```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.ComponentModel;
4  using System.Data;
5  using System.Drawing;
6  using System.Linq;
7  using System.Text;
8  using System.Threading.Tasks;
9  using System.Windows.Forms;
10 using System.Collections;
11 using System.Collections.Generic;
12 using System.IO.Ports;
13
14 namespace _1811C_Ticketing
15 {
16     public partial class Form2 : Form
17     {
18         public static int BaudRate_Receive, BaudRate_Change, Data_Bits_Receive, ⇝
                Data_Bits_Change;
19         public static string Parity_Receive, Parity_Change, Handshake_Receive, ⇝
                Handshake_Change, Stop_Bits_Change, Stop_Bits_Receive;
20         public static bool Change = false, Windows_Close;
21         public static Form2 frm2 = new Form2();
22
23         public Form2()
24         {
25             InitializeComponent();
26         }
27
28         private void Form2_Load(object sender, EventArgs e)
29         {
30
31         }
32
33         private void Form2_FormClosing(object sender, FormClosingEventArgs e)
34         {
35             Windows_Close = true;
36             Hide();
37             Form1.frm1.Visible = true;
38         }
39
40         private void BaudRate_TextChanged(object sender, EventArgs e)
41         {
42
43             BaudRate_Receive= int.Parse(BaudRate.Text);
44             Change = true;
45         }
46
47         private void Parity_SelectedIndexChanged(object sender, EventArgs e)
48         {
49             Parity_Receive = Parity.Text;
50             Change = true;
51         }
52
53         private void Data_Bits_TextChanged(object sender, EventArgs e)
54         {
```

```csharp
55                  Data_Bits_Receive = int.Parse(Data_Bits.Text);
56                  Change = true;
57              }
58
59          private void Handshake_SelectedIndexChanged(object sender, EventArgs e)
60          {
61                  Handshake_Receive = Handshake.Text;
62                  Change = true;
63              }
64
65          private void Stop_Bits_SelectedIndexChanged(object sender, EventArgs e)
66          {
67                  Stop_Bits_Receive = Stop_Bits.Text;
68                  Change = true;
69              }
70
71          private void Btn_Configure_Click(object sender, EventArgs e)
72          {
73                  BaudRate_Change = BaudRate_Receive;
74                  Parity_Change = Parity_Receive;
75                  Data_Bits_Change = Data_Bits_Receive;
76                  Handshake_Change = Handshake_Receive;
77                  Stop_Bits_Change = Stop_Bits_Receive;
78                  Hide();
79                  Form1.frm1.Visible = true;
80                  frm2.Visible = false;
81              }
82
83          private void Btn_SLO1_Click(object sender, EventArgs e)
84          {
85                  System.Diagnostics.Process.Start("https://gesteleves.etmlnet.local/ ⏎
                      class/SLO1");
86              }
87
88          private void Btn_SLO2_Click(object sender, EventArgs e)
89          {
90                  System.Diagnostics.Process.Start("https://gesteleves.etmlnet.local/ ⏎
                      class/SLO2");
91              }
92      }
93  }
```