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C# Examples

Some small Windows Form projects collection which is written in C#

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1 Symbol Reference

1.1 Admin_Check Namespace

This is namespace Admin_Check.

Namespaces

Name	Description
Properties (see page 1)	This is namespace Admin_Check.Properties.

Classes

	Name	Description
	FormAdminCheck (see page 3)	This is class Admin_Check.FormAdminCheck.
S	ProgramAdminCheck (see page 5)	This is class Admin_Check.ProgramAdminCheck.

1.1.1 Admin_Check.Properties Namespace

This is namespace Admin_Check.Properties.

Classes

	Name	Description
	Resources (see page 1)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 3)	This is class Admin_Check.Properties.Settings.

1.1.1.1 Classes

The following table lists classes in this documentation.

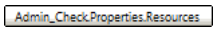
Classes

	Name	Description
	Resources (see page 1)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 3)	This is class Admin_Check.Properties.Settings.

1.1.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy



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C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 2)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 2)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 2)	Returns the cached ResourceManager instance used by this class.

1.1.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.1.1.1.1.2 Resources Properties

1.1.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.1.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

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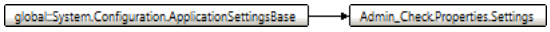
C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.1.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Admin_Check.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 3)	This is Default, a member of class Settings.

1.1.1.1.2.1 Settings Properties

1.1.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.1.2 Classes

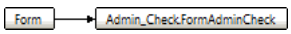
The following table lists classes in this documentation.

Classes

	Name	Description
	FormAdminCheck (see page 3)	This is class Admin_Check.FormAdminCheck.
	ProgramAdminCheck (see page 5)	This is class Admin_Check.ProgramAdminCheck.

1.1.2.1 FormAdminCheck Class

Class Hierarchy



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C#

```
public class FormAdminCheck : Form;
```

File

FormAdminCheck.Designer.cs (see page 301)

Description

This is class Admin_Check.FormAdminCheck.

Methods

	Name	Description
	FormAdminCheck (see page 4)	This is FormAdminCheck, a member of class FormAdminCheck.

FormAdminCheck Methods

	Name	Description
	Dispose (see page 4)	Clean up any resources being used.
	IsAdministrator (see page 5)	This is IsAdministrator, a member of class FormAdminCheck.
	ProcessCmdKey (see page 5)	This is ProcessCmdKey, a member of class FormAdminCheck.

1.1.2.1.1 FormAdminCheck.FormAdminCheck Constructor

C#

```
public FormAdminCheck();
```

Description

This is FormAdminCheck, a member of class FormAdminCheck.

Body Source

```
1: public FormAdminCheck()
2: {
3:     InitializeComponent();
4: }
```

1.1.2.1.2 FormAdminCheck Methods

1.1.2.1.2.1 FormAdminCheck.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
```

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```
8: }
```

1.1.2.1.2.2 FormAdminCheck.IsAdministrator Method

C#

```
public static bool IsAdministrator();
```

Description

This is IsAdministrator, a member of class FormAdminCheck.

Body Source

```
1: public static bool IsAdministrator()
2: {
3:     WindowsIdentity identity = WindowsIdentity.GetCurrent();
4:     WindowsPrincipal principal = new WindowsPrincipal(identity);
5:     return  principal.IsInRole(WindowsBuiltInRole.Administrator);
6: }
```

1.1.2.1.2.3 FormAdminCheck.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

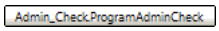
This is ProcessCmdKey, a member of class FormAdminCheck.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.1.2.2 ProgramAdminCheck Class

Class Hierarchy



C#

```
public static class ProgramAdminCheck;
```

File

ProgramAdminCheck.cs (see page 465)

Description

This is class Admin_Check.ProgramAdminCheck.

1.2 Always_on_top Namespace

make sure that using System.Diagnostics; is included

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Namespaces

Name	Description
Properties (see page 6)	This is namespace Always_on_top.Properties.

Classes

	Name	Description
	FormAlwaysOnTop (see page 8)	This is class Always_on_top.FormAlwaysOnTop.
	ProgramAlwaysOnTop (see page 9)	This is class Always_on_top.ProgramAlwaysOnTop.

1.2.1 Always_on_top.Properties Namespace

This is namespace Always_on_top.Properties.

Classes

	Name	Description
	Resources (see page 6)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 7)	This is class Always_on_top.Properties.Settings.

1.2.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 6)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 7)	This is class Always_on_top.Properties.Settings.

1.2.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Always_on_top.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

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Methods

	Name	Description
	Resources (see page 7)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 7)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 7)	Returns the cached ResourceManager instance used by this class.

