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 OpenFileForm : Form

{

public OpenFileForm()

{

InitializeComponent();

}

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

{

if (pathBox.Text.Length == 0)

MessageBox.Show("Поле не должно быть пустым!");

else

{

this.Hide();

}

}

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

{

if (openFileDialog.ShowDialog() == DialogResult.OK)

pathBox.Text = openFileDialog.FileName;

}

}

}