Source Code.pdf

```csharp
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 cruise_tutor

{

    public partial class Form1 : Form

    {

        public Form1()

        {

            InitializeComponent();

        }


        private void Form1_Load(object sender, EventArgs e)

        {


        }


        private void label5_Click(object sender, EventArgs e)

        {
```

```csharp
        }

        private void button1_Click(object sender, EventArgs e)
        {
            Form2 form2 = new Form2();
            form2.ShowDialog();
        }

        private Form2 Form2()
        {
            throw new NotImplementedException();
        }

        private void label7_Click(object sender, EventArgs e)
        {

        }

        private void menuStrip1_ItemClicked(object sender, ToolStripItemClickedEventArgs e)
        {

        }

        private void panel1_Paint(object sender, PaintEventArgs e)
        {

        }
```

```csharp
private void label6_Click(object sender, EventArgs e)
{

}

private void button7_Click(object sender, EventArgs e)
{
    this.Close();
}

private void button6_Click(object sender, EventArgs e)
{

    Form10 form10 = new Form10();
    form10.ShowDialog();
    this.Close();
}

private void button3_Click(object sender, EventArgs e)
{

    Form11 form11 = new Form11();
    form11.ShowDialog();
    this.Close();
}

private void button5_Click(object sender, EventArgs e)
{
```

```csharp
            Form6 form6 = new Form6();

            form6.ShowDialog();

            this.Close();

        }


        private void button8_Click(object sender, EventArgs e)

        {

            Form2 form2 = new Form2();

            form2.ShowDialog();

            this.Close();

        }

    }

}


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;

using System.Media;

using Microsoft.VisualBasic.PowerPacks;

using System.IO;


namespace cruise_tutor

{
```

```csharp
public partial class Form2 : Form
{



    public Form2()
    {
        InitializeComponent();
    }



    private void Form2_Load(object sender, EventArgs e)
    {



    }



    private void label78_Click(object sender, EventArgs e)
    {



    }



    private void textBox6_TextChanged(object sender, EventArgs e)
    {



    }
```

```csharp
private void pictureBox43_Click(object sender, EventArgs e)
{

}

private void label54_Click(object sender, EventArgs e)
{

}

private void pictureBox32_Click(object sender, EventArgs e)
{

}
private SoundPlayer _soundPlayer;




private void tabPage2_Click(object sender, EventArgs e)
{

}

private void videosToolStripMenuItem_Click(object sender, EventArgs e)
{

}
```

```csharp
private void button46_Click(object sender, EventArgs e)

{

    SoundPlayer splayer = new SoundPlayer(@"C:\Users\BREY\Documents\aa\souns\eye.wav");

    splayer.Play();

}


private void SoundPlayer(string p)

{

    throw new NotImplementedException();

}




private void button54_Click(object sender, EventArgs e)

{

    SoundPlayer splayer = new SoundPlayer(@"C:\Users\BREY\Documents\aa\souns\hair.wav");

    splayer.Play();

}


private void button47_Click(object sender, EventArgs e)

{

    try

    {

        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.hair);

        sndPlayer.Play();


    }

    catch (Exception ex)

    {
```

```csharp
            MessageBox.Show("Error Message - " + ex.Message);


    }
}


private void button48_Click(object sender, EventArgs e)

{

    SoundPlayer splayer = new SoundPlayer(@"C:\Users\BREY\Documents\aa\souns\sholder.wav");

    splayer.Play();

}


private void button49_Click(object sender, EventArgs e)

{

    SoundPlayer splayer = new SoundPlayer(@"C:\Users\BREY\Documents\aa\souns\elbow.wav");

    splayer.Play();

}


private void button50_Click(object sender, EventArgs e)

{


}


private void button51_Click(object sender, EventArgs e)

{

    SoundPlayer splayer = new SoundPlayer(@"C:\Users\BREY\Documents\aa\souns\finger.wav");

    splayer.Play();

}
```

```csharp
private void button52_Click(object sender, EventArgs e)

{

    SoundPlayer splayer = new SoundPlayer(@"C:\Users\BREY\Documents\aa\souns\leg.wav");

    splayer.Play();

}


private void button53_Click(object sender, EventArgs e)

{

    SoundPlayer splayer = new SoundPlayer(@"C:\Users\BREY\Documents\aa\souns\forhead.wav");

    splayer.Play();

}


private void pictureBox12_Click(object sender, EventArgs e)

{


}


private void button6_Click(object sender, EventArgs e)

{


}


private void button5_Click(object sender, EventArgs e)

{


}


private void tabControl1_SelectedIndexChanged(object sender, EventArgs e)

{
```

```csharp
        }

        private void pictureBox8_Click(object sender, EventArgs e)
        {

        }

        private void tabControl2_SelectedIndexChanged(object sender, EventArgs e)
        {

        }

        private void button77_Click(object sender, EventArgs e)
        {

        }

        private void Shapes_Click(System.Object sender, System.EventArgs e)
        {
            // Bring the control that was clicked to the top of the z-order.