1.2.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.2.1.1.1.2 Resources Properties

1.2.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.2.1.1.1.2.2 Resources.ResourceManager Property

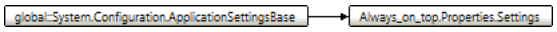
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.2.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
```

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```
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Always_on_top.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 8)	This is Default, a member of class Settings.

1.2.1.1.2.1 Settings Properties

1.2.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.2.2 Classes

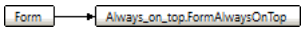
The following table lists classes in this documentation.

Classes

	Name	Description
	FormAlwaysOnTop (see page 8)	This is class Always_on_top.FormAlwaysOnTop.
	ProgramAlwaysOnTop (see page 9)	This is class Always_on_top.ProgramAlwaysOnTop.

1.2.2.1 FormAlwaysOnTop Class

Class Hierarchy



C#

```
public class FormAlwaysOnTop : Form;
```

File

FormAlwaysOnTop.Designer.cs (see page 303)

Description

This is class Always_on_top.FormAlwaysOnTop.

Methods

	Name	Description
	FormAlwaysOnTop (see page 9)	This is FormAlwaysOnTop, a member of class FormAlwaysOnTop.

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FormAlwaysOnTop Methods

	Name	Description
	Dispose (see page 9)	Clean up any resources being used.

1.2.2.1.1 FormAlwaysOnTop.FormAlwaysOnTop Constructor

C#

```
public FormAlwaysOnTop();
```

Description

This is FormAlwaysOnTop, a member of class FormAlwaysOnTop.

Body Source

```
1: public FormAlwaysOnTop()
2: {
3:     InitializeComponent();
4: }
```

1.2.2.1.2 FormAlwaysOnTop Methods

1.2.2.1.2.1 FormAlwaysOnTop.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

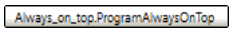
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.2.2.2 ProgramAlwaysOnTop Class

Class Hierarchy



C#

```
public static class ProgramAlwaysOnTop;
```

File

ProgramAlwaysOnTop.cs (see page 465)

Description

This is class Always_on_top.ProgramAlwaysOnTop.

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1.3 BackgroundWorker Namespace

This is namespace BackgroundWorker.

Namespaces

Name	Description
Properties (see page 10)	This is namespace BackgroundWorker.Properties.

Classes

	Name	Description
	FormBackgroundWorker (see page 12)	This is class BackgroundWorker.FormBackgroundWorker.
	ProgramBackgroundWorker (see page 14)	This is class BackgroundWorker.ProgramBackgroundWorker.

1.3.1 BackgroundWorker.Properties Namespace

This is namespace BackgroundWorker.Properties.

Classes

	Name	Description
	Resources (see page 10)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 12)	This is class BackgroundWorker.Properties.Settings.

1.3.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 10)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 12)	This is class BackgroundWorker.Properties.Settings.

1.3.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

BackgroundWorker.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

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File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 11)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 11)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 11)	Returns the cached ResourceManager instance used by this class.

1.3.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.3.1.1.1.2 Resources Properties

1.3.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.3.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

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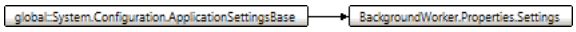
1.3.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class BackgroundWorker.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 12)	This is Default, a member of class Settings.

1.3.1.1.2.1 Settings Properties

1.3.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.3.2 Classes

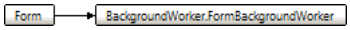
The following table lists classes in this documentation.

Classes

	Name	Description
	FormBackgroundWorker (see page 12)	This is class BackgroundWorker.FormBackgroundWorker.
	ProgramBackgroundWorker (see page 14)	This is class BackgroundWorker.ProgramBackgroundWorker.

1.3.2.1 FormBackgroundWorker Class

Class Hierarchy



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C#

```
public class FormBackgroundWorker : Form;
```

File

BackgroundWorker.Designer.cs (see page 292)

Description

This is class BackgroundWorker.FormBackgroundWorker.

Methods

	Name	Description
	FormBackgroundWorker (see page 13)	This is FormBackgroundWorker, a member of class FormBackgroundWorker.

FormBackgroundWorker Methods

	Name	Description
	Dispose (see page 13)	Clean up any resources being used.
	ProcessCmdKey (see page 14)	This is ProcessCmdKey, a member of class FormBackgroundWorker.

1.3.2.1.1 FormBackgroundWorker.FormBackgroundWorker Constructor

C#

```
public FormBackgroundWorker();
```

Description

This is FormBackgroundWorker, a member of class FormBackgroundWorker.

Body Source

