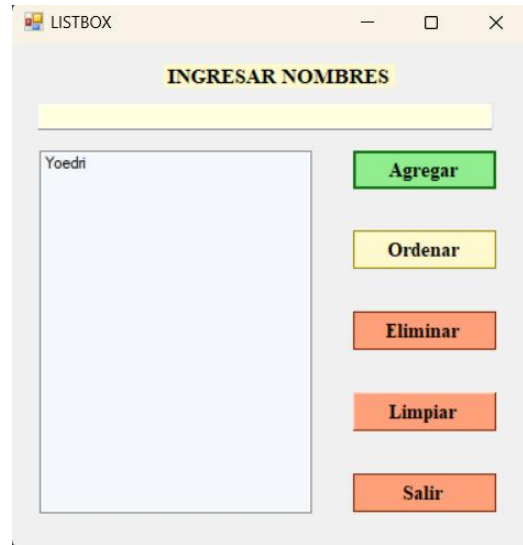
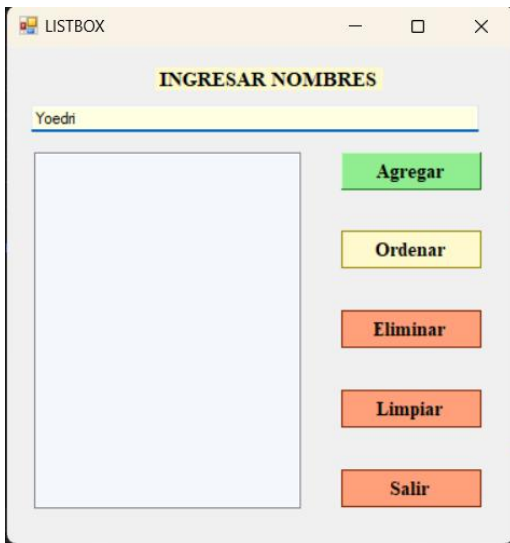
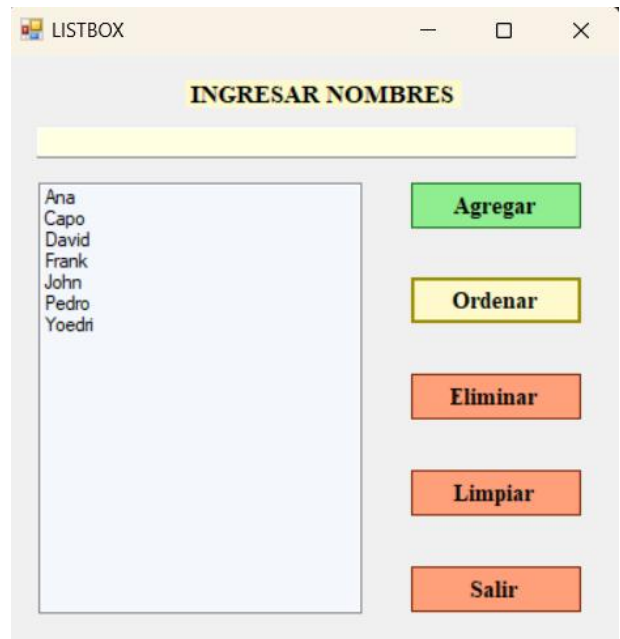
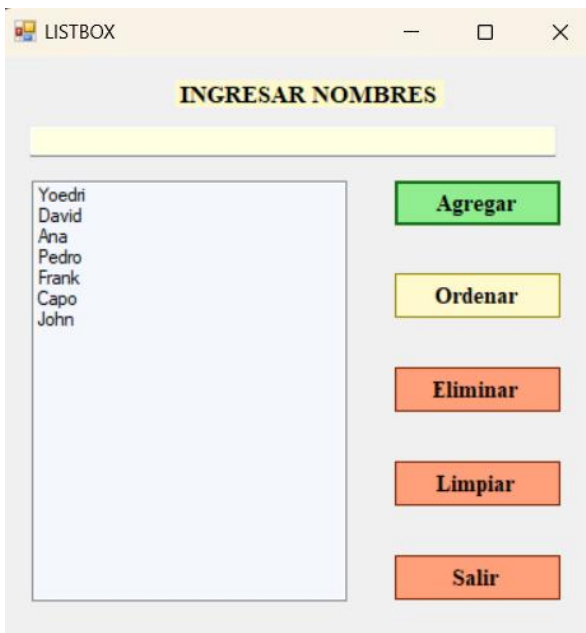


