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 ActivityOne

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

label1.Text = "Hello! I am Christina!";

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void label2\_Click(object sender, EventArgs e)

{

}

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

{

label3.Text = "Nice to meet you!";

}

}

}