```
 1: public FormBackgroundWorker()
 2: {
 3:     InitializeComponent();
 4:
 5:     Shown += new EventHandler(FormBackgroundWorker_Shown);
 6:
 7:     backgroundWorker1.WorkerReportsProgress = true;
 8:
 9:     backgroundWorker1.DoWork += new DoWorkEventHandler(backgroundWorker1_DoWork);
10:
11:     backgroundWorker1.ProgressChanged += new
ProgressChangedEventHandler(backgroundWorker1_ProgressChanged);
12: }
```

1.3.2.1.2 FormBackgroundWorker Methods

1.3.2.1.2.1 FormBackgroundWorker.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

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Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.3.2.1.2.2 FormBackgroundWorker.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

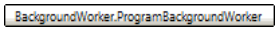
This is ProcessCmdKey, a member of class FormBackgroundWorker.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.3.2.2 ProgramBackgroundWorker Class

Class Hierarchy



C#

```
public static class ProgramBackgroundWorker;
```

File

ProgramBackgroundWorker.cs (see page 466)

Description

This is class BackgroundWorker.ProgramBackgroundWorker.

1.4 Browse Namespace

This is namespace Browse.

Namespaces

Name	Description
Properties (see page 15)	This is namespace Browse.Properties.

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Classes

	Name	Description
	Browse_network (see page 17)	This is class Browse.Browse_network.

1.4.1 Browse.Properties Namespace

This is namespace Browse.Properties.

Classes

	Name	Description
	Resources (see page 15)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 16)	This is class Browse.Properties.Settings.

1.4.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 15)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 16)	This is class Browse.Properties.Settings.

1.4.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Browse.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 16)	This is Resources, a member of class Resources.

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Resources Properties

	Name	Description
S	Culture (see page 16)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 16)	Returns the cached ResourceManager instance used by this class.

1.4.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.4.1.1.1.2 Resources Properties

1.4.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.4.1.1.1.2.2 Resources.ResourceManager Property

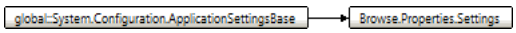
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.4.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

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Description

This is class Browse.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 17)	This is Default, a member of class Settings.

1.4.1.1.2.1 Settings Properties

1.4.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.4.2 Classes

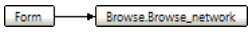
The following table lists classes in this documentation.

Classes

	Name	Description
	Browse_network (see page 17)	This is class Browse.Browse_network.

1.4.2.1 Browse_network Class

Class Hierarchy



C#

```
public class Browse_network : Form;
```

File

Browse_network.Designer.cs (see page 295)

Description

This is class Browse.Browse_network.

Methods

	Name	Description
	Browse_network (see page 18)	This is Browse_network, a member of class Browse_network.

Browse_network Methods

	Name	Description
	Dispose (see page 18)	Clean up any resources being used.
	ListOfComputers (see page 18)	This is ListOfComputers, a member of class Browse_network.

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1.4.2.1.1 Browse_network.Browse_network Constructor

C#

```
public Browse_network();
```

Description

This is Browse_network, a member of class Browse_network.

Body Source

```
1: public Browse_network()
2: {
3:     InitializeComponent();
4: }
```

1.4.2.1.2 Browse_network Methods

1.4.2.1.2.1 Browse_network.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.4.2.1.2.2 Browse_network.ListOfComputers Method

C#

```
public List<String> ListOfComputers();
```

Description

This is ListOfComputers, a member of class Browse_network.

Body Source

```
 1: public List<String> ListOfComputers()
 2: {
 3:     List<String> ComputerNames = new List<String>();
 4:     String _ComputerSchema = "Computer";
 5:     System.DirectoryServices.DirectoryEntry _WinNTDirectoryEntries = new
System.DirectoryServices.DirectoryEntry("WinNT:");
 6:     foreach (System.DirectoryServices.DirectoryEntry _AvailDomains in
_WinNTDirectoryEntries.Children)
 7:     {
 8:         foreach (System.DirectoryServices.DirectoryEntry PCNames in
_AvailDomains.Children)
 9:         {
```

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```
            if (PCNames.SchemaClassName.ToLower().Contains(_ComputerSchema.ToLower()))
            {
                ComputerNames.Add(PCNames.Name);
                listBox1.Items.Add(PCNames.Name);
            }
        }
    }
    return ComputerNames;
}
```

1.5 Calculator Namespace

This is namespace Calculator.

Namespaces

Name	Description
Properties (see page 19)	This is namespace Calculator.Properties.

1.5.1 Calculator.Properties Namespace

This is namespace Calculator.Properties.

Classes

	Name	Description
	Resources (see page 19)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 21)	This is class Calculator.Properties.Settings.

1.5.1.1 Classes

The following table lists classes in this documentation.

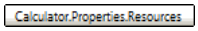
Classes

	Name	Description
	Resources (see page 19)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 21)	This is class Calculator.Properties.Settings.

1.5.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy



C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

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File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 20)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 20)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 20)	Returns the cached ResourceManager instance used by this class.

