﻿using System;

using System.Collections.Generic;

using System.Linq;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace deneme6

{

static class Program

{

/// <summary>

/// The main entry point for the application.

/// </summary>

[STAThread]

static void Main()

{

Application.EnableVisualStyles();

Application.SetCompatibleTextRenderingDefault(false);

Application.Run(new oyuntipi());

}

}

}