Room area and volume calculator - Trevor

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 RoomCalculatoriii

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void label1\_Click(object sender, EventArgs e)

{

}

private void Label2\_Click(object sender, EventArgs e)

{

//Variables

float roomLength;

float roomWidth;

float roomArea;

float roomHeight;

float roomVolume;

//input length

roomLength = float.Parse(textBox1.Text);

//input width

roomWidth = float.Parse(textBox2.Text);

//calculate room area

roomArea = roomLength \* roomWidth;

//output room area

textBox3.Text = roomArea.ToString();

//input room height

roomHeight = float.Parse(txtRoomHeight.Text);

//calculate room volume

roomVolume = roomLength \* roomWidth \* roomHeight;

//ouput room volume

txtRoomHeight.Text = roomVolume.ToString();

}

private void textBox1\_TextChanged(object sender, EventArgs e)

{

}

private void label2\_Click(object sender, EventArgs e)

{

}

private void textBox1\_TextChanged\_1(object sender, EventArgs e)

{

}

private void button1\_Click(object sender, EventArgs e)

{

}

private void textBox2\_TextChanged(object sender, EventArgs e)

{

}

}

}