  Circle12.Position.X := R.Position.X;
  Circle12.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle12.Name + ';' +
    FloatToStr(Circle12.Position.X) + ';' + FloatToStr(Circle12.Position.Y));
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin
        Circle1.Visible := false;
        Circle1.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle1.Name);
      end;
    end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
      end;
    end;
  end;
end;

```

```

end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    Circle3.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    Circle6.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin

```

```

if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;

```

```

    Circle14.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle14.Name);
end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;

```

```

end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
  end;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    Circle23.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle12.Opacity = 1) and (Circle12.Position.Y = 0) then

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```

    Circle12.Opacity := 0.5;
    Label1.Text := 'Ход черных';
end;
if n = 13 then
begin
    Circle13.Position.X := R.Position.X;
    Circle13.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle13.Name + ';' +
        FloatToStr(Circle13.Position.X) + ';' + FloatToStr(Circle13.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                Circle1.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                Circle2.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            begin
                Circle3.Visible := false;
                Circle3.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle3.Name);
            end;
        end;
        if j = 4 then
        begin

```

```

if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;

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    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 14 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;

```



```

end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    Circle19.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin

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if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle13.Opacity = 1) and (Circle13.Position.Y = 350) then
    Circle13.Opacity := 0.5;
Label1.Text := 'Ход белых';
end;
if n = 14 then
begin
    Circle14.Position.X := R.Position.X;
    Circle14.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle14.Name + ';' +
        FloatToStr(Circle14.Position.X) + ';' + FloatToStr(Circle14.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items

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[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      Circle1.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      Circle2.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      Circle3.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      Circle4.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;

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    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;

```

```

end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    Circle11.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 13 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 14 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    Circle15.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 15 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 16 then
begin

```

```

if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;

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    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle14.Opacity = 1) and (Circle14.Position.Y = 350) then
    Circle14.Opacity := 0.5;
Label1.Text := 'Ход белых';
end;
if n = 15 then
begin
    Circle15.Position.X := R.Position.X;
    Circle15.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle15.Name + ';' +
        FloatToStr(Circle15.Position.X) + ';' + FloatToStr(Circle15.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;

```

```

    Circle1.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle1.Name);
end;
end;
if j = 2 then
begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
        Circle3.Visible := false;
        Circle3.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
end;
if j = 4 then
begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
        Circle4.Visible := false;
        Circle4.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;

```



```

end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    Circle10.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    Circle11.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin

```

```

if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;

```

```

    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;

```

```

end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle15.Opacity = 1) and (Circle15.Position.Y = 350) then
  Circle15.Opacity := 0.5;
  Label1.Text := 'Ход белых';
end;
if n = 16 then
begin
  Circle16.Position.X := R.Position.X;
  Circle16.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle16.Name + ';' +
    FloatToStr(Circle16.Position.X) + ';' + FloatToStr(Circle16.Position.Y));
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin
        Circle1.Visible := false;
        Circle1.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle1.Name);
      end;
    end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
      end;
    end;
  end;
end;

```

```

end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    Circle3.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    Circle6.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin

```

```

if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;

```

```

    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 17 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;

```

```

end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
  end;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    Circle23.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle16.Opacity = 1) and (Circle16.Position.Y = 350) then

```



```

    Circle16.Opacity := 0.5;
    Label1.Text := 'Ход белых';
end;
if n = 17 then
begin
    Circle17.Position.X := R.Position.X;
    Circle17.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle17.Name + ';' +
        FloatToStr(Circle17.Position.X) + ';' + FloatToStr(Circle17.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                Circle1.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                Circle2.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            begin
                Circle3.Visible := false;
                Circle3.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle3.Name);
            end;
        end;
        if j = 4 then
        begin

```

```

if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;

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    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;

```

```

end;
if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    Circle15.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 16 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 17 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 18 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    Circle19.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 19 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;
end;
if j = 20 then
begin

```

```

if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle17.Opacity = 1) and (Circle17.Position.Y = 350) then
    Circle17.Opacity := 0.5;
Label1.Text := 'Ход белых';
end;
if n = 18 then
begin
    Circle18.Position.X := R.Position.X;
    Circle18.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle18.Name + ';' +
        FloatToStr(Circle18.Position.X) + ';' + FloatToStr(Circle18.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items

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```

[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      Circle1.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      Circle2.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      Circle3.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      Circle4.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;

```

```

    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;

```

```

end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    Circle11.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 13 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 14 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    Circle14.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    Circle15.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 16 then
begin

```



```

if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 18 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;

```

```

    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle18.Opacity = 1) and (Circle18.Position.Y = 350) then
    Circle18.Opacity := 0.5;
Label1.Text := 'Ход белых';
end;
if n = 19 then
begin
    Circle19.Position.X := R.Position.X;
    Circle19.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle19.Name + ';' +
        FloatToStr(Circle19.Position.X) + ';' + FloatToStr(Circle19.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;

```

```

    Circle1.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle1.Name);
end;
end;
if j = 2 then
begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
        Circle3.Visible := false;
        Circle3.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
end;
if j = 4 then
begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
        Circle4.Visible := false;
        Circle4.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;

```

```

end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    Circle10.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    Circle11.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin

```

```

if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;

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```

    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
end;
end;
if j = 18 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 19 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 20 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;

```

```

end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle19.Opacity = 1) and (Circle19.Position.Y = 350) then
  Circle19.Opacity := 0.5;
Label1.Text := 'Ход белых';
end;
if n = 20 then
begin
  Circle20.Position.X := R.Position.X;
  Circle20.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle20.Name + ';' +
    FloatToStr(Circle20.Position.X) + ';' + FloatToStr(Circle20.Position.Y));
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin
        Circle1.Visible := false;
        Circle1.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle1.Name);
      end;
    end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
      end;
    end;
  end;
end;

```

```

end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    Circle3.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    Circle6.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin

```



```

if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;

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```

    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 18 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;

```

```

end;
if j = 19 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    Circle19.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 20 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
  end;
end;
if j = 21 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
  end;
end;
if j = 22 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    Circle23.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle23.Name);
  end;
end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle20.Opacity = 1) and (Circle20.Position.Y = 350) then

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```

    Circle20.Opacity := 0.5;
    Label1.Text := 'Ход белых';
end;
if n = 21 then
begin
    Circle21.Position.X := R.Position.X;
    Circle21.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle21.Name + ';' +
        FloatToStr(Circle21.Position.X) + ';' + FloatToStr(Circle21.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;
                Circle1.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle1.Name);
            end;
        end;
        if j = 2 then
        begin
            if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
            begin
                Circle2.Visible := false;
                Circle2.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle2.Name);
            end;
        end;
        if j = 3 then
        begin
            if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
            begin
                Circle3.Visible := false;
                Circle3.Position.Y := -100;
                IdTCPClient2.Socket.WriteLine(Circle3.Name);
            end;
        end;
        if j = 4 then
        begin

```

