

```
1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Data;
5 using System.Drawing;
6 using System.Linq;
7 using System.Text;
8 using System.Threading.Tasks;
9 using System.Windows.Forms;
10 using SportsProBLLClassLibrary;    //Provides reference to the business layer ➤
    class
11
12 namespace SportsProUserInterfaceLayer
13 {
14     public partial class FrmViewAllIncidents : Form
15     {
16         public FrmViewAllIncidents()
17         {
18             InitializeComponent();
19         }
20
21         private void btnReturnToMainMenu_Click(object sender, EventArgs e)
22         {
23             this.Hide();    //Hides child form in the container.
24         }
25
26         private void FrmViewAllIncidents_Load(object sender, EventArgs e)
27         {
28             IncidentBLL incidentBLL = new IncidentBLL();
29
30             dgvViewAllIncidents.DataSource = incidentBLL.GetAllIncidents();
31         }
32     }
33 }
34
```