```pascal
unit Unit1;

interface

uses
  Windows, Messages, SysUtils, Variants, Classes, Graphics, Controls, Forms,
  Dialogs, ExtCtrls, Grids, StdCtrls;

type
  TfrmMain = class(TForm)
    imgJeu: TImage;
    sg: TStringGrid;
    btnSwap: TButton;
    lb: TListBox;
    btnChange: TButton;
    btnStat: TButton;
    lblR: TLabel;
    lblG: TLabel;
    lblB: TLabel;
    lblTotal: TLabel;
    procedure FormCreate(Sender: TObject);
    procedure btnSwapClick(Sender: TObject);
    procedure btnChangeClick(Sender: TObject);
    procedure btnStatClick(Sender: TObject);
  private
    { Private declarations }
  public
    { Public declarations }
  end;

var
  frmMain: TfrmMain;

implementation

{$R *.dfm}

function couleurHasard : TColor;
var couleur : integer;
begin
  couleur := random(3);
  if couleur = 0
    then result := clRed
    else if couleur = 1 then result := clGreen
                        else result := clBlue
end;

function couleur2Txt(c : TColor): string;
begin
  if c = clRed
    then result := 'R'
    else if c = clGreen then result := 'G'
                        else result := 'B'
end;

function txt2couleur(c : string): TColor;
begin
  if c = 'R'
    then result := clRed
    else if c = 'G' then result := clGreen
                    else result := clBlue
end;

procedure TfrmMain.FormCreate(Sender: TObject);
var i,j,couleur,lig,col, SIZE : integer;
begin
  randomize;
  lb.Items.Append('4');   lb.Items.Append('5');   lb.Items.Append('10');
  lb.Items.Append('20');  lb.Items.Append('25');  lb.Items.Append('50');
  lb.Items.Append('100');
  lb.ItemIndex  := 5;
  SIZE := strtoint(lb.Items[lb.Itemindex]);
  lig := sg.RowCount-1;
  col := sg.ColCount-1;
  for j := imgJeu.height div SIZE downto 1 do begin
    for i := 1 to imgJeu.width div SIZE do begin
      couleur := couleurHasard;
      imgJeu.Canvas.brush.color := couleur;
      imgJeu.Canvas.rectangle(SIZE*(i-1),imgJeu.height-SIZE*j,
                              SIZE*i,imgJeu.height-(j-1)*SIZE);
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      sg.Cells[col,lig] := couleur2txt(couleur);
      col := col+1
    end;
    sg.RowCount:= sg.RowCount+1;
    lig := lig+1;
    sg.ColCount:= col;
    col := 0;
  end;
  sg.RowCount:= sg.RowCount-1;
  lblR.Caption := 'RED: ';  lblG.Caption := 'GREEN: ';  lblB.Caption := 'BLUE: ';
  lblTotal.Caption := 'TOTAL: ';
end;

procedure TfrmMain.btnSwapClick(Sender: TObject);
var i,j,SIZE : integer;
begin
  SIZE := strtoint(lb.Items[lb.Itemindex]);
  for i := 0 to sg.ColCount-1 do
    for j := 0 to sg.RowCount-1 do
      if sg.cells[i,j] = 'R' then sg.cells[i,j] := 'B'
      else if sg.cells[i,j] = 'B' then sg.cells[i,j] := 'G'
      else sg.cells[i,j] := 'R';
  for j := 1 to imgJeu.height div SIZE do begin
    for i := 1 to imgJeu.width div SIZE do begin
      imgJeu.Canvas.brush.color := txt2couleur(sg.Cells[i-1,j-1]);
      imgJeu.Canvas.rectangle(SIZE*(i-1),SIZE*j,SIZE*i,(j-1)*SIZE);
    end;
  end;
  lblR.Caption := 'RED: ';  lblG.Caption := 'GREEN: '; lblB.Caption := 'BLUE: ';
  lblTotal.Caption := 'TOTAL: ';
end;

procedure TfrmMain.btnChangeClick(Sender: TObject);
var i,j,SIZE, lig, col, couleur : integer;
begin
  SIZE := strtoint(lb.Items[lb.Itemindex]);
  sg.RowCount:= 1;
  sg.ColCount:= 1;
  lig := sg.RowCount-1;
  col := sg.ColCount-1;
  for j := imgJeu.height div SIZE downto 1 do begin
    for i := 1 to imgJeu.width div SIZE do begin
      couleur := couleurHasard;
      imgJeu.Canvas.brush.color := couleur;
      imgJeu.Canvas.rectangle(SIZE*(i-1),imgJeu.height-SIZE*j,
                              SIZE*i,imgJeu.height-(j-1)*SIZE);
      sg.Cells[col,lig] := couleur2txt(couleur);
      col := col+1
    end;
    sg.RowCount:= sg.RowCount+1;
    lig := lig+1;
    sg.ColCount:= col;
    col := 0;
  end;
  sg.RowCount:= sg.RowCount-1;
  lblR.Caption := 'RED: ';  lblG.Caption := 'GREEN: ';  lblB.Caption := 'BLUE: ';
  lblTotal.Caption := 'TOTAL: ';
end;

procedure TfrmMain.btnStatClick(Sender: TObject);
var i,j, r,g,b : integer;
begin
  lblR.Caption := 'RED: ';  lblG.Caption := 'GREEN: ';  lblB.Caption := 'BLUE: ';
  lblTotal.Caption := 'TOTAL: ';
  r := 0; b := 0; g := 0;
  for i:= 0 to sg.ColCount-1 do
    for j := 0 to sg.RowCount-1 do
      if sg.cells[i,j] = 'R'
        then r := r+1
        else if sg.cells[i,j] = 'G'
               then g := g+1
               else b := b+1;
  lblR.Caption :=  lblR.Caption+inttostr(r);
  lblG.Caption :=  lblG.Caption+inttostr(g);
  lblB.Caption :=  lblB.Caption+inttostr(b);
  lblTotal.Caption :=  lblTotal.Caption+' '+inttostr(r+g+b);
end;


end.
```