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 Random\_Letters

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

static Random randLetter = new Random(); //static variable

public static char GetLetter() //method that returns a value of type char

{

int Num1 = randLetter.Next(0, 26);

char letter = (char)('a' + Num1);

return letter;

}

public static char GetLetterUpper() //method that returns a value of type char

{

int Num1 = randLetter.Next(0, 26);

char letter = (char)('A' + Num1);

return letter;

}

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

{

char randLetter1 = 'o';

if (radUpper.Checked)

{

randLetter1 = GetLetterUpper();

}

else

{

randLetter1 = GetLetter();

}

MessageBox.Show(randLetter1.ToString());

}

}

}