#pragma once

namespace CppCLR\_WinformsProjekt {

using namespace System;

using namespace System::ComponentModel;

using namespace System::Collections;

using namespace System::Windows::Forms;

using namespace System::Data;

using namespace System::Drawing;

/// <summary>

/// Zusammenfassung für Form1

/// </summary>

public ref class Form1 : public System::Windows::Forms::Form

{

public:

Form1(void)

{

InitializeComponent();

//

//TODO: Konstruktorcode hier hinzufügen.

//

}

protected:

/// <summary>

/// Verwendete Ressourcen bereinigen.

/// </summary>

~Form1()

{

if (components)

{

delete components;

}

}

private: System::Windows::Forms::Button^ button1;

protected:

private:

/// <summary>

/// Erforderliche Designervariable.

/// </summary>

System::ComponentModel::Container ^components;

#pragma region Windows Form Designer generated code

/// <summary>

/// Erforderliche Methode für die Designerunterstützung.

/// Der Inhalt der Methode darf nicht mit dem Code-Editor geändert werden.

/// </summary>

void InitializeComponent(void)

{

this->button1 = (gcnew System::Windows::Forms::Button());

this->SuspendLayout();

//

// button1

//

this->button1->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 8.25F, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,

static\_cast<System::Byte>(204)));

this->button1->Location = System::Drawing::Point(467, 226);

this->button1->Name = L"button1";

this->button1->Size = System::Drawing::Size(75, 23);

this->button1->TabIndex = 0;

this->button1->Text = L"Èçõîä";

this->button1->UseVisualStyleBackColor = true;

//

// Form1

//

this->AutoScaleDimensions = System::Drawing::SizeF(7, 13);

this->AutoScaleMode = System::Windows::Forms::AutoScaleMode::Font;

this->ClientSize = System::Drawing::Size(554, 261);

this->Controls->Add(this->button1);

this->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 8.25F, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,

static\_cast<System::Byte>(204)));

this->Name = L"Form1";

this->Text = L"Èçðàçõîäâàíà âîäà";

this->ResumeLayout(false);

}

#pragma endregion

};

}