            ((Shape)sender).BringToFront();
        }

        private void lineShape1_Click(object sender, EventArgs e)
        {
            // Bring the control that was clicked to the top of the z-order.
            ((Shape)sender).BringToFront();
        }
```

```csharp
private void button54_Click_1(object sender, EventArgs e)
{


}


private void button46_Click_1(object sender, EventArgs e)
{


}


private void button48_Click_1(object sender, EventArgs e)
{
    SoundPlayer splayer = new SoundPlayer(@"C:\Users\BREY\Documents\aa\souns\sholder.wav");
    splayer.Play();
}


private void pictureBox8_Click_1(object sender, EventArgs e)
{



}


private void pictureBox12_Click_1(object sender, EventArgs e)
{


}
```

```csharp
private void panel8_Paint(object sender, PaintEventArgs e)
{

}

private void groupBox5_Enter(object sender, EventArgs e)
{

}

private void button76_Click(object sender, EventArgs e)
{
    try
    {
        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.legs_are_used);
        sndPlayer.Play();

    }
    catch (Exception ex)
    {

        MessageBox.Show("Error Message - " + ex.Message);

    }
}

private void pictureBox5_Click(object sender, EventArgs e)
{
```

```csharp
        }

        private void label80_Click(object sender, EventArgs e)
        {

        }

        private void label78_Click_1(object sender, EventArgs e)
        {

        }

        private void button5_Click_1(object sender, EventArgs e)
        {
            this.Close();
        }

        private void label77_Click(object sender, EventArgs e)
        {

        }

        private void button5_Click_2(object sender, EventArgs e)
        {
            this.Close();
        }

        private void textBox3_TextChanged(object sender, EventArgs e)
        {

```

```csharp
        }

        private void pictureBox37_Click(object sender, EventArgs e)
        {

        }

        private void tabPage17_Click(object sender, EventArgs e)
        {

        }

        private void button41_Click(object sender, EventArgs e)
        {

        }

        private void label150_Click(object sender, EventArgs e)
        {

        }

        private void button9_Click(object sender, EventArgs e)
        {
            if (radioButton6.Checked)
            {
                MessageBox.Show("Well Done!");
```

```csharp
        }

        else

        {


            MessageBox.Show("WRONG!!!!");

        }

    }


    private void button10_Click(object sender, EventArgs e)

    {

        if (textBox4.Text == "hand" || textBox4.Text == "nose" || textBox4.Text == "mouth")

        {

            MessageBox.Show("Well Done!");

        }




        else

        {


            MessageBox.Show("WRONG!!!!");

        }


    }


    private void button11_Click(object sender, EventArgs e)

    {
```

```csharp
            if (textBox5.Text == "hand" || textBox5.Text == "nose" || textBox5.Text == "mouth")

            {

                MessageBox.Show("Well Done!");

            }




            else

            {



                MessageBox.Show("WRONG!!!!");

            }

        }


        private void button12_Click(object sender, EventArgs e)

        {


            if (textBox6.Text == "hand" || textBox6.Text == "nose" || textBox6.Text == "mouth")

            {

                MessageBox.Show("Well Done!");

            }





            else

            {
```

```csharp
            MessageBox.Show("WRONG!!!!");

        }
    }



    private void button42_Click(object sender, EventArgs e)

    {

        axWindowsMediaPlayer1.URL = @"C:\Users\BREY\Documents\Visual Studio 2012\Projects\cruise
tutor\cruise tutor\Resources\body parts 2.mp4";

    }


    private void axWindowsMediaPlayer1_Enter(object sender, EventArgs e)

    {


    }


    private void tabPage13_Click(object sender, EventArgs e)

    {


    }


    private void panel55_Paint(object sender, PaintEventArgs e)

    {


    }


    private void radioButton6_CheckedChanged(object sender, EventArgs e)

    {
```

```csharp
        }



        private void pictureBox57_MouseEnter(object sender, EventArgs e)

        {



        }



        private void button94_Click(object sender, EventArgs e)

        {

            this.Hide();

            Form3 form3 = new Form3();

