```
Form1.cs 🗢 × Form1.cs [Design]
                 + %Hscroll_Bar.Form1
| using System.Windows.Forms;
                                                                           → 😪 hScrollBar1_Scroll(object sender, ScrollEventArgs e)
                                                          Form1
         10
                                                           file edit
                □namespace Hscroll_Bar
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         12
                       public partial class Form1
  픙
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                            public Form1()
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                                 InitializeComponent
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                            1 reference
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                            private void hScrollBar
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                                 richTextBox1.Width = nscruceparr.vacue,
         23
                                                                                              Ln: 22 Ch: 52 SPC CRLF
```

```
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 Hscroll_Bar
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
```

```
private void hScrollBar1_Scroll(object sender, ScrollEventArgs e)
{
    richTextBox1.Width = hScrollBar1.Value;
}
```