﻿using System.Reflection;

using System.Runtime.CompilerServices;

using System.Runtime.InteropServices;

// General Information about an assembly is controlled through the following

// set of attributes. Change these attribute values to modify the information

// associated with an assembly.

[assembly: AssemblyTitle("frmChucVu")]

[assembly: AssemblyDescription("")]

[assembly: AssemblyConfiguration("")]

[assembly: AssemblyCompany("")]

[assembly: AssemblyProduct("frmChucVu")]

[assembly: AssemblyCopyright("Copyright © 2024")]

[assembly: AssemblyTrademark("")]

[assembly: AssemblyCulture("")]

// Setting ComVisible to false makes the types in this assembly not visible

// to COM components. If you need to access a type in this assembly from

// COM, set the ComVisible attribute to true on that type.

[assembly: ComVisible(false)]

// The following GUID is for the ID of the typelib if this project is exposed to COM

[assembly: Guid("9ee90784-82d1-4c46-9292-9d5d4e238c9f")]

// Version information for an assembly consists of the following four values:

//

// Major Version

// Minor Version

// Build Number

// Revision

//

[assembly: AssemblyVersion("1.0.0.0")]

[assembly: AssemblyFileVersion("1.0.0.0")]