﻿namespace HW

{

partial class frm\_Lab4\_Form3

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#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>

private void InitializeComponent()

{

this.button1 = new System.Windows.Forms.Button();

this.button2 = new System.Windows.Forms.Button();

this.button3 = new System.Windows.Forms.Button();

this.button4 = new System.Windows.Forms.Button();

this.button5 = new System.Windows.Forms.Button();

this.button7 = new System.Windows.Forms.Button();

this.button8 = new System.Windows.Forms.Button();

this.button10 = new System.Windows.Forms.Button();

this.Player = new System.Windows.Forms.Button();

this.button9 = new System.Windows.Forms.Button();

this.checkBox1 = new System.Windows.Forms.CheckBox();

this.checkBox2 = new System.Windows.Forms.CheckBox();

this.checkBox3 = new System.Windows.Forms.CheckBox();

this.checkBox4 = new System.Windows.Forms.CheckBox();

this.radioButton1 = new System.Windows.Forms.RadioButton();

this.radioButton2 = new System.Windows.Forms.RadioButton();

this.SuspendLayout();

//

// button1

//

this.button1.BackColor = System.Drawing.Color.White;

this.button1.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button1.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.button1.Location = new System.Drawing.Point(822, 94);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(70, 46);

this.button1.TabIndex = 0;

this.button1.Text = "^";

this.button1.UseVisualStyleBackColor = false;

this.button1.Click += new System.EventHandler(this.button1\_Click);

//

// button2

//

this.button2.BackColor = System.Drawing.Color.White;

this.button2.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button2.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.button2.Location = new System.Drawing.Point(673, 189);

this.button2.Name = "button2";

this.button2.Size = new System.Drawing.Size(70, 46);

this.button2.TabIndex = 1;

this.button2.Text = "<";

this.button2.UseVisualStyleBackColor = false;

this.button2.Click += new System.EventHandler(this.button2\_Click);

//

// button3

//

this.button3.BackColor = System.Drawing.Color.White;

this.button3.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button3.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.button3.Location = new System.Drawing.Point(822, 224);

this.button3.Name = "button3";

this.button3.Size = new System.Drawing.Size(70, 35);

this.button3.TabIndex = 2;

this.button3.Text = "-";

this.button3.UseVisualStyleBackColor = false;

this.button3.Click += new System.EventHandler(this.button3\_Click);

//

// button4

//

this.button4.BackColor = System.Drawing.Color.White;

this.button4.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button4.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.button4.Location = new System.Drawing.Point(749, 189);

this.button4.Name = "button4";

this.button4.Size = new System.Drawing.Size(70, 35);

this.button4.TabIndex = 3;

this.button4.Text = "-";

this.button4.UseVisualStyleBackColor = false;

this.button4.Click += new System.EventHandler(this.button4\_Click);

//

// button5

//

this.button5.BackColor = System.Drawing.Color.White;

this.button5.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button5.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.button5.Location = new System.Drawing.Point(969, 189);

this.button5.Name = "button5";

this.button5.Size = new System.Drawing.Size(70, 46);

this.button5.TabIndex = 4;

this.button5.Text = ">";

this.button5.UseVisualStyleBackColor = false;

this.button5.Click += new System.EventHandler(this.button5\_Click);

//

// button7

//

this.button7.BackColor = System.Drawing.Color.White;

this.button7.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button7.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.button7.Location = new System.Drawing.Point(893, 189);

this.button7.Name = "button7";

this.button7.Size = new System.Drawing.Size(70, 35);

this.button7.TabIndex = 6;

this.button7.Text = "+";

this.button7.UseVisualStyleBackColor = false;

this.button7.Click += new System.EventHandler(this.button7\_Click);

//

// button8

//

this.button8.BackColor = System.Drawing.Color.White;

this.button8.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button8.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.button8.Location = new System.Drawing.Point(822, 279);

this.button8.Name = "button8";

this.button8.Size = new System.Drawing.Size(70, 46);

this.button8.TabIndex = 7;

this.button8.Text = "v";

this.button8.UseVisualStyleBackColor = false;

this.button8.Click += new System.EventHandler(this.button8\_Click);

//

// button10

//

this.button10.BackColor = System.Drawing.Color.White;

this.button10.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button10.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.button10.Location = new System.Drawing.Point(822, 154);

this.button10.Name = "button10";

this.button10.Size = new System.Drawing.Size(70, 35);

this.button10.TabIndex = 9;

this.button10.Text = "+";

this.button10.UseVisualStyleBackColor = false;

this.button10.Click += new System.EventHandler(this.button10\_Click);

//

// Player

//

this.Player.BackColor = System.Drawing.Color.White;

this.Player.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.Player.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.Player.Location = new System.Drawing.Point(294, 164);

this.Player.Name = "Player";

this.Player.Size = new System.Drawing.Size(159, 75);

this.Player.TabIndex = 10;

this.Player.Text = "Player";

this.Player.UseVisualStyleBackColor = false;