LISTBOX PRACTICA

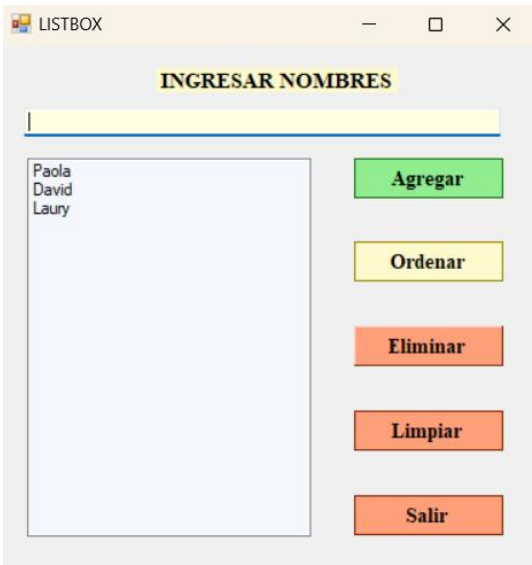
Boton Agregar



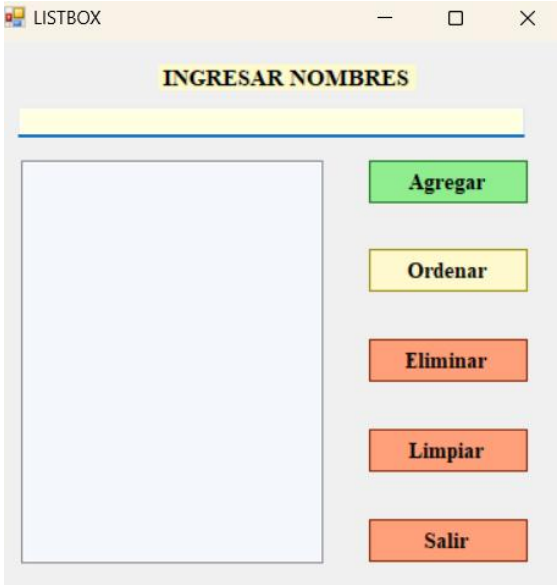
Boton Ordenar



Boton Eliminar



Boton Limpiar



CODIGO DE PROGRAMACION

```
namespace ListBox_Frank
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void btn_limpiar_Click(object sender, EventArgs e)
        {
            listBox1.Items.Clear();
            txt_nombre.Focus();
        }

        private void btn_agregar_Click(object sender, EventArgs e)
        {
            listBox1.Items.Add(txt_nombre.Text);
            txt_nombre.Text = string.Empty;
        }

        private void btn_eliminar_Click(object sender, EventArgs e)
        {
            listBox1.Items.Remove(listBox1.SelectedItem);
            txt_nombre.Focus();
        }

        private void btn_ordenar_Click(object sender, EventArgs e)
        {
            listBox1.Sorted = true;
        }

        private void btn_salir_Click(object sender, EventArgs e)
        {
            Close();
            Application.Exit();
        }

        private void listBox1_SelectedIndexChanged(object sender,
        EventArgs e)
        {
        }

        private void Form1_Load(object sender, EventArgs e)
        {
        }

        private void txt_nombre_TextChanged(object sender, EventArgs e)
        {
        }
    }
}
```