            form3.ShowDialog();



        }



        private void label1_Click(object sender, EventArgs e)

        {



        }



        private void button96_Click(object sender, EventArgs e)

        {

            this.Hide();

            Form4 form4 = new Form4();

            form4.ShowDialog();
```

```
        }

private void button58_Click(object sender, EventArgs e)

{

    try
    {
        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.sholder);
        sndPlayer.Play();

    }
    catch (Exception ex)
    {

        MessageBox.Show("Error Message - " + ex.Message);

    }
}

private void button102_Click(object sender, EventArgs e)
{
    try
    {
        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.hair);
        sndPlayer.Play();

    }
    catch (Exception ex)
```

```csharp
        {

            MessageBox.Show("Error Message - " + ex.Message);

        }
    }

    private void button109_Click(object sender, EventArgs e)
    {
        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.eye);
            sndPlayer.Play();

        }
        catch (Exception ex)
        {

            MessageBox.Show("Error Message - " + ex.Message);

        }
    }

    private void button108_Click(object sender, EventArgs e)
    {
        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.nose);
            sndPlayer.Play();
```

```csharp
        }

        catch (Exception ex)

        {

            MessageBox.Show("Error Message - " + ex.Message);

        }
    }


    private void button104_Click(object sender, EventArgs e)
    {
        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.finger);
            sndPlayer.Play();

        }
        catch (Exception ex)
        {

            MessageBox.Show("Error Message - " + ex.Message);

        }
    }


    private void button106_Click(object sender, EventArgs e)
    {
        try
```

```csharp
        {

            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.elbow);

            sndPlayer.Play();


        }

        catch (Exception ex)

        {


            MessageBox.Show("Error Message - " + ex.Message);


        }
    }


    private void button107_Click(object sender, EventArgs e)

    {

        try

        {

            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.sholder);

            sndPlayer.Play();


        }

        catch (Exception ex)

        {


            MessageBox.Show("Error Message - " + ex.Message);


        }
    }
```

```csharp
private void button105_Click(object sender, EventArgs e)

{

    try

    {

        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.arm);

        sndPlayer.Play();


    }

    catch (Exception ex)

    {


        MessageBox.Show("Error Message - " + ex.Message);


    }

}


private void button38_Click(object sender, EventArgs e)

{

    try

    {

        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.foot__1_);

        sndPlayer.Play();


    }

    catch (Exception ex)

    {


        MessageBox.Show("Error Message - " + ex.Message);
```

```csharp
        }
    }


    private void button103_Click(object sender, EventArgs e)
    {
        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.leg);
            sndPlayer.Play();


        }
        catch (Exception ex)
        {


            MessageBox.Show("Error Message - " + ex.Message);


        }
    }


    private void button37_Click(object sender, EventArgs e)
    {
        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__7_);
            sndPlayer.Play();


        }
        catch (Exception ex)
        {
```

```csharp
            MessageBox.Show("Error Message - " + ex.Message);

        }
    }

    private void button101_Click(object sender, EventArgs e)
    {
        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__6_);
            sndPlayer.Play();

        }
        catch (Exception ex)
        {

            MessageBox.Show("Error Message - " + ex.Message);

        }
    }

    private void button99_Click(object sender, EventArgs e)
    {
        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__5_);
            sndPlayer.Play();
```

```csharp
        }

        catch (Exception ex)

        {


            MessageBox.Show("Error Message - " + ex.Message);


        }
    }


