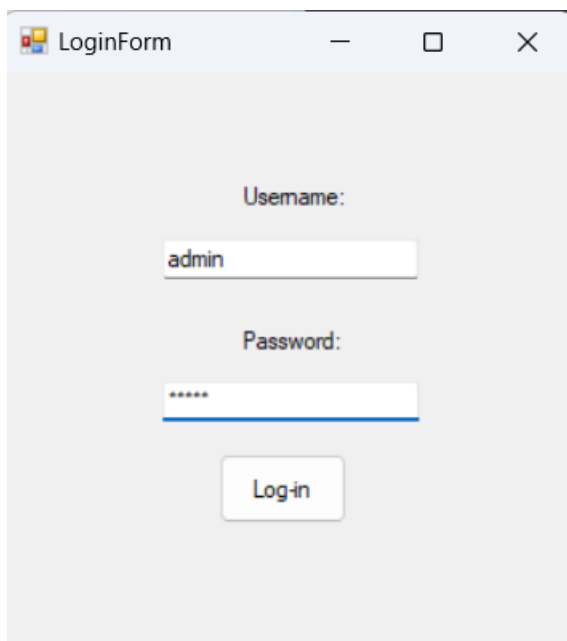Car impound application. All the code available on github at: https://github.com/RebelShadow/Capata-Andrei-Bogdan_30332_II/tree/main/LAB/lab2/Tema1

```csharp
3 references
public partial class LogIn : Form
{
    1 reference
    public LogIn()
    {
        InitializeComponent();
    }

    1 reference
    private void button1_Click(object sender, EventArgs e)
    {
        if(UsernameTextBox.Text == "admin" && PasswordTextBox.Text == "admin")
        {
            MessageBox.Show("Autentificare reusita!");
            this.Hide();
            Main Main = new Main();
            Main.Show();

        }
        else
        {
            MessageBox.Show("Autentificare esuata!");
        }
    }

    1 reference
    private void label2_Click(object sender, EventArgs e)
    {

    }

    1 reference
    private void PasswordTextBox_TextChanged(object sender, EventArgs e)
    {

    }
}
```
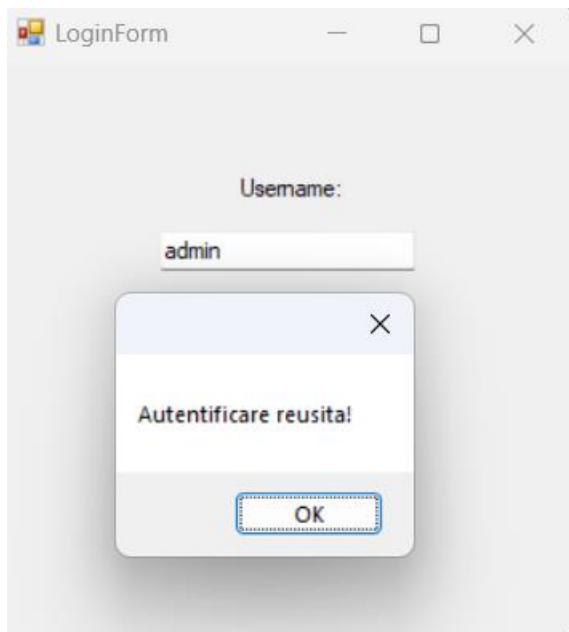
LoginForm — □ X

Username:

admin

Password:

•••••

Log-in

LoginForm — □ ✕

Username:

admin

✕

Autentificare reusita!

