using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace HW

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void btnLab2\_Click(object sender, EventArgs e)

{

Form frm1 = new frm\_Lab2();

frm1.ShowDialog();

}

private void btnLab3\_Click(object sender, EventArgs e)

{

Form frm1 = new frm\_Lab3();

frm1.ShowDialog();

}

private void btnLab4\_Click(object sender, EventArgs e)

{

Form frm1 = new frm\_Lab4();

frm1.ShowDialog();

}

private void button1\_Click(object sender, EventArgs e)

{

Form frm1 = new frm\_Lab5();

frm1.ShowDialog();

}

private void button2\_Click(object sender, EventArgs e)

{

Form frm1 = new frm\_Lab6();

frm1.ShowDialog();

}

private void btnLab1\_Click(object sender, EventArgs e)

{

notifyIcon1.Icon = SystemIcons.Application;

notifyIcon1.BalloonTipIcon = ToolTipIcon.Info;

notifyIcon1.BalloonTipTitle = "محاضره ون ";

notifyIcon1.BalloonTipText = "hi";

notifyIcon1.ShowBalloonTip(1000);

}

}

}