    private void button40_Click(object sender, EventArgs e)

    {

        try

        {

            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__4_);

            sndPlayer.Play();


        }

        catch (Exception ex)

        {


            MessageBox.Show("Error Message - " + ex.Message);


        }
    }


    private void button100_Click(object sender, EventArgs e)

    {

        try

        {
```

```csharp
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__3_);

            sndPlayer.Play();


    }

    catch (Exception ex)

    {


        MessageBox.Show("Error Message - " + ex.Message);


    }
}


private void button106_Click_1(object sender, EventArgs e)

{


    try

    {

        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__2_);

        sndPlayer.Play();


    }

    catch (Exception ex)

    {


        MessageBox.Show("Error Message - " + ex.Message);


    }
}
```

```csharp
private void button103_Click_1(object sender, EventArgs e)

{

    try
    {
        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__9_);
        sndPlayer.Play();

    }
    catch (Exception ex)
    {

        MessageBox.Show("Error Message - " + ex.Message);

}
}

private void button108_Click_1(object sender, EventArgs e)

{
    try
    {
        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__14_);
        sndPlayer.Play();

    }
    catch (Exception ex)
    {

        MessageBox.Show("Error Message - " + ex.Message);
```

```csharp
        }

    }


    private void button102_Click_1(object sender, EventArgs e)

    {


        try

        {

            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.hair);

            sndPlayer.Play();


        }

        catch (Exception ex)

        {


            MessageBox.Show("Error Message - " + ex.Message);


        }



    }


    private void button109_Click_1(object sender, EventArgs e)

    {


        try

        {
```

```csharp
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__15_);

            sndPlayer.Play();


        }
        catch (Exception ex)
        {


            MessageBox.Show("Error Message - " + ex.Message);


        }
    }


    private void button104_Click_1(object sender, EventArgs e)
    {


        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__12_);

            sndPlayer.Play();


        }
        catch (Exception ex)
        {


            MessageBox.Show("Error Message - " + ex.Message);


        }
    }
```

```csharp
private void button107_Click_1(object sender, EventArgs e)
{

    try
    {
        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__11_);
        sndPlayer.Play();

    }
    catch (Exception ex)
    {

        MessageBox.Show("Error Message - " + ex.Message);

    }
}

private void button38_Click_1(object sender, EventArgs e)
{

    try
    {
        SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__8_);
        sndPlayer.Play();

    }
    catch (Exception ex)
    {
```

```csharp
            MessageBox.Show("Error Message - " + ex.Message);


        }
    }


        private void button108_Click_2(object sender, EventArgs e)
    {
        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__1_);
            sndPlayer.Play();


        }
        catch (Exception ex)
        {


            MessageBox.Show("Error Message - " + ex.Message);


        }
    }

    private void button39_Click_1(object sender, EventArgs e)
    {

        try
        {
            SoundPlayer sndPlayer = new SoundPlayer(cruise_tutor.Properties.Resources.chust__13_);
            sndPlayer.Play();
```

```csharp
        }
        catch (Exception ex)
        {

            MessageBox.Show("Error Message - " + ex.Message);

        }
    }


    private void label163_Click(object sender, EventArgs e)
    {


    }


    private void button101_Click_1(object sender, EventArgs e)
    {
        try
        {
            SoundPlayer sndPlayer = new
SoundPlayer(cruise_tutor.Properties.Resources.write_the_correct_answer);

            sndPlayer.Play();


        }
        catch (Exception ex)
        {

            MessageBox.Show("Error Message - " + ex.Message);


        }
```

```
        }


        private void button95_Click(object sender, EventArgs e)

        {

            this.Close();


    }
}
```