OK

```csharp
4 references
public partial class Main : Form
{
    1 reference
    public Main()
    {
        InitializeComponent();
    }

    1 reference
    private void removeCarToolStripMenuItem_Click(object sender, EventArgs e)
    {
        UpdateListView();
    }

    1 reference
    private void Add_Click(object sender, EventArgs e)
    {
        // Get the selected radio button
        var selectedRadioButton = C.Controls.OfType<System.Windows.Forms.RadioButton>().FirstOrDefault(r => r.Checked);

        // Get the checked checkboxes
        var checkedCheckBoxes = groupBox2.Controls.OfType<System.Windows.Forms.CheckBox>().Where(c => c.Checked);

        // Create a string with the radio button text and the checkbox texts
        string carData = selectedRadioButton.Text + ", " + string.Join(", ", checkedCheckBoxes.Select(c => c.Text));

        // Append the string to the file
        try
        {
            System.IO.File.AppendAllText(@"cars.txt", carData + Environment.NewLine);
        }
        catch (Exception ex)
        {
            // Handle exception
        }

        // Update the ListView
```

```csharp
        }

        // Update the ListView
        UpdateListView();
    }

    1 reference
    private void button1_Click(object sender, EventArgs e)
    {
        // Check if an item is selected in the ListView
        if (listView1.SelectedItems.Count > 0)
        {
            // Get the selected item
            var selectedItem = listView1.SelectedItems[0];

            // Remove the selected item from the ListView
            listView1.Items.Remove(selectedItem);

            // Remove the selected item from the file
            try
            {
                List<string> lines = new List<string>(System.IO.File.ReadAllLines(@"cars.txt"));
                lines.Remove(selectedItem.Text);
                System.IO.File.WriteAllLines(@"cars.txt", lines.ToArray());
            }
            catch (Exception ex)
            {
                // Handle exception
            }
        }
    }

    1 reference
    private void addCarToolStripMenuItem_Click(object sender, EventArgs e)
    {
        panel2.BringToFront();
        panel1.SendToBack();
        panel3.SendToBack();
    }
```

```csharp
1 reference
private void removeCarsToolStripMenuItem_Click(object sender, EventArgs e)
{
    panel3.BringToFront();
    panel2.SendToBack();
    panel1.SendToBack();
}

1 reference
private void homeToolStripMenuItem_Click(object sender, EventArgs e)
{
    panel1.BringToFront();
    panel2.SendToBack();
    panel3.SendToBack();
}

2 references
private void UpdateListView()
{
    try
    {
        // Read all lines from the file
        string[] lines = System.IO.File.ReadAllLines(@"cars.txt");

        // Clear the ListView
        listView1.Items.Clear();

        // Add each line from the file as an item in the ListView
        foreach (string line in lines)
        {
            listView1.Items.Add(line);
        }
    }
    catch (Exception ex)
    {
        // Handle exception
    }
}
```

Main   —   ☐   ✕

Home   View Cars   Add Car   Remove Cars

Car impound application

Select the car from the list and than hit the button

Click on View Cars to view the cars in the right pannel
Click Add car to add car
Click remove car to remove car

Main

Home   View Cars   Add Car   Remove Cars

Volks...   Audi,   Skoda,
Block...   Block... Block...

Car impound application

Select the car from the list and than hit the button

Click on View Cars to view the cars in the right pannel
Click Add car to add car
Click remove car to remove car

Main

Home   View Cars   Add Car   Remove Cars

Volks...   Audi,   Skoda,   VolksW
Block...   Block... Block... agen,
                              BlocksT
                              rafic,
                              llegal
                              Parking

Car Type
- ● VolksWagen
- ○ Skoda
- ○ Audi

Reason
- ☑ llegal Parking
- ☑ BlocksTrafic
- ☐ Hydrant parking

Add

Main — □ ✕

Home   View Cars   Add Car   Remove Cars

Volks... Audi,   Skoda, Volks...
Block... BlocksT Block... Block...
          rafic

Car impound application

Select the car from the list and than hit the button

Click on View Cars to view the cars in the right pannel
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Click remove car to remove car

Remove

Main — □ ✕

Home   View Cars   Add Car   Remove Cars

Volks... Skoda, Volks...
Block... Block... Block...

Car impound application

Select the car from the list and than hit the button

Click on View Cars to view the cars in the right pannel
Click Add car to add car
Click remove car to remove car

Remove