using FileMaker;

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 terLR1

{

public partial class Form1 : Form

{

private static OpenFileForm open\_file\_form;

private static File\_Form file\_form;

public Form1()

{

InitializeComponent();

}

private void toolStrip1\_ItemClicked(object sender, ToolStripItemClickedEventArgs e)

{

}

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

{

var create\_save\_form = new CreateSaveForm(0);

create\_save\_form.ShowDialog();

if (create\_save\_form.PathText != null)

{

file\_form = new File\_Form(create\_save\_form.PathText);

file\_form.Create\_File();

}

}

private void Form1\_Load(object sender, EventArgs e)

{

}

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

{

OpenFileForm open\_file = new OpenFileForm();

open\_file.Show();

}

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

{

CreateSaveForm form = new CreateSaveForm(1);

form.Show();

}

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

{

}

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

{

OpenFileForm open\_file = new OpenFileForm();

open\_file.Show();

}

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

{

CreateSaveForm form = new CreateSaveForm(0);

form.Show();

}

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

{

}

}

}