```

if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;

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```

    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;

```

```

end;
if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    Circle15.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 16 then
begin
  if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
  begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
  end;
end;
if j = 17 then
begin
  if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
  begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
  end;
end;
if j = 18 then
begin
  if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
  begin
    Circle18.Visible := false;
    Circle18.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle18.Name);
  end;
end;
if j = 19 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    Circle19.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle19.Name);
  end;
end;
if j = 20 then
begin

```

```

if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
end;
end;
if j = 21 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle21.Opacity = 1) and (Circle21.Position.Y = 350) then
    Circle21.Opacity := 0.5;
Label1.Text := 'Ход белых';
end;
if n = 22 then
begin
    Circle22.Position.X := R.Position.X;
    Circle22.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle22.Name + ';' +
        FloatToStr(Circle22.Position.X) + ';' + FloatToStr(Circle22.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items

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[ListBox1.Items.Count - 2].ToSingle) / 2;
dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
[ListBox1.Items.Count - 1].ToSingle) / 2;
x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
for j := 1 to 23 do
begin
  if j = 1 then
  begin
    if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
    begin
      Circle1.Visible := false;
      Circle1.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle1.Name);
    end;
  end;
  if j = 2 then
  begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
      Circle2.Visible := false;
      Circle2.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
  end;
  if j = 3 then
  begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
      Circle3.Visible := false;
      Circle3.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
  end;
  if j = 4 then
  begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
      Circle4.Visible := false;
      Circle4.Position.Y := -100;
      IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
  end;
  if j = 5 then
  begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
      Circle5.Visible := false;

```

```

    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;
if j = 7 then
begin
    if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
    begin
        Circle7.Visible := false;
        Circle7.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle7.Name);
    end;
end;
if j = 8 then
begin
    if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
    begin
        Circle8.Visible := false;
        Circle8.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle8.Name);
    end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;

```

```

end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    Circle11.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin
  if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
  begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
  end;
end;
if j = 13 then
begin
  if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
  begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
  end;
end;
if j = 14 then
begin
  if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
  begin
    Circle14.Visible := false;
    Circle14.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle14.Name);
  end;
end;
if j = 15 then
begin
  if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
  begin
    Circle15.Visible := false;
    Circle15.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle15.Name);
  end;
end;
if j = 16 then
begin

```

```

if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle16.Name);
end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 18 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 19 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 20 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 21 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;

```

```

    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
end;
end;
if j = 22 then
begin
    if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
    begin
        Circle23.Visible := false;
        Circle23.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle23.Name);
    end;
end;
if j = 23 then
begin
    if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
    begin
        Circle24.Visible := false;
        Circle24.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle24.Name);
    end;
end;
end;
if (Circle22.Opacity = 1) and (Circle22.Position.Y = 350) then
    Circle22.Opacity := 0.5;
Label1.Text := 'Ход белых';
end;
if n = 23 then
begin
    Circle23.Position.X := R.Position.X;
    Circle23.Position.Y := R.Position.Y;
    IdTCPClient1.Socket.WriteLine(Circle23.Name + ';' +
        FloatToStr(Circle23.Position.X) + ';' + FloatToStr(Circle23.Position.Y));
    ListBox1.Items.Add(R.Position.X.ToString);
    ListBox2.Items.Add(R.Position.Y.ToString);
    dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
        [ListBox1.Items.Count - 2].ToSingle) / 2;
    dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
        [ListBox1.Items.Count - 1].ToSingle) / 2;
    x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
    y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
    for j := 1 to 23 do
    begin
        if j = 1 then
        begin
            if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
            begin
                Circle1.Visible := false;

```

```

    Circle1.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle1.Name);
end;
end;
if j = 2 then
begin
    if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
    begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
    end;
end;
if j = 3 then
begin
    if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
    begin
        Circle3.Visible := false;
        Circle3.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle3.Name);
    end;
end;
if j = 4 then
begin
    if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
    begin
        Circle4.Visible := false;
        Circle4.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle4.Name);
    end;
end;
if j = 5 then
begin
    if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
    begin
        Circle5.Visible := false;
        Circle5.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle5.Name);
    end;
end;
if j = 6 then
begin
    if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
    begin
        Circle6.Visible := false;
        Circle6.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle6.Name);
    end;
end;

```

```

end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin
  if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
  begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
  end;
end;
if j = 9 then
begin
  if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
  begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle9.Name);
  end;
end;
if j = 10 then
begin
  if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
  begin
    Circle10.Visible := false;
    Circle10.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle10.Name);
  end;
end;
if j = 11 then
begin
  if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
  begin
    Circle11.Visible := false;
    Circle11.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle11.Name);
  end;
end;
if j = 12 then
begin

```

```

if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle12.Name);
end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;
        Circle13.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle13.Name);
    end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;

```



```

    Circle17.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle17.Name);
end;
end;
if j = 18 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;
if j = 19 then
begin
    if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
    begin
        Circle19.Visible := false;
        Circle19.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle19.Name);
    end;
end;
if j = 20 then
begin
    if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
    begin
        Circle20.Visible := false;
        Circle20.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle20.Name);
    end;
end;
if j = 21 then
begin
    if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
    begin
        Circle21.Visible := false;
        Circle21.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle21.Name);
    end;
end;
if j = 22 then
begin
    if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
    begin
        Circle22.Visible := false;
        Circle22.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle22.Name);
    end;
end;

```

```

end;
if j = 23 then
begin
  if (Circle24.Position.X = x1) and (Circle24.Position.Y = y1) then
  begin
    Circle24.Visible := false;
    Circle24.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle24.Name);
  end;
end;
end;
if (Circle23.Opacity = 1) and (Circle23.Position.Y = 350) then
  Circle23.Opacity := 0.5;
Label1.Text := 'Ход белых';
end;
if n = 24 then
begin
  Circle24.Position.X := R.Position.X;
  Circle24.Position.Y := R.Position.Y;
  IdTCPClient1.Socket.WriteLine(Circle24.Name + ';' +
    FloatToStr(Circle24.Position.X) + ';' + FloatToStr(Circle24.Position.Y));
  ListBox1.Items.Add(R.Position.X.ToString);
  ListBox2.Items.Add(R.Position.Y.ToString);
  dx := (ListBox1.Items[ListBox1.Items.Count - 1].ToSingle - ListBox1.Items
    [ListBox1.Items.Count - 2].ToSingle) / 2;
  dy := (ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - ListBox2.Items
    [ListBox1.Items.Count - 1].ToSingle) / 2;
  x1 := ListBox1.Items[ListBox1.Items.Count - 2].ToSingle + dx;
  y1 := ListBox2.Items[ListBox1.Items.Count - 2].ToSingle - dy;
  for j := 1 to 23 do
  begin
    if j = 1 then
    begin
      if (Circle1.Position.X = x1) and (Circle1.Position.Y = y1) then
      begin
        Circle1.Visible := false;
        Circle1.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle1.Name);
      end;
    end;
    if j = 2 then
    begin
      if (Circle2.Position.X = x1) and (Circle2.Position.Y = y1) then
      begin
        Circle2.Visible := false;
        Circle2.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle2.Name);
      end;
    end;
  end;
end;

```