1.5.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.5.1.1.1.2 Resources Properties

1.5.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.5.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

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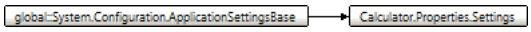
1.5.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Calculator.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 21)	This is Default, a member of class Settings.

1.5.1.1.2.1 Settings Properties

1.5.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.6 Calendar Namespace

This is namespace Calendar.

Namespaces

Name	Description
Properties (see page 21)	This is namespace Calendar.Properties.

1.6.1 Calendar.Properties Namespace

This is namespace Calendar.Properties.

Classes

	Name	Description
	Resources (see page 22)	A strongly-typed resource class, for looking up localized strings, etc.

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	Settings (see page 23)	This is class Calendar.Properties.Settings.

1.6.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 22)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 23)	This is class Calendar.Properties.Settings.

1.6.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Calendar.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 22)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
	Calendar (see page 23)	Looks up a localized resource of type System.Drawing.Bitmap.
	Culture (see page 23)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
	ResourceManager (see page 23)	Returns the cached ResourceManager instance used by this class.

1.6.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

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Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.6.1.1.1.2 Resources Properties

1.6.1.1.1.2.1 Resources.Calendar Property

Looks up a localized resource of type System.Drawing.Bitmap.

C#

```
internal static System.Drawing.Bitmap Calendar;
```

1.6.1.1.1.2.2 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.6.1.1.1.2.3 Resources.ResourceManager Property

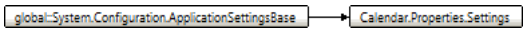
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.6.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Calendar.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 24)	This is Default, a member of class Settings.

1.6.1.1.2.1 Settings Properties

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1.6.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.7 CD_Out_in Namespace

This is namespace CD_Out_in.

Namespaces

Name	Description
Properties (see page 24)	This is namespace CD_Out_in.Properties.

Classes

	Name	Description
	frmExamples (see page 26)	This is class CD_Out_in.frmExamples.
	ProgramDragDrop (see page 28)	This is class CD_Out_in.ProgramDragDrop.

1.7.1 CD_Out_in.Properties Namespace

This is namespace CD_Out_in.Properties.

Classes

	Name	Description
	Resources (see page 24)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 26)	This is class CD_Out_in.Properties.Settings.

1.7.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 24)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 26)	This is class CD_Out_in.Properties.Settings.

1.7.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

CD_Out_in.Properties.Resources

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C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 25)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 25)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 25)	Returns the cached ResourceManager instance used by this class.

1.7.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.7.1.1.1.2 Resources Properties

1.7.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.7.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

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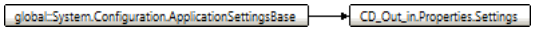
C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.7.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class CD_Out_in.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 26)	This is Default, a member of class Settings.

1.7.1.1.2.1 Settings Properties

1.7.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.7.2 Classes

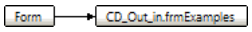
The following table lists classes in this documentation.

Classes

	Name	Description
	frmExamples (see page 26)	This is class CD_Out_in.frmExamples.
	ProgramDragDrop (see page 28)	This is class CD_Out_in.ProgramDragDrop.

1.7.2.1 frmExamples Class

Class Hierarchy



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C#

```
public class frmExamples : Form;
```

File

FormDragDrop.Designer.cs (see page 353)

Description

This is class CD_Out_in.frmExamples.

Methods

	Name	Description
	frmExamples (see page 27)	This is frmExamples, a member of class frmExamples.

frmExamples Methods

	Name	Description
	Dispose (see page 27)	Clean up any resources being used.
	msciSendString (see page 28)	Here is are implementation of function "mciSendStringA", and we call it "msciSendString", be sure that you have same arguments in prototype like original function have

1.7.2.1.1 frmExamples.frmExamples Constructor

C#

```
public frmExamples();
```

Description

This is frmExamples, a member of class frmExamples.

Body Source

```
public frmExamples()
{
    InitializeComponent();
}
```

1.7.2.1.2 frmExamples Methods

1.7.2.1.2.1 frmExamples.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
protected override void Dispose(bool disposing)
{
    if (disposing && (components != null))
    {
        components.Dispose();
    }
    base.Dispose(disposing);
```

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```
8: }
```

1.7.2.1.2.2 frmExamples.msciSendString Method

C#

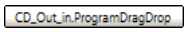
```
[DllImport("winmm.dll", EntryPoint = "mciSendStringA")]
public static extern int msciSendString(string lpstrCommand, string lpstrReturnString, int
uReturnLength, IntPtr hwndCallback);
```

Description

Here is are implementation of function "mciSendStringA", and we call it "msciSendString", be sure that you have same arguments in prototype like original function have

1.7.2.2 ProgramDragDrop Class

Class Hierarchy



C#

```
public static class ProgramDragDrop;
```

File

ProgramDragDrop.cs (see page 475)

Description

This is class CD_Out_in.ProgramDragDrop.

