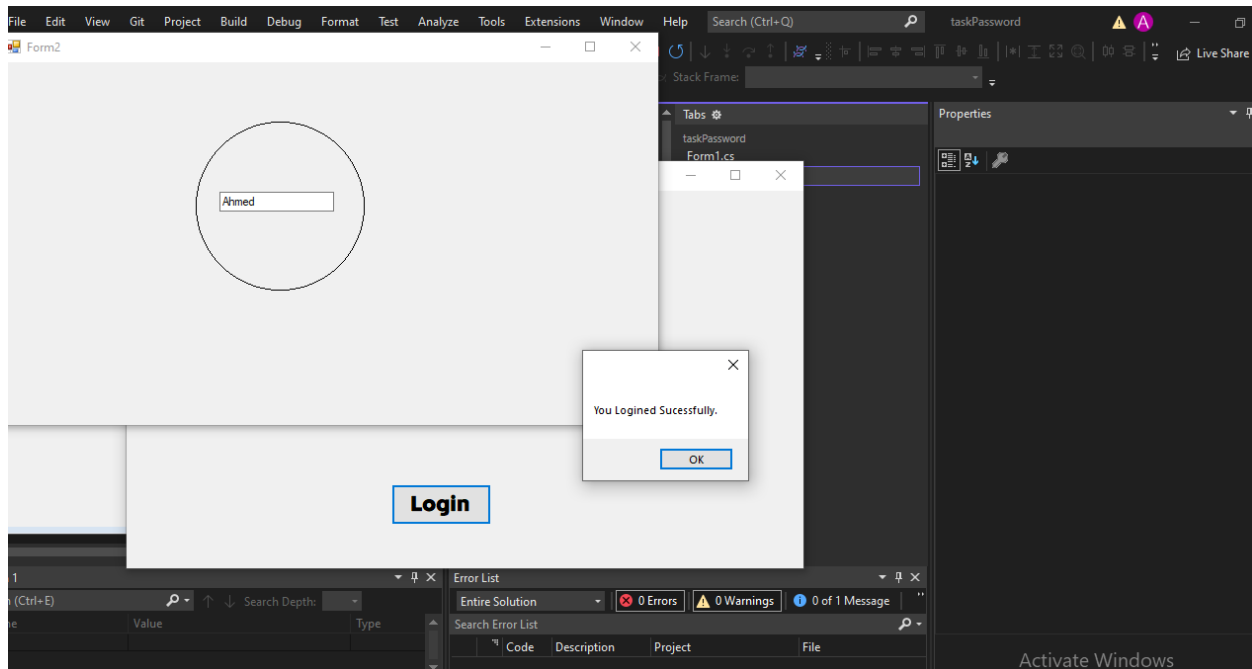
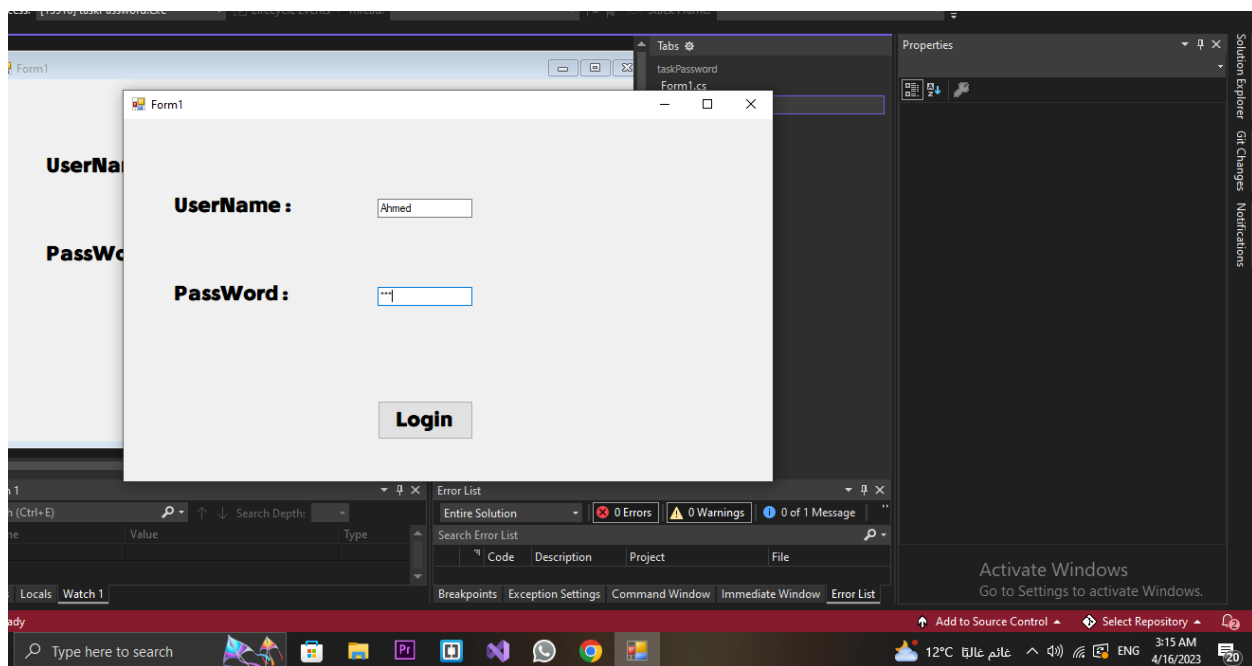


```
taskPassword
taskPassword.Form1
button1_Click(object sender, EventArgs e)
Form1.cs*
Form1.cs [Design]
Form2.cs
Form2.cs [Design]
Properties
namespace taskPassword
{
    3 references
    public partial class Form1 : Form
    {
        1 reference
        public Form1()
        {
            InitializeComponent();
        }
        1 reference
        private void button1_Click(object sender, EventArgs e)
        {
            Form2 frm = new Form2(Name1.Text);
            frm.ShowDialog();
        }
        1 reference
        private void Form1_FormClosing(object sender, FormClosingEventArgs e)
        {
        }
        1 reference
        private void UserName_TextChanged(object sender, EventArgs e)
        {
        }
    }
}
80 %
No issues found
Ln: 24 Ch: 30 SPC CRLF
Output
```



taskPassword taskPassword.Form2 panel1\_Paint(object sender, PaintEventArgs e)

```
11 namespace taskPassword
12 {
13     4 references
14     public partial class Form2 : Form
15     {
16         1 reference
17         public Form2(string rName)
18         {
19             InitializeComponent();
20             Name2.Text=rName;
21         }
22
23         1 reference
24         private void Form2_Load(object sender, EventArgs e)
25         {
26         }
27
28         1 reference
29         private void panel1_Paint(object sender, PaintEventArgs e)
30         {
31             Graphics g = this.panel1.CreateGraphics();
32             Pen p = new Pen(Color.Black);
33             g.DrawEllipse(p, 200,60,170,170);
34             MessageBox.Show("You Logined Sucessfully.");
35         }
36
37         0 references
38         private void textBox1_TextChanged(object sender, EventArgs e)
39         {
40         }
41
42         1 reference
43         private void txtmark2_TextChanged(object sender, EventArgs e)
44         {
45         }
46     }
47 }
```

73 % No issues found Ln: 29 Ch: 57 SPC CRLF