```

end;
if j = 3 then
begin
  if (Circle3.Position.X = x1) and (Circle3.Position.Y = y1) then
  begin
    Circle3.Visible := false;
    Circle3.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle3.Name);
  end;
end;
if j = 4 then
begin
  if (Circle4.Position.X = x1) and (Circle4.Position.Y = y1) then
  begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle4.Name);
  end;
end;
if j = 5 then
begin
  if (Circle5.Position.X = x1) and (Circle5.Position.Y = y1) then
  begin
    Circle5.Visible := false;
    Circle5.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle5.Name);
  end;
end;
if j = 6 then
begin
  if (Circle6.Position.X = x1) and (Circle6.Position.Y = y1) then
  begin
    Circle6.Visible := false;
    Circle6.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle6.Name);
  end;
end;
if j = 7 then
begin
  if (Circle7.Position.X = x1) and (Circle7.Position.Y = y1) then
  begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle7.Name);
  end;
end;
if j = 8 then
begin

```

```

if (Circle8.Position.X = x1) and (Circle8.Position.Y = y1) then
begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle8.Name);
end;
end;
if j = 9 then
begin
    if (Circle9.Position.X = x1) and (Circle9.Position.Y = y1) then
    begin
        Circle9.Visible := false;
        Circle9.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle9.Name);
    end;
end;
if j = 10 then
begin
    if (Circle10.Position.X = x1) and (Circle10.Position.Y = y1) then
    begin
        Circle10.Visible := false;
        Circle10.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle10.Name);
    end;
end;
if j = 11 then
begin
    if (Circle11.Position.X = x1) and (Circle11.Position.Y = y1) then
    begin
        Circle11.Visible := false;
        Circle11.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle11.Name);
    end;
end;
if j = 12 then
begin
    if (Circle12.Position.X = x1) and (Circle12.Position.Y = y1) then
    begin
        Circle12.Visible := false;
        Circle12.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle12.Name);
    end;
end;
if j = 13 then
begin
    if (Circle13.Position.X = x1) and (Circle13.Position.Y = y1) then
    begin
        Circle13.Visible := false;

```

```

    Circle13.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle13.Name);
end;
end;
if j = 14 then
begin
    if (Circle14.Position.X = x1) and (Circle14.Position.Y = y1) then
    begin
        Circle14.Visible := false;
        Circle14.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle14.Name);
    end;
end;
if j = 15 then
begin
    if (Circle15.Position.X = x1) and (Circle15.Position.Y = y1) then
    begin
        Circle15.Visible := false;
        Circle15.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle15.Name);
    end;
end;
if j = 16 then
begin
    if (Circle16.Position.X = x1) and (Circle16.Position.Y = y1) then
    begin
        Circle16.Visible := false;
        Circle16.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle16.Name);
    end;
end;
if j = 17 then
begin
    if (Circle17.Position.X = x1) and (Circle17.Position.Y = y1) then
    begin
        Circle17.Visible := false;
        Circle17.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle17.Name);
    end;
end;
if j = 18 then
begin
    if (Circle18.Position.X = x1) and (Circle18.Position.Y = y1) then
    begin
        Circle18.Visible := false;
        Circle18.Position.Y := -100;
        IdTCPClient2.Socket.WriteLine(Circle18.Name);
    end;
end;

```

```

end;
if j = 19 then
begin
  if (Circle19.Position.X = x1) and (Circle19.Position.Y = y1) then
  begin
    Circle19.Visible := false;
    Circle19.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle19.Name);
  end;

end;

end;
if j = 20 then
begin
  if (Circle20.Position.X = x1) and (Circle20.Position.Y = y1) then
  begin
    Circle20.Visible := false;
    Circle20.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle20.Name);
  end;

end;
end;
if j = 21 then
begin
  if (Circle21.Position.X = x1) and (Circle21.Position.Y = y1) then
  begin
    Circle21.Visible := false;
    Circle21.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle21.Name);
  end;

end;
end;
if j = 22 then
begin
  if (Circle22.Position.X = x1) and (Circle22.Position.Y = y1) then
  begin
    Circle22.Visible := false;
    Circle22.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle22.Name);
  end;

end;
end;
if j = 23 then
begin
  if (Circle23.Position.X = x1) and (Circle23.Position.Y = y1) then
  begin
    Circle23.Visible := false;
    Circle23.Position.Y := -100;
    IdTCPClient2.Socket.WriteLine(Circle23.Name);
  end;

end;
end;
end;

```

```
    if (Circle24.Opacity = 1) and (Circle24.Position.Y = 350) then  
        Circle24.Opacity := 0.5;  
        Label1.Text := 'Ход белых';  
    end;  
end;
```

```
procedure TForm1.Rectangle11Click(Sender: TObject);  
begin  
    Xod(Rectangle11);  
end;
```

```
procedure TForm1.Rectangle13Click(Sender: TObject);  
begin  
    Xod(Rectangle13);  
end;
```

```
procedure TForm1.Rectangle14Click(Sender: TObject);  
begin  
    Xod(Rectangle14);  
end;
```

```
procedure TForm1.Rectangle16Click(Sender: TObject);  
begin  
    Xod(Rectangle16);  
end;
```

```
procedure TForm1.Rectangle18Click(Sender: TObject);  
begin  
    Xod(Rectangle18);  
end;
```

```
procedure TForm1.Rectangle19Click(Sender: TObject);  
begin  
    Xod(Rectangle19);  
end;
```

```
procedure TForm1.Rectangle21Click(Sender: TObject);  
begin  
    Xod(Rectangle21);  
end;
```

```
procedure TForm1.Rectangle23Click(Sender: TObject);  
begin  
    Xod(Rectangle23);  
end;
```

```
procedure TForm1.Rectangle26Click(Sender: TObject);  
begin
```

```
    Xod(Rectangle26);  
end;
```

```
procedure TForm1.Rectangle29Click(Sender: TObject);  
begin  
    Xod(Rectangle29);  
end;
```