//

// button9

//

this.button9.BackColor = System.Drawing.Color.White;

this.button9.FlatStyle = System.Windows.Forms.FlatStyle.Popup;

this.button9.Font = new System.Drawing.Font("Microsoft Sans Serif", 14F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));

this.button9.Location = new System.Drawing.Point(21, 354);

this.button9.Name = "button9";

this.button9.Size = new System.Drawing.Size(109, 59);

this.button9.TabIndex = 11;

this.button9.Text = "Play";

this.button9.UseVisualStyleBackColor = false;

this.button9.Click += new System.EventHandler(this.button9\_Click);

//

// checkBox1

//

this.checkBox1.AutoSize = true;

this.checkBox1.Location = new System.Drawing.Point(21, 105);

this.checkBox1.Name = "checkBox1";

this.checkBox1.Size = new System.Drawing.Size(44, 24);

this.checkBox1.TabIndex = 12;

this.checkBox1.Text = "5";

this.checkBox1.UseVisualStyleBackColor = true;

//

// checkBox2

//

this.checkBox2.AutoSize = true;

this.checkBox2.Location = new System.Drawing.Point(21, 139);

this.checkBox2.Name = "checkBox2";

this.checkBox2.Size = new System.Drawing.Size(53, 24);

this.checkBox2.TabIndex = 13;

this.checkBox2.Text = "10";

this.checkBox2.UseVisualStyleBackColor = true;

//

// checkBox3

//

this.checkBox3.AutoSize = true;

this.checkBox3.Location = new System.Drawing.Point(21, 173);

this.checkBox3.Name = "checkBox3";

this.checkBox3.Size = new System.Drawing.Size(53, 24);

this.checkBox3.TabIndex = 14;

this.checkBox3.Text = "15";

this.checkBox3.UseVisualStyleBackColor = true;

//

// checkBox4

//

this.checkBox4.AutoSize = true;

this.checkBox4.Location = new System.Drawing.Point(21, 207);

this.checkBox4.Name = "checkBox4";

this.checkBox4.Size = new System.Drawing.Size(53, 24);

this.checkBox4.TabIndex = 15;

this.checkBox4.Text = "20";

this.checkBox4.UseVisualStyleBackColor = true;

//

// radioButton1

//

this.radioButton1.AutoSize = true;

this.radioButton1.Location = new System.Drawing.Point(21, 30);

this.radioButton1.Name = "radioButton1";

this.radioButton1.Size = new System.Drawing.Size(55, 24);

this.radioButton1.TabIndex = 16;

this.radioButton1.TabStop = true;

this.radioButton1.Text = "Up";

this.radioButton1.UseVisualStyleBackColor = true;

//

// radioButton2

//

this.radioButton2.AutoSize = true;

this.radioButton2.Location = new System.Drawing.Point(21, 60);

this.radioButton2.Name = "radioButton2";

this.radioButton2.Size = new System.Drawing.Size(72, 24);

this.radioButton2.TabIndex = 17;

this.radioButton2.TabStop = true;

this.radioButton2.Text = "down";

this.radioButton2.UseVisualStyleBackColor = true;

//

// frm\_Lab4\_Form3

//

this.AutoScaleDimensions = new System.Drawing.SizeF(9F, 20F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(1063, 425);

this.Controls.Add(this.radioButton2);

this.Controls.Add(this.radioButton1);

this.Controls.Add(this.checkBox4);

this.Controls.Add(this.checkBox3);

this.Controls.Add(this.checkBox2);

this.Controls.Add(this.checkBox1);

this.Controls.Add(this.button9);

this.Controls.Add(this.Player);

this.Controls.Add(this.button10);

this.Controls.Add(this.button8);

this.Controls.Add(this.button7);

this.Controls.Add(this.button5);

this.Controls.Add(this.button4);

this.Controls.Add(this.button3);

this.Controls.Add(this.button2);

this.Controls.Add(this.button1);

this.Name = "frm\_Lab4\_Form3";

this.Text = "frm\_Lab4\_Form3";

this.Load += new System.EventHandler(this.frm\_Lab4\_Form3\_Load);

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Button button1;

private System.Windows.Forms.Button button2;

private System.Windows.Forms.Button button3;

private System.Windows.Forms.Button button4;

private System.Windows.Forms.Button button5;

private System.Windows.Forms.Button button7;

private System.Windows.Forms.Button button8;

private System.Windows.Forms.Button button10;

private System.Windows.Forms.Button Player;

private System.Windows.Forms.Button button9;

private System.Windows.Forms.CheckBox checkBox1;

private System.Windows.Forms.CheckBox checkBox2;

private System.Windows.Forms.CheckBox checkBox3;

private System.Windows.Forms.CheckBox checkBox4;

private System.Windows.Forms.RadioButton radioButton1;

private System.Windows.Forms.RadioButton radioButton2;

}

}