﻿namespace Sumator

{

partial class Form1

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.textBox1 = new System.Windows.Forms.TextBox();

this.textBox2 = new System.Windows.Forms.TextBox();

this.textBoxSum = new System.Windows.Forms.TextBox();

this.label1 = new System.Windows.Forms.Label();

this.label2 = new System.Windows.Forms.Label();

this.buttonCalculate = new System.Windows.Forms.Button();

this.SuspendLayout();

//

// textBox1

//

this.textBox1.Location = new System.Drawing.Point(12, 57);

this.textBox1.Name = "textBox1";

this.textBox1.Size = new System.Drawing.Size(100, 20);

this.textBox1.TabIndex = 0;

//

// textBox2

//

this.textBox2.Location = new System.Drawing.Point(165, 57);

this.textBox2.Name = "textBox2";

this.textBox2.Size = new System.Drawing.Size(100, 20);

this.textBox2.TabIndex = 1;

//

// textBoxSum

//

this.textBoxSum.Location = new System.Drawing.Point(321, 57);

this.textBoxSum.Name = "textBoxSum";

this.textBoxSum.Size = new System.Drawing.Size(100, 20);

this.textBoxSum.TabIndex = 2;

//

// label1

//

this.label1.AutoSize = true;

this.label1.Location = new System.Drawing.Point(133, 57);

this.label1.Name = "label1";

this.label1.Size = new System.Drawing.Size(13, 13);

this.label1.TabIndex = 3;

this.label1.Text = "+";

//

// label2

//

this.label2.AutoSize = true;

this.label2.Location = new System.Drawing.Point(282, 57);

this.label2.Name = "label2";

this.label2.Size = new System.Drawing.Size(13, 13);

this.label2.TabIndex = 4;

this.label2.Text = "=";

//

// buttonCalculate

//

this.buttonCalculate.Location = new System.Drawing.Point(33, 196);

this.buttonCalculate.Name = "buttonCalculate";

this.buttonCalculate.Size = new System.Drawing.Size(342, 42);

this.buttonCalculate.TabIndex = 5;

this.buttonCalculate.Text = "Calculate";

this.buttonCalculate.UseVisualStyleBackColor = true;

this.buttonCalculate.Click += new System.EventHandler(this.buttonCalculate\_Click);

//

// Form1

//

this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(472, 450);

this.Controls.Add(this.buttonCalculate);

this.Controls.Add(this.label2);

this.Controls.Add(this.label1);

this.Controls.Add(this.textBoxSum);

this.Controls.Add(this.textBox2);

this.Controls.Add(this.textBox1);

this.Name = "Form1";

this.Text = "Sumator";

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.TextBox textBox1;

private System.Windows.Forms.TextBox textBox2;

private System.Windows.Forms.TextBox textBoxSum;

private System.Windows.Forms.Label label1;

private System.Windows.Forms.Label label2;

private System.Windows.Forms.Button buttonCalculate;

}

}