```
procedure TForm1.Rectangle2Click(Sender: TObject);  
begin  
    Xod(Rectangle2);  
end;
```

```
procedure TForm1.Rectangle31Click(Sender: TObject);  
begin  
    Xod(Rectangle31);  
end;
```

```
procedure TForm1.Rectangle32Click(Sender: TObject);  
begin  
    Xod(Rectangle32);  
end;
```

```
procedure TForm1.Rectangle35Click(Sender: TObject);  
begin  
    Xod(Rectangle35);  
end;
```

```
procedure TForm1.Rectangle37Click(Sender: TObject);  
begin  
    Xod(Rectangle37);  
end;
```

```
procedure TForm1.Rectangle38Click(Sender: TObject);  
begin  
    Xod(Rectangle38);  
end;
```

```
procedure TForm1.Rectangle40Click(Sender: TObject);  
begin  
    Xod(Rectangle40);  
end;
```

```
procedure TForm1.Rectangle41Click(Sender: TObject);  
begin  
    Xod(Rectangle41);  
end;
```



```
procedure TForm1.Rectangle43Click(Sender: TObject);  
begin  
    Xod(Rectangle43);  
end;
```

```
procedure TForm1.Rectangle46Click(Sender: TObject);  
begin  
    Xod(Rectangle46);  
end;
```

```
procedure TForm1.Rectangle48Click(Sender: TObject);  
begin  
    Xod(Rectangle48);  
end;
```

```
procedure TForm1.Rectangle49Click(Sender: TObject);  
begin  
    Xod(Rectangle49);  
end;
```

```
procedure TForm1.Rectangle4Click(Sender: TObject);  
begin  
    Xod(Rectangle4);  
end;
```

```
procedure TForm1.Rectangle52Click(Sender: TObject);  
begin  
    Xod(Rectangle52);  
end;
```

```
procedure TForm1.Rectangle53Click(Sender: TObject);  
begin  
    Xod(Rectangle53);  
end;
```

```
procedure TForm1.Rectangle55Click(Sender: TObject);  
begin  
    Xod(Rectangle55);  
end;
```

```
procedure TForm1.Rectangle57Click(Sender: TObject);  
begin  
    Xod(Rectangle57);  
end;
```

```
procedure TForm1.Rectangle59Click(Sender: TObject);  
begin  
    Xod(Rectangle59);  
end;
```

end;

```
procedure TForm1.Rectangle62Click(Sender: TObject);
begin
    Xod(Rectangle62);
end;
```

```
procedure TForm1.Rectangle64Click(Sender: TObject);
begin
    Xod(Rectangle64);
end;
```

```
procedure TForm1.Rectangle6Click(Sender: TObject);
begin
    Xod(Rectangle6);
end;
```

```
procedure TForm1.Rectangle8Click(Sender: TObject);
begin
    Xod(Rectangle8);
end;
```

```
procedure TForm1.Button1Click(Sender: TObject);
begin
    IdTCPClient1.Host := Edit1.Text;
    IdTCPClient1.Connect;
    IdTCPClient2.Host := Edit1.Text;
    IdTCPClient2.Connect;
end;
```

```
procedure TForm1.Circle10Click(Sender: TObject);
begin
    n := 10;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle10.Position.X.ToString);
    ListBox2.Items.Add(Circle10.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle11Click(Sender: TObject);
begin
    n := 11;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle11.Position.X.ToString);
    ListBox2.Items.Add(Circle11.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle12Click(Sender: TObject);
begin
  n := 12;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle12.Position.X.ToString);
  ListBox2.Items.Add(Circle12.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle13Click(Sender: TObject);
begin
  n := 13;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle13.Position.X.ToString);
  ListBox2.Items.Add(Circle13.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle14Click(Sender: TObject);
begin
  n := 14;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle14.Position.X.ToString);
  ListBox2.Items.Add(Circle14.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle15Click(Sender: TObject);
begin
  n := 15;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle15.Position.X.ToString);
  ListBox2.Items.Add(Circle15.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle16Click(Sender: TObject);
begin
  n := 16;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle16.Position.X.ToString);
  ListBox2.Items.Add(Circle16.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle17Click(Sender: TObject);
begin
  n := 17;
```

```
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle17.Position.X.ToString);
    ListBox2.Items.Add(Circle17.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle18Click(Sender: TObject);
begin
    n := 18;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle18.Position.X.ToString);
    ListBox2.Items.Add(Circle18.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle19Click(Sender: TObject);
begin
    n := 19;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle19.Position.X.ToString);
    ListBox2.Items.Add(Circle19.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle1Click(Sender: TObject);
begin
    n := 1;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle1.Position.X.ToString);
    ListBox2.Items.Add(Circle1.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle20Click(Sender: TObject);
begin
    n := 20;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle20.Position.X.ToString);
    ListBox2.Items.Add(Circle20.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle21Click(Sender: TObject);
begin
    n := 21;
    ListBox1.Clear;
    ListBox2.Clear;
    ListBox1.Items.Add(Circle21.Position.X.ToString);
```

```
    ListBox2.Items.Add(Circle21.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle22Click(Sender: TObject);  
begin  
    n := 22;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle22.Position.X.ToString);  
    ListBox2.Items.Add(Circle22.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle23Click(Sender: TObject);  
begin  
    n := 23;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle23.Position.X.ToString);  
    ListBox2.Items.Add(Circle23.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle24Click(Sender: TObject);  
begin  
    n := 24;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle24.Position.X.ToString);  
    ListBox2.Items.Add(Circle24.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle2Click(Sender: TObject);  
begin  
    n := 2;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle2.Position.X.ToString);  
    ListBox2.Items.Add(Circle2.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle3Click(Sender: TObject);  
begin  
    n := 3;  
    ListBox1.Clear;  
    ListBox2.Clear;  
    ListBox1.Items.Add(Circle3.Position.X.ToString);  
    ListBox2.Items.Add(Circle3.Position.Y.ToString);  
end;
```

```
procedure TForm1.Circle4Click(Sender: TObject);
begin
  n := 4;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle4.Position.X.ToString);
  ListBox2.Items.Add(Circle4.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle5Click(Sender: TObject);
begin
  n := 5;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle5.Position.X.ToString);
  ListBox2.Items.Add(Circle5.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle6Click(Sender: TObject);
begin
  n := 6;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle6.Position.X.ToString);
  ListBox2.Items.Add(Circle6.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle7Click(Sender: TObject);
begin
  n := 7;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle7.Position.X.ToString);
  ListBox2.Items.Add(Circle7.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle8Click(Sender: TObject);
begin
  n := 8;
  ListBox1.Clear;
  ListBox2.Clear;
  ListBox1.Items.Add(Circle8.Position.X.ToString);
  ListBox2.Items.Add(Circle8.Position.Y.ToString);
end;
```