1.8 Check Namespace

This is namespace Check.

Namespaces

Name	Description
NET_Frameworks (see page 28)	This is namespace Check.NET_Frameworks.

1.8.1 Check.NET_Frameworks Namespace

This is namespace Check.NET_Frameworks.

Namespaces

Name	Description
Properties (see page 29)	This is namespace Check.NET_Frameworks.Properties.

Classes

	Name	Description
	FormCheckFramework (see page 31)	This is class Check.NET_Frameworks.FormCheckFramework.

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	ProgramCheckFramework (see page 32)	This is class Check.NET_Frameworks.ProgramCheckFramework.

1.8.1.1 Check.NET_Frameworks.Properties Namespace

This is namespace Check.NET_Frameworks.Properties.

Classes

	Name	Description
	Resources (see page 29)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 30)	This is class Check.NET_Frameworks.Properties.Settings.

1.8.1.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 29)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 30)	This is class Check.NET_Frameworks.Properties.Settings.

1.8.1.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Check.NET_Frameworks.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 30)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
	Culture (see page 30)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
	ResourceManager (see page 30)	Returns the cached ResourceManager instance used by this class.

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1.8.1.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.8.1.1.1.1.2 Resources Properties

1.8.1.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.8.1.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.8.1.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Check.NET_Frameworks.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 31)	This is Default, a member of class Settings.

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1.8.1.1.1.2.1 Settings Properties

1.8.1.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.8.1.2 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	FormCheckFramework (see page 31)	This is class Check.NET_Frameworks.FormCheckFramework.
	ProgramCheckFramework (see page 32)	This is class Check.NET_Frameworks.ProgramCheckFramework.

1.8.1.2.1 FormCheckFramework Class

Class Hierarchy

C#

```
public class FormCheckFramework : Form;
```

File

FormCheckFramework.Designer.cs (see page 323)

Description

This is class Check.NET_Frameworks.FormCheckFramework.

Methods

	Name	Description
	FormCheckFramework (see page 31)	This is FormCheckFramework, a member of class FormCheckFramework.

FormCheckFramework Methods

	Name	Description
	Dispose (see page 32)	Clean up any resources being used.

1.8.1.2.1.1 FormCheckFramework.FormCheckFramework Constructor

C#

```
public FormCheckFramework();
```

Description

This is FormCheckFramework, a member of class FormCheckFramework.

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Body Source

```
1: public FormCheckFramework()
2: {
3:     InitializeComponent();
4: }
```

1.8.1.2.1.2 FormCheckFramework Methods

1.8.1.2.1.2.1 FormCheckFramework.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

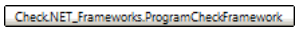
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.8.1.2.2 ProgramCheckFramework Class

Class Hierarchy



C#

```
public static class ProgramCheckFramework;
```

File

ProgramCheckFramework.cs (see page 469)

Description

This is class Check.NET_Frameworks.ProgramCheckFramework.

1.9 Check_driver Namespace

This is namespace Check_driver.

Namespaces

Name	Description
Properties (see page 33)	This is namespace Check_driver.Properties.

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Classes

	Name	Description
	FormCheckDriver (see page 35)	This is class Check_driver.FormCheckDriver.
S	ProgramCheckDriver (see page 36)	This is class Check_driver.ProgramCheckDriver.

1.9.1 Check_driver.Properties Namespace

This is namespace Check_driver.Properties.

Classes

	Name	Description
	Resources (see page 33)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 34)	This is class Check_driver.Properties.Settings.

1.9.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 33)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 34)	This is class Check_driver.Properties.Settings.

1.9.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Check_driver.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 34)	This is Resources, a member of class Resources.

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Resources Properties

	Name	Description
S	Culture (see page 34)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 34)	Returns the cached ResourceManager instance used by this class.

1.9.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.9.1.1.1.2 Resources Properties

1.9.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.9.1.1.1.2.2 Resources.ResourceManager Property

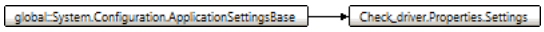
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.9.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

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Description

This is class Check_driver.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 35)	This is Default, a member of class Settings.

1.9.1.1.2.1 Settings Properties

1.9.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.9.2 Classes

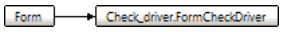
The following table lists classes in this documentation.

Classes

	Name	Description
	FormCheckDriver (see page 35)	This is class Check_driver.FormCheckDriver.
	ProgramCheckDriver (see page 36)	This is class Check_driver.ProgramCheckDriver.

1.9.2.1 FormCheckDriver Class

Class Hierarchy



C#

```
public class FormCheckDriver : Form;
```

File

FormCheckDriver.Designer.cs (see page 321)

Description

This is class Check_driver.FormCheckDriver.

