```
Form1.cs # × Form1.cs [Design]
                                  → PictureBox_Control.Form1

    → Sabutton1_Click(object sender, EventArgs e)

C# PictureBox Control
               □using System;
                 using System.Collections.Generic;
                                                                  Form1
          2
          3
                 using System.ComponentModel;
                 using System.Data;
          4
                 using System.Drawing;
          5
                 using System.Linq;
                 using System.Text;
          7
          8
                 using System.Threading.Tasks;
          9
                using System.Windows.Forms;
        10
               namespace PictureBox_Control
        11
        12
                {
                      3 references
  哥
        13
                      public partial class Form1 : Form
         14
                          1 reference
                          public Form1()
         15
        16
                          ∛ ▼ 4
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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 PictureBox_Control
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
```

```
private void button1_Click(object sender, EventArgs e)
{
    }
}
```