```
procedure TForm1.Circle9Click(Sender: TObject);
begin
  n := 9;
```

```
ListBox1.Clear;
ListBox2.Clear;
ListBox1.Items.Add(Circle9.Position.X.ToString);
ListBox2.Items.Add(Circle9.Position.Y.ToString);
end;
```

```
procedure TForm1.IdTCPServer1Execute(AContext: TIdContext);
var
  s, Name, X, Y: string;
begin
  s := AContext.Connection.Socket.ReadLn;
  name := Copy(s, 1, pos(';', s) - 1);
  delete(s, 1, pos(';', s));
  X := Copy(s, 1, pos(';', s) - 1);
  delete(s, 1, pos(';', s));
  Y := s;
  Memo1.Lines.Add(name + ' ' + X + ' ' + Y);
  if name = 'Circle1' then
  begin
    Circle1.Position.X := StrToFloat(X);
    Circle1.Position.Y := StrToFloat(Y);
  end;
  if name = 'Circle2' then
  begin
    Circle2.Position.X := StrToFloat(X);
    Circle2.Position.Y := StrToFloat(Y);
  end;
  if name = 'Circle3' then
  begin
    Circle3.Position.X := StrToFloat(X);
    Circle1.Position.Y := StrToFloat(Y);
  end;
  if name = 'Circle4' then
  begin
    Circle4.Position.X := StrToFloat(X);
    Circle4.Position.Y := StrToFloat(Y);
  end;
  if name = 'Circle5' then
  begin
    Circle5.Position.X := StrToFloat(X);
    Circle5.Position.Y := StrToFloat(Y);
  end;
  if name = 'Circle6' then
  begin
    Circle6.Position.X := StrToFloat(X);
    Circle6.Position.Y := StrToFloat(Y);
  end;
  if name = 'Circle7' then
```

```
begin
  Circle7.Position.X := StrToFloat(X);
  Circle7.Position.Y := StrToFloat(Y);
end;
if name = 'Circle8' then
begin
  Circle8.Position.X := StrToFloat(X);
  Circle8.Position.Y := StrToFloat(Y);
end;
if name = 'Circle9' then
begin
  Circle9.Position.X := StrToFloat(X);
  Circle9.Position.Y := StrToFloat(Y);
end;
if name = 'Circle10' then
begin
  Circle10.Position.X := StrToFloat(X);
  Circle10.Position.Y := StrToFloat(Y);
end;
if name = 'Circle11' then
begin
  Circle11.Position.X := StrToFloat(X);
  Circle11.Position.Y := StrToFloat(Y);
end;
if name = 'Circle12' then
begin
  Circle12.Position.X := StrToFloat(X);
  Circle12.Position.Y := StrToFloat(Y);
end;
if name = 'Circle13' then
begin
  Circle13.Position.X := StrToFloat(X);
  Circle13.Position.Y := StrToFloat(Y);
end;
if name = 'Circle14' then
begin
  Circle14.Position.X := StrToFloat(X);
  Circle14.Position.Y := StrToFloat(Y);
end;
if name = 'Circle15' then
begin
  Circle15.Position.X := StrToFloat(X);
  Circle15.Position.Y := StrToFloat(Y);
end;
if name = 'Circle16' then
begin
  Circle16.Position.X := StrToFloat(X);
  Circle16.Position.Y := StrToFloat(Y);
```



```

end;
if name = 'Circle17' then
begin
    Circle17.Position.X := StrToFloat(X);
    Circle17.Position.Y := StrToFloat(Y);
end;
if name = 'Circle18' then
begin
    Circle18.Position.X := StrToFloat(X);
    Circle18.Position.Y := StrToFloat(Y);
end;
if name = 'Circle19' then
begin
    Circle19.Position.X := StrToFloat(X);
    Circle19.Position.Y := StrToFloat(Y);
end;
if name = 'Circle20' then
begin
    Circle20.Position.X := StrToFloat(X);
    Circle20.Position.Y := StrToFloat(Y);
end;
if name = 'Circle21' then
begin
    Circle21.Position.X := StrToFloat(X);
    Circle21.Position.Y := StrToFloat(Y);
end;
if name = 'Circle22' then
begin
    Circle22.Position.X := StrToFloat(X);
    Circle22.Position.Y := StrToFloat(Y);
end;
if name = 'Circle23' then
begin
    Circle23.Position.X := StrToFloat(X);
    Circle23.Position.Y := StrToFloat(Y);
end;
if name = 'Circle24' then
begin
    Circle24.Position.X := StrToFloat(X);
    Circle24.Position.Y := StrToFloat(Y);
end;
end;

procedure TForm1.IdTCPServer2Execute(AContext: TIdContext);
var
    nameDel: string;
begin
    nameDel := AContext.Connection.Socket.ReadLn;

