```csharp
// Box Demonstration
// Illustrates a GUI and an Application Object
// CS 1400
// Author: Roger deBry
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// This file contains the Form class
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 Boxes
{
    // The Form constructor
    public partial class Form1 : Form
    {
         // Create a Box reference
        // It will hold the address of the box object that will be created
        Box aBoxObjectRef;

        public Form1()
        {
            InitializeComponent();
        }

        // The Exit Menu Item event handler
        // Purpose: To close the window and terminate the application
        // Parameters: The sending object and event arguments
        // Returns: none
        private void exitToolStripMenuItem1_Click(object sender, EventArgs e)
        {
            this.Close();
        }

        // The About Menu Item event handler
        // Purpose: To tell about this application
        // Parameters: The sending object and event arguments
        // Returns: none
        private void aboutToolStripMenuItem_Click(object sender, EventArgs e)
        {
            MessageBox.Show("Example of GUI and Application Objects\nRoger deBry");
        }

        // The Create a Box Menu Item event handler
        // Purpose: To read the data from the textboxes and create a Box object
        // Parameters: The sending object and event arguments
        // Returns: none
        private void createABoxToolStripMenuItem_Click(object sender, EventArgs e)
        {
            // Get the data from the textboxes - the data is in the Text property of
each textbox
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            int aHeight = int.Parse(heightTxtBox.Text);
            int aWidth = int.Parse(widthTxtBox.Text);
            int aDepth = int.Parse(depthTxtBox.Text);

            // Create a box object using the parameterized constructor
            // save its address in the reference aBoxObjectRef
            aBoxObjectRef = new Box(aHeight, aWidth, aDepth);

            // Show a message box telling the user that the box has been created
            MessageBox.Show("The Box object has been created and initialized.");
        }

        // The Display Box Menu Item event handler
        // Purpose: To show all of the data in the box object
        // Parameters: The sending object and event arguments
        // Returns: none
        private void displayTheBoxToolStripMenuItem_Click(object sender, EventArgs
e)

        {
            // Get the data from the box
            int boxH = aBoxObjectRef.GetHeight();
            int boxW = aBoxObjectRef.GetWidth();
            int boxD = aBoxObjectRef.GetDepth();
            int boxV = aBoxObjectRef.CalcVolume();

            // Create strings to display in a message box
            string line1 = string.Format("You created the following Box object:\n");
            string line2 = string.Format("Its height is {0:d} units\n", boxH);
            string line3 = string.Format("Its width is {0:d} units\n", boxW);
            string line4 = string.Format("Its depth is {0:d} units\n", boxD);
            string line5 = string.Format("Its volume is {0:d} units\n", boxV);

            // show the message box
            // by concatenating the strings created above
            MessageBox.Show(line1 + line2 + line3 + line4 + line5);
        }
    }
}
```