

```

//-----
#include <vcl.h>
#pragma hdrstop

#include "OC_12.h"
//-----
#pragma package(smart_init)
#pragma resource "*.dfm"
TForm1 *Form1;
//-----
__fastcall TForm1::TForm1(TComponent* Owner)
: TForm(Owner)
{
    SetProc->Max = SetRes->Position;
    RATBL->Cells[0][0]="№ пєcыпca";
    RATBL->Cells[1][0]="№ пpоєєca";
    PWTBL->Cells[0][0]="№ пpоєєca";
    PWTBL->Cells[1][0]="№ пєcыпca";
}
//-----
void __fastcall TForm1::SetResClick(TObject *Sender, TUDBtnType Button)
{
    SetProc->Max = SetRes->Position;
    if(SetRes->Position < SetProc->Position)
        SetProc->Position = SetRes->Position;
    SetProc->Enabled=true;
    MsgClinch->Visible=false;
    PWBTN->Enabled=false;
}
//-----
short *PW, *RA, nres, nproc;
void __fastcall TForm1::RABTNClick(TObject *Sender)
{
    nres = SetRes->Position;
    nproc = SetProc->Position;
    SetRes->Enabled=false;
    SetProc->Enabled=false;
    RATBL->RowCount = nres+1;
    PWTBL->RowCount = nproc+1;
    PWBTN->Enabled=true;
    RA = new short[nres];
    memset(RA,0,nres);
    bool *taken;
    taken = new bool[nres];
    memset(taken,0,nres);
    short i;
    randomize();
    for(short j=0; j<nproc; j++)
    {
        do i=random(nres); while(taken[i]);
        RA[i]=j;
        taken[i]=true;
    }
    for(i=0; i<nres; i++)
    {
        if(!taken[i] && (RA[i]>=nproc || RA[i]<=0)) RA[i]=random(nproc);
        RATBL->Cells[0][i+1]=i+1;
        RATBL->Cells[1][i+1]=RA[i]+1;
    }
    delete[] taken;
}
//-----
void __fastcall TForm1::PWBTNClick(TObject *Sender)
{
    for(short i=1; i<=nproc; i++)
        PWTBL->Cells[1][i]="";
    PW = new short[nproc];
    memset(PW,0,nproc);
    bool clinch = false;
    short I, J, K;
    for(J=0; J<nproc; J++)
    {
        do I=random(nres); while(RA[I]==J);

```

```
PW[J] = I;
PWTBL->Cells[0][J+1]=J+1;
PWTBL->Cells[1][J+1]=I+1;
K = RA[I];
while(PW[K]!=0)
{
    short I2 = PW[K];
    short K2 = RA[I2];
    if(K2==J)
    {
        clinch = true;
        break;
    }
    K=K2;
}
if(clinch) break;
}
delete[] PW;
MsgClinch->Visible=true;
if(clinch) MsgClinch->Caption="Клинч, однако!";
else MsgClinch->Caption="Клинчей нет :)";
SetRes->Enabled=true;
}
//-----
```