Code

```
namespace Lucky_Number
{
    4 references
    public partial class Result : Form
    {
        1 reference
        public Result()
        {
            InitializeComponent();
        }


        1 reference
        private void Result_Load(object sender, EventArgs e)
        {
            int lucky_num = 7 + 7 + 5;
            Lucky_Num_Text.Text = "Congradulations! Your Lucky Number is:" + lucky_num;
        }




    }
}
```

```csharp
private void Luck_Number_Load(object sender, EventArgs e)
{
    ComboBox Month = new ComboBox();

    // creates, populates, and loads Combo box programically

    Month.Items.Add("January");
    Month.Items.Add("February");
    Month.Items.Add("March");
    Month.Items.Add("April");
    Month.Items.Add("May");
    Month.Items.Add("June");
    Month.Items.Add("July");
    Month.Items.Add("August");
    Month.Items.Add("September");
    Month.Items.Add("October");
    Month.Items.Add("November");
    Month.Items.Add("December");

    this.Controls.Add(Month);

    if (Month.Items.Contains("July")) // Populates Days combo box based on anot
    {
        Days.Items.Add(1);
        Days.Items.Add(2);
        Days.Items.Add(3);
        Days.Items.Add(4);
        Days.Items.Add(5);
        Days.Items.Add(6);
        Days.Items.Add(7);
        Days.Items.Add(8);
        Days.Items.Add(9);
        Days.Items.Add(10);
```

Tests

🖼 Lucky Number

	Pick Birth Month

January
February
March
April
May
June
July
August
September
October
November
December

Pick Birth Day

Pick Birth Year

Type Favorite Pass Time

Get Your Lucky Number

🔲 Lucky Number

	Pick Birth Month

	Pick Birth Day

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27

Pick Birth Year

Type Favorite Pass Time

et Your Lucky Number

Lucky Number

| July | ∨ | **Pick Birth Month** |

| 25 | ∨ | **Pick Birth Day** |

| 2003 | ∨ | **Pick Birth Year** |

| Video Games | | **Type Favorite Pass Time** |

Get Your Lucky Number

Results

Congradulations! Your Lucky Number is:19