```
if (PollingBrickTimer != null)
{
    PollingBrickTimer.Dispose();
    PollingBrickTimer = null;
}

if (_dataLogTimer != null)
{
    _dataLogTimer.Dispose();
    _dataLogTimer = null;
}
```

```
if (lineSegment.GenerationPoint.X == point.X && point.Y >= lineSegment.StartPoint.Y && point.Y <= lineSegment.EndPoint.Y)
{</pre>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  var lineSegment = lineSegments[i];
if (lineSegment.GenerationPoint.Y == point.Y && point.X >= lineSegment.StartPoint.X && point.X <= lineSegment.EndPoint.X)</pre>
if (listType == LineListType.SourceHorizontal || listType == LineListType.DestinationHorizontal)
{
                                                                                                                          for (int i = 0; i < lineSegments.Count; ++i)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       for (int i = 0; i < lineSegments.Count; ++i)</pre>
                                                                                                                                                                                                        var lineSegment = lineSegments[i];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           segmentIndex = i;
                                                                                                                                                                                                                                                                                                                                segmentIndex = i;
                                                                                                                                                                                                                                                                                                                                                                        break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    else
```

```
ij
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Log. Assert (classic Flat Sequence. Sequences. Count() == nextGenFlat Sequence. Nested Diagrams. Count(), "Classic and NextGen versions of the same structure
                                                                                                                                                                                                                                                                        Log.Assert(classicStructure.Diagrams.Count() == nextGenStructure.NestedDiagrams.Count(), "Classic and NextGen versions of the same structure have
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        private void FinishFlatSequence(CurrentGenHeap.FlatSequence classicFlatSequence, NextGenVIModel.FlatSequence nextGenFlatSequence)
private void FinishStructure(CurrentGenHeap.Structure classicStructure, NextGenSourceModel.Structure nextGenStructure)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            var nextGenDiagram = nextGenFlatSequence.NestedDiagrams.ElementAt(i);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   var nextGenDiagram = nextGenStructure.NestedDiagrams.ElementAt(i);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             for (int i = 0; i < nextGenFlatSequence.NestedDiagrams.Count(); ++i)</pre>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       var classicDiagram = classicFlatSequence.Sequences.ElementAt(i);
                                                                                                                                                                                                                                                                                                                                             for (int i = 0; i < nextGenStructure.NestedDiagrams.Count(); ++i)</pre>
                                                                                                                                               // Confirm that the current and next gen structures have
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          // Confirm that the current and next gen structures have
                                                                                                                                                                                                                                                                                                                                                                                                                                                                       var classicDiagram = classicStructure.Diagrams[i];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    // Pop the next gen diagram that you pushed above.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             // Pop the next gen diagram that you pushed above.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          _virtualInstrument.PushDiagram(nextGenDiagram);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      virtualInstrument.PushDiagram(nextGenDiagram);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         // make this the new next gen diagram
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         // make this the new next gen diagram
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            classicDiagram.AcceptVisitor(this);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            classicDiagram.AcceptVisitor(this);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           // Visit the classic gen diagram.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  // Visit the classic gen diagram.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 _virtualInstrument.PopDiagram();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     _virtualInstrument.PopDiagram();
                                                                                                                                                                                                       // the same number of diagrams.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       // the same number of diagrams.