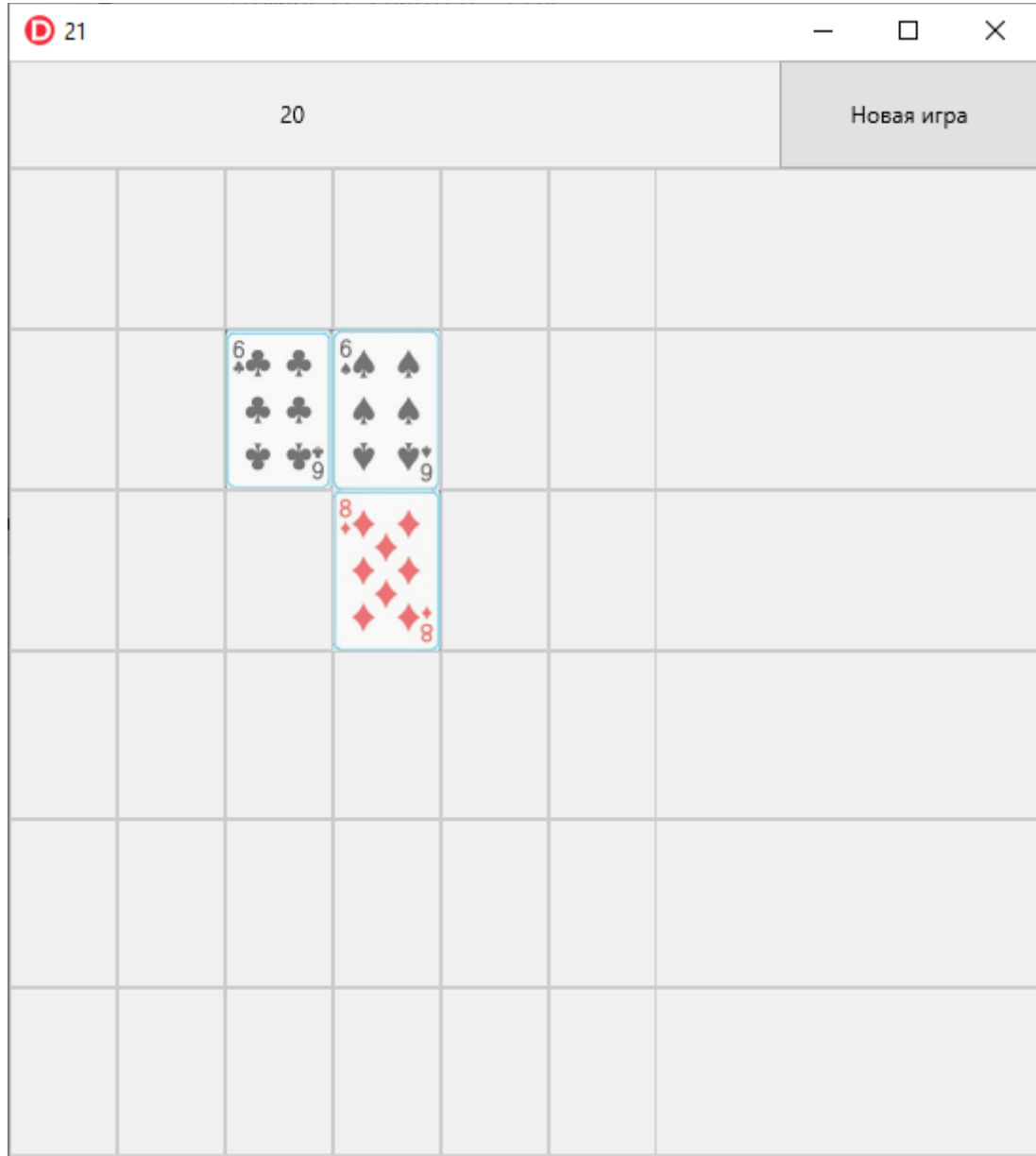
```

```
if nameDel = 'Circle1' then
begin
    Circle1.Visible := false;
    Circle1.Position.Y := -100;
end;
if nameDel = 'Circle2' then
begin
    Circle2.Visible := false;
    Circle2.Position.Y := -100;
end;
if nameDel = 'Circle3' then
begin
    Circle3.Visible := false;
    Circle3.Position.Y := -100;
end;
if nameDel = 'Circle4' then
begin
    Circle4.Visible := false;
    Circle4.Position.Y := -100;
end;
if nameDel = 'Circle5' then
begin
    Circle5.Visible := false;
    Circle5.Position.Y := -100;
end;
if nameDel = 'Circle6' then
begin
    Circle6.Visible := false;
    Circle6.Position.Y := -100;
end;
if nameDel = 'Circle7' then
begin
    Circle7.Visible := false;
    Circle7.Position.Y := -100;
end;
if nameDel = 'Circle8' then
begin
    Circle8.Visible := false;
    Circle8.Position.Y := -100;
end;
if nameDel = 'Circle9' then
begin
    Circle9.Visible := false;
    Circle9.Position.Y := -100;
end;
if nameDel = 'Circle10' then
begin
    Circle10.Visible := false;
```

```
    Circle10.Position.Y := -100;
end;
if nameDel = 'Circle11' then
begin
    Circle11.Visible := false;
    Circle11.Position.Y := -100;
end;
if nameDel = 'Circle12' then
begin
    Circle12.Visible := false;
    Circle12.Position.Y := -100;
end;
if nameDel = 'Circle13' then
begin
    Circle13.Visible := false;
    Circle13.Position.Y := -100;
end;
if nameDel = 'Circle14' then
begin
    Circle14.Visible := false;
    Circle14.Position.Y := -100;
end;
if nameDel = 'Circle15' then
begin
    Circle15.Visible := false;
    Circle15.Position.Y := -100;
end;
if nameDel = 'Circle16' then
begin
    Circle16.Visible := false;
    Circle16.Position.Y := -100;
end;
if nameDel = 'Circle17' then
begin
    Circle17.Visible := false;
    Circle17.Position.Y := -100;
end;
if nameDel = 'Circle18' then
begin
    Circle18.Visible := false;
    Circle18.Position.Y := -100;
end;
if nameDel = 'Circle19' then
begin
    Circle19.Visible := false;
    Circle19.Position.Y := -100;
end;
if nameDel = 'Circle20' then
```

```
begin
  Circle20.Visible := false;
  Circle20.Position.Y := -100;
end;
if nameDel = 'Circle21' then
begin
  Circle21.Visible := false;
  Circle21.Position.Y := -100;
end;
if nameDel = 'Circle22' then
begin
  Circle22.Visible := false;
  Circle22.Position.Y := -100;
end;
if nameDel = 'Circle23' then
begin
  Circle23.Visible := false;
  Circle23.Position.Y := -100;
end;
if nameDel = 'Circle24' then
begin
  Circle24.Visible := false;
  Circle24.Position.Y := -100;
end;
end;
```

Игра в 21 очко.



```
procedure TForm1.Button1Click(Sender: TObject);
begin
  Image14.Opacity:=0;
  Image14.Enabled:=true;
  Image15.Opacity:=0;
  Image15.Enabled:=true;
  Image16.Opacity:=0;
  Image16.Enabled:=true;
  Image17.Opacity:=0;
  Image17.Enabled:=true;
  Image18.Opacity:=0;
  Image18.Enabled:=true;
  Image19.Opacity:=0;
  Image19.Enabled:=true;
  Image20.Opacity:=0;
  Image20.Enabled:=true;
```

Image21.Opacity:=0;
Image21.Enabled:=true;
Image22.Opacity:=0;
Image22.Enabled:=true;
Image23.Opacity:=0;
Image23.Enabled:=true;
Image24.Opacity:=0;
Image24.Enabled:=true;
Image25.Opacity:=0;
Image25.Enabled:=true;
Image26.Opacity:=0;
Image26.Enabled:=true;
Image27.Opacity:=0;
Image27.Enabled:=true;
Image28.Opacity:=0;
Image28.Enabled:=true;
Image29.Opacity:=0;
Image29.Enabled:=true;
Image30.Opacity:=0;
Image30.Enabled:=true;
Image31.Opacity:=0;
Image31.Enabled:=true;
Image32.Opacity:=0;
Image32.Enabled:=true;
Image33.Opacity:=0;
Image33.Enabled:=true;
Image34.Opacity:=0;
Image34.Enabled:=true;
Image35.Opacity:=0;
Image35.Enabled:=true;
Image36.Opacity:=0;
Image36.Enabled:=true;
Image37.Opacity:=0;
Image37.Enabled:=true;
Image38.Opacity:=0;
Image38.Enabled:=true;
Image39.Opacity:=0;
Image39.Enabled:=true;
Image40.Opacity:=0;
Image40.Enabled:=true;
Image41.Opacity:=0;
Image41.Enabled:=true;
Image42.Opacity:=0;
Image42.Enabled:=true;
Image43.Opacity:=0;
Image43.Enabled:=true;
Image44.Opacity:=0;
Image44.Enabled:=true;

