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using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace WindowsFormsApp1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void btnfont_Click(object sender, EventArgs e)
        {
            FontDialog dlg = new FontDialog();
            if (dlg.ShowDialog() == DialogResult.OK)
            {
                txtdisplay.Font = new Font(dlg.Font.Name, dlg.Font.Size, dlg.Font.Style);
            }
            else
            {
                MessageBox.Show("you hav clicked on cancel");
            }
        }

        private void btnbackcolor_Click(object sender, EventArgs e)
        {
            ColorDialog cdlg = new ColorDialog();
            if (cdlg.ShowDialog() == DialogResult.OK)
            {
                txtdisplay.BackColor = cdlg.Color;
            }
            else
            {
                MessageBox.Show("you hav clicked on cancel");
            }
        }

        private void btnForecolor_Click(object sender, EventArgs e)
        {
            ColorDialog cdlg = new ColorDialog();
            if (cdlg.ShowDialog() == DialogResult.OK)
            {
                txtdisplay.ForeColor = cdlg.Color;
            }
            else
            {
                MessageBox.Show("you hav clicked on cancel");
            }
        }

        private void btnExit_Click(object sender, EventArgs e)
        {

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        this.Close();  
    }  
}
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