//FORM BASED APPLICATION

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace WindowsFormsApplication6

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

this.Click += new System.EventHandler(this.button1\_Click);

this.Text = "Hello";

}

public void OnResize(object sender, EventArgs ee)

{

MessageBox.Show("oops! form Resized");

}

public void OnClick(object sender, EventArgs e)

{

this.Text = "Hello C#";

}

private void Button1\_DoubleClick(Object sender, EventArgs e)

{

MessageBox.Show("You are in the Button.DoubleClick event.");

}

private void OnKeypress(object sender, EventArgs e)

{

MessageBox.Show(e.ToString(), "Your input");

}

private void c\_ThresholdReached(object sender, EventArgs e)

{

Console.WriteLine("The threshold was reached.");

}

private void button9\_Click(object sender, EventArgs e)

{

this.Close();

}

private void MouseEnter(object sender, EventArgs e)

{

// Update the mouse event label to indicate the MouseEnter event occurred.

this.Text = sender.GetType().ToString() + ": MouseEnter";

}

}

}