Methods

	Name	Description
	FormCheckDriver (see page 36)	This is FormCheckDriver, a member of class FormCheckDriver.

FormCheckDriver Methods

	Name	Description
	Dispose (see page 36)	Clean up any resources being used.

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1.9.2.1.1 FormCheckDriver.FormCheckDriver Constructor

C#

```
public FormCheckDriver();
```

Description

This is FormCheckDriver, a member of class FormCheckDriver.

Body Source

```
1: public FormCheckDriver()
2: {
3:     InitializeComponent();
4: }
```

1.9.2.1.2 FormCheckDriver Methods

1.9.2.1.2.1 FormCheckDriver.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

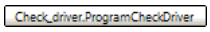
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.9.2.2 ProgramCheckDriver Class

Class Hierarchy



C#

```
public static class ProgramCheckDriver;
```

File

ProgramCheckDriver.cs (see page 469)

Description

This is class Check_driver.ProgramCheckDriver.

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1.10 Color_to_Gray Namespace

This is namespace Color_to_Gray.

Namespaces

Name	Description
Properties (see page 37)	This is namespace Color_to_Gray.Properties.

Classes

	Name	Description
	FormColorToGray (see page 39)	This is class Color_to_Gray.FormColorToGray.
	ProgramColorToGray (see page 41)	This is class Color_to_Gray.ProgramColorToGray.

1.10.1 Color_to_Gray.Properties Namespace

This is namespace Color_to_Gray.Properties.

Classes

	Name	Description
	Resources (see page 37)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 39)	This is class Color_to_Gray.Properties.Settings.

1.10.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 37)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 39)	This is class Color_to_Gray.Properties.Settings.

1.10.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Color_to_Gray.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

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File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 38)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 38)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	Koala (see page 38)	Looks up a localized resource of type System.Drawing.Bitmap.
S	ResourceManager (see page 38)	Returns the cached ResourceManager instance used by this class.

1.10.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.10.1.1.1.2 Resources Properties

1.10.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.10.1.1.1.2.2 Resources.Koala Property

Looks up a localized resource of type System.Drawing.Bitmap.

C#

```
internal static System.Drawing.Bitmap Koala;
```

1.10.1.1.1.2.3 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

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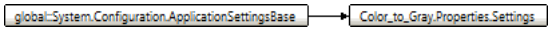
C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.10.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Color_to_Gray.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 39)	This is Default, a member of class Settings.

1.10.1.1.2.1 Settings Properties

1.10.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.10.2 Classes

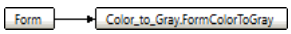
The following table lists classes in this documentation.

Classes

	Name	Description
	FormColorToGray (see page 39)	This is class Color_to_Gray.FormColorToGray.
	ProgramColorToGray (see page 41)	This is class Color_to_Gray.ProgramColorToGray.

1.10.2.1 FormColorToGray Class

Class Hierarchy



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C#

```
public class FormColorToGray : Form;
```

File

FormColorToGray.Designer.cs (see page 326)

Description

This is class Color_to_Gray.FormColorToGray.

Methods

	Name	Description
	FormColorToGray (see page 40)	This is FormColorToGray, a member of class FormColorToGray.

FormColorToGray Methods

	Name	Description
	Dispose (see page 40)	Clean up any resources being used.

1.10.2.1.1 FormColorToGray.FormColorToGray Constructor

C#

```
public FormColorToGray();
```

Description

This is FormColorToGray, a member of class FormColorToGray.

Body Source

```
1: public FormColorToGray()
2: {
3:     InitializeComponent();
4: }
```

1.10.2.1.2 FormColorToGray Methods

1.10.2.1.2.1 FormColorToGray.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

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1.10.2.2 ProgramColorToGray Class

Class Hierarchy

Color_to_Gray.ProgramColorToGray

C#

```
public static class ProgramColorToGray;
```

File

ProgramColorToGray.cs (see page 470)

Description

This is class Color_to_Gray.ProgramColorToGray.

1.11 Convert_BMP_to_JPG Namespace

This is namespace Convert_BMP_to_JPG.

Namespaces

Name	Description
Properties (see page 41)	This is namespace Convert_BMP_to_JPG.Properties.

Classes

	Name	Description
	FormConvertBmpToJpg (see page 44)	This is class Convert_BMP_to_JPG.FormConvertBmpToJpg.
	ProgramConvertBmpToJpg (see page 45)	This is class Convert_BMP_to_JPG.ProgramConvertBmpToJpg.

1.11.1 Convert_BMP_to_JPG.Properties Namespace

This is namespace Convert_BMP_to_JPG.Properties.

Classes

	Name	Description
	Resources (see page 42)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 43)	This is class Convert_BMP_to_JPG.Properties.Settings.

