

```
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 lesson13increasedecreasepart1
{
    public partial class Form1 : Form
    {
        //int means values like -10, 0, 50, not 5.678
        int x = 1; //this is present here so we have a variable we can use
                  //throughout our code
        public Form1()
        {
            InitializeComponent();

            private void Form1_Load(object sender, EventArgs e)
            {
                label1.Text = $"x={x}"; //this is here so that the initial value
                //of x can be shown on the form
            }

            private void button1_Click(object sender, EventArgs e)
            {
                //+= has the effect of building up the output
                //x++ has the action of first allowing us to display the value of
                //x, then the value increased by 1
                //\n at end stack output vertically by putting output on new
                //lines
                richTextBox1.Text += $"x={x++}\n";
            }

            private void button2_Click(object sender, EventArgs e)
            {
                x = 1; //resets variable back to 1
                richTextBox1.Text = ""; //this clear the text from the box on the
                //left side
            }
        }
    }
}
```

```
richTextBox2.Text = ""; //this clears the text from the box on the  
right side
```

```
}
```

```
private void button3_Click(object sender, EventArgs e)
```

```
{
```

```
    //+= has the effect of building up the output
```

```
    //++x has the action of first updating the value of x, and then  
    showing it
```

```
    //\n at end stack output vertically by putting output on new  
    lines
```

```
    richTextBox2.Text += $"x={++x}\n";
```

```
}
```

```
}
```

```
}
```