```
Image45.Opacity:=0;
Image45.Enabled:=true;
Image46.Opacity:=0;
Image46.Enabled:=true;
Image47.Opacity:=0;
Image47.Enabled:=true;
Image48.Opacity:=0;
Image48.Enabled:=true;
Image49.Opacity:=0;
Image49.Enabled:=true;
cnt:=0;
Label1.Text:='0';
// 1
x:=Panel3.Position.X;
y:=Panel3.Position.Y;
Panel3.Position:=Panel4.Position;
Panel4.Position:=Panel5.Position;
Panel5.Position:=Panel6.Position;
Panel6.Position:=Panel7.Position;
Panel7.Position:=Panel8.Position;
Panel8.Position.X:=x;
Panel8.Position.Y:=y;
// 2
x:=Panel10.Position.X;
y:=Panel10.Position.Y;
Panel10.Position:=Panel11.Position;
Panel11.Position:=Panel12.Position;
Panel12.Position:=Panel13.Position;
Panel13.Position:=Panel14.Position;
Panel14.Position:=Panel15.Position;
Panel15.Position.X:=x;
Panel15.Position.Y:=y;
// 3
x:=Panel17.Position.X;
y:=Panel17.Position.Y;
Panel17.Position:=Panel18.Position;
Panel18.Position:=Panel19.Position;
Panel19.Position:=Panel20.Position;
Panel20.Position:=Panel21.Position;
Panel21.Position:=Panel22.Position;
Panel22.Position.X:=x;
Panel22.Position.Y:=y;
// 4
x:=Panel24.Position.X;
y:=Panel24.Position.Y;
Panel24.Position:=Panel25.Position;
Panel25.Position:=Panel26.Position;
Panel26.Position:=Panel27.Position;
```

```

Panel27.Position:=Panel28.Position;
Panel28.Position:=Panel29.Position;
Panel29.Position.X:=x;
Panel29.Position.Y:=y;
//      5
x:=Panel31.Position.X;
y:=Panel31.Position.Y;
Panel31.Position:=Panel32.Position;
Panel32.Position:=Panel33.Position;
Panel33.Position:=Panel34.Position;
Panel34.Position:=Panel35.Position;
Panel35.Position:=Panel36.Position;
Panel36.Position.X:=x;
Panel36.Position.Y:=y;
//      6
x:=Panel38.Position.X;
y:=Panel38.Position.Y;
Panel38.Position:=Panel39.Position;
Panel39.Position:=Panel40.Position;
Panel40.Position:=Panel41.Position;
Panel41.Position:=Panel42.Position;
Panel42.Position:=Panel43.Position;
Panel43.Position.X:=x;
Panel43.Position.Y:=y;
end;

procedure TForm1.FormCreate(Sender: TObject);
begin
cnt:=0;
end;

procedure TForm1.Image14Click(Sender: TObject);
begin
Image14.Opacity:=1;
cnt:=cnt+Image14.Tag;
label1.Text:=intToStr(cnt);
Image14.Enabled:=false;
if cnt>21 then Label1.Text:='Вы проиграли';
end;

procedure TForm1.Image15Click(Sender: TObject);
begin
Image15.Opacity:=1;
cnt:=cnt+Image15.Tag;
label1.Text:=intToStr(cnt);
Image15.Enabled:=false;
if cnt>21 then Label1.Text:='Вы проиграли';
end;

```



```
procedure TForm1.Image16Click(Sender: TObject);
begin
  Image16.Opacity:=1;
  cnt:=cnt+Image16.Tag;
  label1.Text:=intToStr(cnt);
  Image16.Enabled:=false;
  if cnt>21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image17Click(Sender: TObject);
begin
  Image17.Opacity:=1;
  cnt:=cnt+Image17.Tag;
  label1.Text:=intToStr(cnt);
  Image17.Enabled:=false;
  if cnt>21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image18Click(Sender: TObject);
begin
  Image18.Opacity:=1;
  cnt:=cnt+Image18.Tag;
  label1.Text:=intToStr(cnt);
  Image18.Enabled:=false;
  if cnt>21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image19Click(Sender: TObject);
begin
  Image19.Opacity:=1;
  cnt:=cnt+Image19.Tag;
  label1.Text:=intToStr(cnt);
  Image19.Enabled:=false;
  if cnt>21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image20Click(Sender: TObject);
begin
  Image20.Opacity:=1;
  cnt:=cnt+Image20.Tag;
  label1.Text:=intToStr(cnt);
  Image20.Enabled:=false;
  if cnt>21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image21Click(Sender: TObject);
begin
```

```
Image21.Opacity:=1;  
cnt:=cnt+Image21.Tag;  
label1.Text:=intToStr(cnt);  
Image21.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image22Click(Sender: TObject);  
begin  
Image22.Opacity:=1;  
cnt:=cnt+Image22.Tag;  
label1.Text:=intToStr(cnt);  
Image22.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image23Click(Sender: TObject);  
begin  
Image23.Opacity:=1;  
cnt:=cnt+Image23.Tag;  
label1.Text:=intToStr(cnt);  
Image23.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image24Click(Sender: TObject);  
begin  
Image24.Opacity:=1;  
cnt:=cnt+Image24.Tag;  
label1.Text:=intToStr(cnt);  
Image24.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image25Click(Sender: TObject);  
begin  
Image25.Opacity:=1;  
cnt:=cnt+Image25.Tag;  
label1.Text:=intToStr(cnt);  
Image25.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image26Click(Sender: TObject);  
begin  
Image26.Opacity:=1;  
cnt:=cnt+Image26.Tag;  
label1.Text:=intToStr(cnt);
```

