﻿using System.Reflection;

using System.Runtime.CompilerServices;

using System.Runtime.InteropServices;

// General Information about an assembly is controlled through the following

// set of attributes. Change these attribute values to modify the information

// associated with an assembly.

[assembly: AssemblyTitle("Phanmemchuyensothanhchu")]

[assembly: AssemblyDescription("")]

[assembly: AssemblyConfiguration("")]

[assembly: AssemblyCompany("")]

[assembly: AssemblyProduct("Phanmemchuyensothanhchu")]

[assembly: AssemblyCopyright("Copyright © 2020")]

[assembly: AssemblyTrademark("")]

[assembly: AssemblyCulture("")]

// Setting ComVisible to false makes the types in this assembly not visible

// to COM components. If you need to access a type in this assembly from

// COM, set the ComVisible attribute to true on that type.

[assembly: ComVisible(false)]

// The following GUID is for the ID of the typelib if this project is exposed to COM

[assembly: Guid("debb78d1-bb1c-4fde-8497-1d16ffd9fd6e")]

// Version information for an assembly consists of the following four values:

//

// Major Version

// Minor Version

// Build Number

// Revision

//

// You can specify all the values or you can default the Build and Revision Numbers

// by using the '\*' as shown below:

// [assembly: AssemblyVersion("1.0.\*")]

[assembly: AssemblyVersion("1.0.0.0")]

[assembly: AssemblyFileVersion("1.0.0.0")]