```

```
Try
        cnDistroGroup.Open()
        Dim sdrDistroGroup As SqlDataReader = cmDistroGroup.ExecuteReader
       With sdrDistroGroup
            If .HasRows Then
                While .Read()
                    ComboBoxDistroGroups.Items.Add(.GetString(0).ToUpper())
                    ComboBoxDistroGroupsMaster.Items.Add(.GetString(0).ToUpper())
                End While
            End If
        End With
    Catch ex As Exception
        Logger.Warning(ex)
    End Try
    cnDistroGroup.Close()
    PopulateDistroCheckedLists()
    LabelDistroGroupDescription.Text = "Description: "
End Sub
Private Sub PopulateDistroCheckedLists()
    'Populate Locations
    CheckedListBoxDistroLocations.Items.Clear()
    Dim cnLocations As New SqlConnection(SessionDBs.BIMReportConnectionString)
    Dim strsql As String = "Select locationName " & _
    "from tbl Locations order by locationname "
    Dim cmLocations As New SqlCommand(strsql, cnLocations)
    Try
        cnLocations.Open()
        Dim sdrLocations As SqlDataReader = cmLocations.ExecuteReader
        With sdrLocations
            If .HasRows Then
                While .Read()
                    CheckedListBoxDistroLocations.Items.Add(.GetString(0).ToUpper(), False)
                End While
            End If
        End With
    Catch ex As Exception
        Logger.Warning(ex)
    End Try
```

```
sing("But the cat came back, he just wouldn't go away");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           sing("But the cat came back, he just wouldn't go away");
sing("We gave the cat to a little kid");
                                                                                                                                                                                                                                                                                     sing("We sent the cat out on a boat");
                                                                                                                                                                                        sing("We thought he was a goner");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                            sing("We thought he was a goner");
                                             sing("But the cat came back");
                                                                                                                                                                                                                                                                                                                                 sing("But the cat came back");
                                                                                                                                         sing("Oh the cat came back");
                                                                                                                                                                                                                                                                                                                                                                                                                                 sing("Oh the cat came back");
                                                                                                                                                                                                                                                                                                                                                                                   sing("The very next day");
                                                                                               sing("The very next day");
```

public void singCatSong()

```
sing("100 bottles of beer on the wall");
                                                                                                                                                                                                                                                                                                                                                                                                 sing("98 bottles of beer on the wall");
                                                                                                                                                                                                                  sing("99 bottles of beer on the wall");
                                                                                                                                                                                                                                                          sing("99 bottles of beer on the wall")
                                                                                                                                                                        sing("Take one down, pass it around");
                                                                                                                                                                                                                                                                                                                                                        sing("Take one down, pass it around");
public void singBottlesOfBeer()
                                                                                                                             sing("100 bottles of beer");
                                                                                                                                                                                                                                                                                                       sing("99 bottles of beer");
```

```
public void singCheers()
  int number = 2;
  sing(number + "! ");
  number = number + 2;
  sing(number + "! ");
  number = number + 2;
  sing(number + "! ");
  number = number + 2;
  sing(number + "! ");
  sing("Who do we appreciate?");
  number = 17;
  sing(number + "! ");
  number = getNextPrime(number);
  sing(number + "! ");
  number = getNextPrime(number);
  sing(number + "! ");
  number = getNextPrime(number);
  sing(number + "! ");
  sing("These are the primes, that we find fine!");
}
```

```
public void singSong(int style, String... names)
  switch (style)
    case 1:
      for (String name : names)
        if (name.startsWith("L", 0))
          sing("Hip Hip Horray! For " + name);
        else
          sing("Hello " + name + ", it's nice to meet you.");
      }
      break;
    case 2 :
      for (String name : names)
        if (name.startsWith("am", 1))
          sing("Say yeah! Say yo! Say " + name);
        }
        else
          sing("Hello " + name + ", it's nice to meet you.");
      }
      break;
    case 3:
      for (String name : names)
        sing("Hello " + name + ", it's nice to meet you.");
      break;
  }
```

```
public void singSong(int style, String... names)
 switch (style)
    case 1:
      for (String name : names)
        if (name.startsWith("L"))
          sing("Hip Hip Horray! For " + name);
        }
        else
          sing("Hello " + name + ", it's nice to meet you.");
      }
      break;
    case 2:
      for (String name : names)
        if (name.contains("a"))
          sing(name.toUpperCase() + "! Yay " + name + "!");
        }
        else
          sing("Hello " + name + ", it's nice to meet you.");
        }
      }
      break;
    case 3:
      for (String name : names)
        sing("Hello " + name + ", it's nice to meet you.");
      break;
  }
}
```