

Oop project

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Applying for a job

Introduction

The project aims to be able to submit an application to join a job with Pharma Clinic, which provides pharmaceutical services and the company has two branches, one of whom is chosen through the program.

Detailed Explanation



The first form contains the definition of the company and also contains a button to move to the second form to make an application to join a job in the company.

Code of a button:

```
private void button1_Click(object sender, EventArgs e)
{
    Form2 frm = new Form2();
    frm.Show();
}
```

Through that code, we can see that the function of the button made us move to the next form that makes us record the request. Where we took an object from the second form and then called a method to open the second form.

The second form is where the job applicant's information is recorded. The date appears as soon as the form is loaded in its textbox, and the name, national number, age, address, and qualification are entered and the branch to be applied for is chosen and then the registration button is pressed through the registration button.

Code:

```
private void Form2_Load(object sender, EventArgs e)
{
    textBox1.Text = DateTime.Now.ToString("yyyy/MM/dd");
    textBox2.Focus();
    textBox2.Select();
    textBox2.SelectAll();
}
```

In that code, once the form is loaded, the date appears in its textbox and the text box for the name is checked.

```
private void textBox2_KeyDown(object sender, KeyEventArgs e)
```

```
{  
    if (e.KeyData == Keys.Enter)  
    {  
        textBox3.Focus();  
    }  
}
```

```
private void textBox3_KeyDown(object sender, KeyEventArgs e)
```

```
{  
    if (e.KeyData == Keys.Enter)  
    {  
        textBox4.Focus();  
    }  
}
```

```
private void textBox4_KeyDown(object sender, KeyEventArgs e)
```

```
{  
    if (e.KeyData == Keys.Enter)  
    {  
        textBox5.Focus();  
    }  
}
```

```
}
```

```
private void textBox5_KeyDown(object sender, KeyEventArgs e)
```

```
{
```

```
    if (e.KeyData == Keys.Enter)
```

```
    {
```

```
        textBox6.Focus();
```

```
    }
```

```
}
```

```
private void textBox6_KeyDown(object sender, KeyEventArgs e)
```

```
{
```

```
    if (e.KeyData == Keys.Enter)
```

```
    {
```

```
        comboBox1.Focus();
```

```
    }
```

```
}
```

```
private void comboBox1_KeyDown(object sender, KeyEventArgs e)
```

```
{
```

```
    if (e.KeyData == Keys.Enter)
```

```
    {
```

```
        button1.PerformClick();
```

```
    }
```

```
}
```

A set of codes through which to move between the tools and some of them by pressing the Enter button.

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

{

    if (textBox2.Text != "" && textBox3.Text != "" && textBox4.Text != "" && textBox5.Text != "" &&
    textBox6.Text != "" && comboBox1.Text != "")

    {

        MessageBox.Show("تم التسجيل بنجاح", "تسجيل ناجح", MessageBoxButtons.OK,
        MessageBoxIcon.Information);

        textBox2.Clear();

        textBox3.Clear();        textBox4.Clear();

        textBox5.Clear();        textBox6.Clear();

        textBox2.Focus();

    }

    else

    {

        MessageBox.Show("يجب ملء جميع الخانات", "تسجيل غير ناجح", MessageBoxButtons.OK,
        MessageBoxIcon.Error);

    }

}
```

In that code, the registration is confirmed by the appearance of the Messenger box, confirming the registration, provided that all the fields are filled and none of them is left blank. And if one of the fields does not contain any value, a message box will appear, informing you that the registration is incomplete, as all the fields must contain values.