1.11.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 42)	A strongly-typed resource class, for looking up localized strings, etc.

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	Settings (see page 43)	This is class Convert_BMP_to_JPG.Properties.Settings.

1.11.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Convert_BMP_to_JPG.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 42)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 42)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 43)	Returns the cached ResourceManager instance used by this class.

1.11.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.11.1.1.1.2 Resources Properties

1.11.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

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C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.11.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.11.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Convert_BMP_to_JPG.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 43)	This is Default, a member of class Settings.

1.11.1.1.2.1 Settings Properties

1.11.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.11.2 Classes

The following table lists classes in this documentation.

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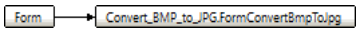
Classes

	Name	Description
	FormConvertBmpToJpg (see page 44)	This is class Convert_BMP_to_JPG.FormConvertBmpToJpg.
S	ProgramConvertBmpToJpg (see page 45)	This is class Convert_BMP_to_JPG.ProgramConvertBmpToJpg.

1.11.2.1 FormConvertBmpToJpg Class

Class Hierarchy



C#

```
public class FormConvertBmpToJpg : Form;
```

File

FormConvertBmpToJpg.Designer.cs (see page 329)

Description

This is class Convert_BMP_to_JPG.FormConvertBmpToJpg.

Methods

	Name	Description
	FormConvertBmpToJpg (see page 44)	This is FormConvertBmpToJpg, a member of class FormConvertBmpToJpg.

FormConvertBmpToJpg Methods

	Name	Description
	Dispose (see page 44)	Clean up any resources being used.

1.11.2.1.1 FormConvertBmpToJpg.FormConvertBmpToJpg Constructor

C#

```
public FormConvertBmpToJpg();
```

Description

This is FormConvertBmpToJpg, a member of class FormConvertBmpToJpg.

Body Source

```
1: public FormConvertBmpToJpg()
2: {
3:     InitializeComponent();
4: }
```

1.11.2.1.2 FormConvertBmpToJpg Methods

1.11.2.1.2.1 FormConvertBmpToJpg.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

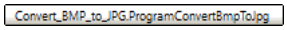
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.11.2.2 ProgramConvertBmpToJpg Class

Class Hierarchy



C#

```
public static class ProgramConvertBmpToJpg;
```

File

ProgramConvertBmpToJpg.cs (see page 470)

Description

This is class Convert_BMP_to_JPG.ProgramConvertBmpToJpg.

1.12 ConvertToHex Namespace

This is namespace ConvertToHex.

Namespaces

Name	Description
Properties (see page 45)	This is namespace ConvertToHex.Properties.

1.12.1 ConvertToHex.Properties Namespace

This is namespace ConvertToHex.Properties.

Classes

	Name	Description
	Resources (see page 46)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 47)	This is class ConvertToHex.Properties.Settings.

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1.12.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 46)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 47)	This is class ConvertToHex.Properties.Settings.

1.12.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

ConvertToHex.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 46)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 47)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 47)	Returns the cached ResourceManager instance used by this class.

1.12.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
```

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```
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.12.1.1.1.2 Resources Properties

1.12.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.12.1.1.1.2.2 Resources.ResourceManager Property

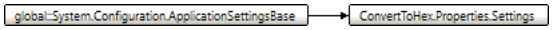
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.12.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class ConvertToHex.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 47)	This is Default, a member of class Settings.

1.12.1.1.2.1 Settings Properties

1.12.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

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1.13 Country_listing Namespace

This is namespace Country_listing.

Namespaces

Name	Description
Properties (see page 48)	This is namespace Country_listing.Properties.

Classes

	Name	Description
	FormCountryListing (see page 50)	This is class Country_listing.FormCountryListing.
	ProgramCountryListing (see page 52)	This is class Country_listing.ProgramCountryListing.

1.13.1 Country_listing.Properties Namespace

This is namespace Country_listing.Properties.

Classes

	Name	Description
	Resources (see page 48)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 50)	This is class Country_listing.Properties.Settings.

1.13.1.1 Classes

The following table lists classes in this documentation.

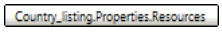
Classes

	Name	Description
	Resources (see page 48)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 50)	This is class Country_listing.Properties.Settings.

1.13.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy



C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

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File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 49)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 49)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 49)	Returns the cached ResourceManager instance used by this class.

1.13.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.13.1.1.1.2 Resources Properties

1.13.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.13.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

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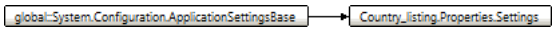
1.13.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Country_listing.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 50)	This is Default, a member of class Settings.

1.13.1.1.2.1 Settings Properties

1.13.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.13.2 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	FormCountryListing (see page 50)	This is class Country_listing.FormCountryListing.
	ProgramCountryListing (see page 52)	This is class Country_listing.ProgramCountryListing.

1.13.2.1 FormCountryListing Class

Class Hierarchy

C#