```
Image26.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image27Click(Sender: TObject);  
begin  
Image27.Opacity:=1;  
cnt:=cnt+Image27.Tag;  
label1.Text:=intToStr(cnt);  
Image27.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image28Click(Sender: TObject);  
begin  
Image28.Opacity:=1;  
cnt:=cnt+Image28.Tag;  
label1.Text:=intToStr(cnt);  
Image28.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image29Click(Sender: TObject);  
begin  
Image29.Opacity:=1;  
cnt:=cnt+Image29.Tag;  
label1.Text:=intToStr(cnt);  
Image29.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image30Click(Sender: TObject);  
begin  
Image30.Opacity:=1;  
cnt:=cnt+Image30.Tag;  
label1.Text:=intToStr(cnt);  
Image30.Enabled:=false;  
if cnt>=21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image31Click(Sender: TObject);  
begin  
Image31.Opacity:=1;  
cnt:=cnt+Image31.Tag;  
label1.Text:=intToStr(cnt);  
Image31.Enabled:=false;  
if cnt>=21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image32Click(Sender: TObject);
begin
Image32.Opacity:=1;
cnt:=cnt+Image32.Tag;
label1.Text:=intToStr(cnt);
Image32.Enabled:=false;
if cnt>=21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image33Click(Sender: TObject);
begin
Image33.Opacity:=1;
cnt:=cnt+Image33.Tag;
label1.Text:=intToStr(cnt);
Image33.Enabled:=false;
if cnt>=21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image34Click(Sender: TObject);
begin
Image34.Opacity:=1;
cnt:=cnt+Image34.Tag;
label1.Text:=intToStr(cnt);
Image34.Enabled:=false;
if cnt>=21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image35Click(Sender: TObject);
begin
Image35.Opacity:=1;
cnt:=cnt+Image35.Tag;
label1.Text:=intToStr(cnt);
Image35.Enabled:=false;
if cnt>=21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image36Click(Sender: TObject);
begin
Image36.Opacity:=1;
cnt:=cnt+Image36.Tag;
label1.Text:=intToStr(cnt);
Image36.Enabled:=false;
if cnt>=21 then Label1.Text:='Вы проиграли';
end;
```

```
procedure TForm1.Image37Click(Sender: TObject);
begin
```

```
Image37.Opacity:=1;  
cnt:=cnt+Image37.Tag;  
label1.Text:=intToStr(cnt);  
Image37.Enabled:=false;  
if cnt>=21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image38Click(Sender: TObject);  
begin  
Image38.Opacity:=1;  
cnt:=cnt+Image38.Tag;  
label1.Text:=intToStr(cnt);  
Image38.Enabled:=false;  
if cnt>=21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image39Click(Sender: TObject);  
begin  
Image39.Opacity:=1;  
cnt:=cnt+Image39.Tag;  
label1.Text:=intToStr(cnt);  
Image39.Enabled:=false;  
if cnt>=21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image40Click(Sender: TObject);  
begin  
Image40.Opacity:=1;  
cnt:=cnt+Image40.Tag;  
label1.Text:=intToStr(cnt);  
Image40.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image41Click(Sender: TObject);  
begin  
Image41.Opacity:=1;  
cnt:=cnt+Image41.Tag;  
label1.Text:=intToStr(cnt);  
Image41.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image42Click(Sender: TObject);  
begin  
Image42.Opacity:=1;  
cnt:=cnt+Image42.Tag;  
label1.Text:=intToStr(cnt);
```

```
Image42.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image43Click(Sender: TObject);  
begin  
Image43.Opacity:=1;  
cnt:=cnt+Image43.Tag;  
label1.Text:=intToStr(cnt);  
Image43.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image44Click(Sender: TObject);  
begin  
Image44.Opacity:=1;  
cnt:=cnt+Image44.Tag;  
label1.Text:=intToStr(cnt);  
Image44.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image45Click(Sender: TObject);  
begin  
Image45.Opacity:=1;  
cnt:=cnt+Image45.Tag;  
label1.Text:=intToStr(cnt);  
Image45.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image46Click(Sender: TObject);  
begin  
Image46.Opacity:=1;  
cnt:=cnt+Image46.Tag;  
label1.Text:=intToStr(cnt);  
Image46.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```
procedure TForm1.Image47Click(Sender: TObject);  
begin  
Image47.Opacity:=1;  
cnt:=cnt+Image47.Tag;  
label1.Text:=intToStr(cnt);  
Image47.Enabled:=false;  
if cnt>21 then Label1.Text:='Вы проиграли';  
end;
```

```

procedure TForm1.Image48Click(Sender: TObject);
begin
Image48.Opacity:=1;
cnt:=cnt+Image48.Tag;
label1.Text:=intToStr(cnt);
Image48.Enabled:=false;
if cnt>21 then Label1.Text:='Вы проиграли';
end;

```

```

procedure TForm1.Image49Click(Sender: TObject);
begin
Image49.Opacity:=1;
cnt:=cnt+Image49.Tag;
label1.Text:=intToStr(cnt);
Image49.Enabled:=false;
if cnt>21 then Label1.Text:='Вы проиграли';
end;

```

end.

8. Игра в города

The screenshot shows a simple graphical user interface for a city game. At the top, there's a title bar with a red circle icon and the text 'В города'. Below the title bar is a search bar with the text 'москва'. To the right of the search bar are standard window control buttons (minimize, maximize, close). Below the search bar is a button labeled 'Найти'. Underneath the button is a list of cities, with 'архангельск' at the top. A checkbox labeled 'Посмотреть' is checked. The list of cities continues with: петербург, рязань, воронеж, иваново, тверь, пермь, курган, уфа, краснодар, екатеринбург, челябинск, омск, иркутск, новосибирск, кострона, мурманск, калининград, красноярск, хабаровск. A vertical scrollbar is on the right side of the list.

Вводить название города а в ответ выберет город по последней букве. Есть подсказка для просмотра всего списка. Список хранится в Лист боксе. Дополнять список можно в режиме разработчика.

```
procedure TForm1.Button1Click(Sender: TObject);
var
  i, j: integer;
  fin: string;
begin
  Label1.Text:='Нет такого';
  for i := 0 to ListBox1.Count - 1 do
  begin
    if Edit1.Text = ListBox1.Items[i] then
    begin
      fin := copy(ListBox1.Items[i], Length(ListBox1.Items[i]), 1);
      ListBox1.Items.Delete(i);
      break;
    end;
  end;
  Label1.Text:='Нет на эту букву';
  for j := 0 to ListBox1.Count - 1 do
  begin
    if fin = copy(ListBox1.Items[j], 1, 1) then
    begin
      Label1.Text := ListBox1.Items[j];
      ListBox1.Items.Delete(j);
      break;
    end;
  end;
end;

procedure TForm1.CheckBox1Change(Sender: TObject);
begin
  ListBox1.Visible:=CheckBox1.IsChecked;
end;
```