**DOCUMENTATION**

<?xml version="1.0"?>

<doc>

<assembly>

<name>University student</name>

</assembly>

<members>

<member name="F:University\_student.Login.components">

<summary>

Required designer variable.

</summary>

</member>

<member name="M:University\_student.Login.Dispose(System.Boolean)">

<summary>

Clean up any resources being used.

</summary>

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

</member>

<member name="M:University\_student.Login.InitializeComponent">

<summary>

Required method for Designer support - do not modify

the contents of this method with the code editor.

</summary>

</member>

<member name="T:University\_student.LUNGISANIDataSet">

<summary>

Represents a strongly typed in-memory cache of data.

</summary>

</member>

<member name="F:University\_student.MainMenu.components">

<summary>

Required designer variable.

</summary>

</member>

<member name="M:University\_student.MainMenu.Dispose(System.Boolean)">

<summary>

Clean up any resources being used.

</summary>

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

</member>

<member name="M:University\_student.MainMenu.InitializeComponent">

<summary>

Required method for Designer support - do not modify

the contents of this method with the code editor.

</summary>

</member>

<member name="F:University\_student.Admin.components">

<summary>

Required designer variable.

</summary>

</member>

<member name="M:University\_student.Admin.Dispose(System.Boolean)">

<summary>

Clean up any resources being used.

</summary>

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

</member>

<member name="M:University\_student.Admin.InitializeComponent">

<summary>

Required method for Designer support - do not modify

the contents of this method with the code editor.

</summary>

</member>

<member name="F:University\_student.MM.components">

<summary>

Required designer variable.

</summary>

</member>

<member name="M:University\_student.MM.Dispose(System.Boolean)">

<summary>

Clean up any resources being used.

</summary>

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

</member>

<member name="M:University\_student.MM.InitializeComponent">

<summary>

Required method for Designer support - do not modify

the contents of this method with the code editor.

</summary>

</member>

<member name="M:University\_student.Program.Main">

<summary>

The main entry point for the application.

</summary>

</member>

<member name="F:University\_student.Register.components">

<summary>

Required designer variable.

</summary>

</member>

<member name="M:University\_student.Register.Dispose(System.Boolean)">

<summary>

Clean up any resources being used.

</summary>

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

</member>

<member name="M:University\_student.Register.InitializeComponent">

<summary>

Required method for Designer support - do not modify

the contents of this method with the code editor.

</summary>

</member>

<member name="F:University\_student.Report.components">

<summary>

Required designer variable.

</summary>

</member>

<member name="M:University\_student.Report.Dispose(System.Boolean)">

<summary>

Clean up any resources being used.

</summary>

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

</member>

<member name="M:University\_student.Report.InitializeComponent">

<summary>

Required method for Designer support - do not modify

the contents of this method with the code editor.

</summary>

</member>

<member name="T:University\_student.Properties.Resources">

<summary>

A strongly-typed resource class, for looking up localized strings, etc.

</summary>

</member>

<member name="P:University\_student.Properties.Resources.ResourceManager">

<summary>

Returns the cached ResourceManager instance used by this class.

</summary>

</member>

<member name="P:University\_student.Properties.Resources.Culture">

<summary>

Overrides the current thread's CurrentUICulture property for all

resource lookups using this strongly typed resource class.

</summary>

</member>

<member name="P:University\_student.Properties.Resources.undraw\_Pic\_profile\_re\_7g2h">

<summary>

Looks up a localized resource of type System.Drawing.Bitmap.

</summary>

</member>

</members>

</doc>