```cpp
#pragma once
#include "recording.h"
namespace SessionFinal {

        using namespace System;
        using namespace System::ComponentModel;
        using namespace System::Collections;
        using namespace System::Windows::Forms;
        using namespace System::Data;
        using namespace System::Drawing;
        using namespace System::Speech;
        using namespace System::Speech::Synthesis;
        /// <summary>
        /// Summary for endGame
        /// </summary>
        public ref class endGame : public System::Windows::Forms::Form
        {
        public:
                endGame(void)
                {
                        InitializeComponent();
                        //
                        //TODO: Add the constructor code here
                        //
                }

        protected:
                /// <summary>
                /// Clean up any resources being used.
                /// </summary>
                ~endGame()
                {
                        if (components)
                        {
                                delete components;
                        }
                }
        private: System::Windows::Forms::Button^  button1;
        private: System::Windows::Forms::Label^  label1;
        private: System::Windows::Forms::Label^  score1;
        protected:

        private:
                /// <summary>
                /// Required designer variable.
                /// </summary>
                System::ComponentModel::Container ^components;

#pragma region Windows Form Designer generated code
                /// <summary>
                /// Required method for Designer support - do not modify
                /// the contents of this method with the code editor.
                /// </summary>
                void InitializeComponent(void)
                {
                        System::ComponentModel::ComponentResourceManager^  resources = (gcnew
System::ComponentModel::ComponentResourceManager(endGame::typeid));
                        this->button1 = (gcnew System::Windows::Forms::Button());
                        this->label1 = (gcnew System::Windows::Forms::Label());
                        this->score1 = (gcnew System::Windows::Forms::Label());
                        this->SuspendLayout();
                        //
                        // button1
                        //
```

```cpp
                    this->button1->Font = (gcnew System::Drawing::Font(L"Segoe UI", 18,
    System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,
                            static_cast<System::Byte>(0)));
                    this->button1->Location = System::Drawing::Point(771, 738);
                    this->button1->Name = L"button1";
                    this->button1->Size = System::Drawing::Size(356, 71);
                    this->button1->TabIndex = 0;
                    this->button1->Text = L"Exit";
                    this->button1->UseVisualStyleBackColor = true;
                    this->button1->Click += gcnew System::EventHandler(this,
    &endGame::button1_Click);
                    //
                    // label1
                    //
                    this->label1->AutoSize = true;
                    this->label1->Font = (gcnew System::Drawing::Font(L"Monotype Corsiva", 48,
    static_cast<System::Drawing::FontStyle>((System::Drawing::FontStyle::Bold |
    System::Drawing::FontStyle::Italic)),
                            System::Drawing::GraphicsUnit::Point, static_cast<System::Byte>
    (162)));
                    this->label1->Location = System::Drawing::Point(720, 320);
                    this->label1->Name = L"label1";
                    this->label1->Size = System::Drawing::Size(522, 117);
                    this->label1->TabIndex = 1;
                    this->label1->Text = L"Thank you !!!";
                    //
                    // score1
                    //
                    this->score1->AutoSize = true;
                    this->score1->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif",
    20, static_cast<System::Drawing::FontStyle>((System::Drawing::FontStyle::Bold |
    System::Drawing::FontStyle::Italic)),
                            System::Drawing::GraphicsUnit::Point, static_cast<System::Byte>(0)));
                    this->score1->ForeColor = System::Drawing::SystemColors::HotTrack;
                    this->score1->Location = System::Drawing::Point(763, 201);
                    this->score1->Name = L"score1";
                    this->score1->Size = System::Drawing::Size(0, 46);
                    this->score1->TabIndex = 2;
                    //
                    // endGame
                    //
                    this->AutoScaleDimensions = System::Drawing::SizeF(9, 20);
                    this->AutoScaleMode = System::Windows::Forms::AutoScaleMode::Font;
                    this->BackgroundImage = (cli::safe_cast<System::Drawing::Image^ >(resources-
    >GetObject(L"$this.BackgroundImage")));
                    this->BackgroundImageLayout = System::Windows::Forms::ImageLayout::Stretch;
                    this->ClientSize = System::Drawing::Size(1898, 1024);
                    this->Controls->Add(this->score1);
                    this->Controls->Add(this->label1);
                    this->Controls->Add(this->button1);
                    this->DoubleBuffered = true;
                    this->Name = L"endGame";
                    this->StartPosition =
    System::Windows::Forms::FormStartPosition::CenterScreen;
                    this->Text = L"endGame";
                    this->WindowState = System::Windows::Forms::FormWindowState::Maximized;
                    this->Shown += gcnew System::EventHandler(this, &endGame::endGame_Shown);
                    this->ResumeLayout(false);
                    this->PerformLayout();

            }
    #pragma endregion
        private: System::Void button1_Click(System::Object^  sender, System::EventArgs^  e) {
                        Form^ currentForm = Form::ActiveForm; //this is the change, code for
    redirect
```

```
                                currentForm->Visible = false;
                                // Form^ form1 = gcnew Form1(); //this is the change, code for
 redirect

                                // form1->Visible = true;
                        }
        private: System::Void endGame_Shown(System::Object^  sender, System::EventArgs^  e) {

                                 SpeechSynthesizer synth;// = gcnew SpeechSynthesizer();
                                // Configure the audio output.
                                synth.SetOutputToDefaultAudioDevice();
                                // Speak a string synchronously.
                                //score1->Text = L"your score is "+score;
                                synth.Speak(score1->Text);
                                synth.Speak("Thank you For playing the game");
                        }
                };
 }
```