```
public class FormCountryListing : Form;
```

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File

FormCountryListing.Designer.cs (see page 334)

Description

This is class Country_listing.FormCountryListing.

Methods

	Name	Description
	FormCountryListing (see page 51)	This is FormCountryListing, a member of class FormCountryListing.

FormCountryListing Methods

	Name	Description
	Dispose (see page 51)	Clean up any resources being used.

1.13.2.1.1 FormCountryListing.FormCountryListing Constructor

C#

```
public FormCountryListing();
```

Description

This is FormCountryListing, a member of class FormCountryListing.

Body Source

```
1: public FormCountryListing()
2: {
3:     InitializeComponent();
4: }
```

1.13.2.1.2 FormCountryListing Methods

1.13.2.1.2.1 FormCountryListing.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

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1.13.2.2 ProgramCountryListing Class

Class Hierarchy

Country_listing.ProgramCountryListing

C#

```
public static class ProgramCountryListing;
```

File

ProgramCountryListing.cs (see page 471)

Description

This is class Country_listing.ProgramCountryListing.

1.14 Create_desktop_shortcut_example Namespace

This is namespace Create_desktop_shortcut_example.

Namespaces

Name	Description
Properties (see page 52)	This is namespace Create_desktop_shortcut_example.Properties.

Classes

	Name	Description
	FormCreateShortcut (see page 55)	This is class Create_desktop_shortcut_example.FormCreateShortcut.
S	ProgramCreateShortcut (see page 56)	This is class Create_desktop_shortcut_example.ProgramCreateShortcut.

1.14.1 Create_desktop_shortcut_example.Properties Namespace

This is namespace Create_desktop_shortcut_example.Properties.

Classes

	Name	Description
	Resources (see page 53)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 54)	This is class Create_desktop_shortcut_example.Properties.Settings.

1.14.1.1 Classes

The following table lists classes in this documentation.

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Classes

	Name	Description
	Resources (see page 53)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 54)	This is class Create_desktop_shortcut_example.Properties.Settings.

1.14.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Create_desktop_shortcut_example.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 53)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 54)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 54)	Returns the cached ResourceManager instance used by this class.

1.14.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.14.1.1.1.2 Resources Properties

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1.14.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.14.1.1.1.2.2 Resources.ResourceManager Property

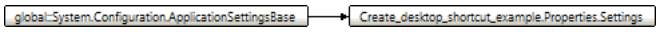
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.14.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Create_desktop_shortcut_example.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 54)	This is Default, a member of class Settings.

1.14.1.1.2.1 Settings Properties

1.14.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.14.2 Classes

The following table lists classes in this documentation.

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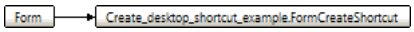
Classes

	Name	Description
	FormCreateShortcut (see page 55)	This is class Create_desktop_shortcut_example.FormCreateShortcut.
S	ProgramCreateShortcut (see page 56)	This is class Create_desktop_shortcut_example.ProgramCreateShortcut.

1.14.2.1 FormCreateShortcut Class

Class Hierarchy



C#

```
public class FormCreateShortcut : Form;
```

File

FormCreateShortcut.Designer.cs (see page 339)

Description

This is class Create_desktop_shortcut_example.FormCreateShortcut.

Methods

	Name	Description
	FormCreateShortcut (see page 55)	This is FormCreateShortcut, a member of class FormCreateShortcut.

FormCreateShortcut Methods

	Name	Description
	Dispose (see page 55)	Clean up any resources being used.

1.14.2.1.1 FormCreateShortcut.FormCreateShortcut Constructor

C#

```
public FormCreateShortcut();
```

Description

This is FormCreateShortcut, a member of class FormCreateShortcut.

Body Source

```
1: public FormCreateShortcut()
2: {
3:     InitializeComponent();
4: }
```

1.14.2.1.2 FormCreateShortcut Methods

1.14.2.1.2.1 FormCreateShortcut.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.14.2.2 ProgramCreateShortcut Class

Class Hierarchy

Create_desktop_shortcut_example.ProgramCreateShortcut

C#

```
public static class ProgramCreateShortcut;
```

File

ProgramCreateShortcut.cs (see page 472)

Description

This is class Create_desktop_shortcut_example.ProgramCreateShortcut.

1.15 CreateBitmap Namespace

This is namespace CreateBitmap.

Namespaces

Name	Description
Properties (see page 56)	This is namespace CreateBitmap.Properties.

Classes

	Name	Description
	FormCreateBitmap (see page 59)	This is class CreateBitmap.FormCreateBitmap.
S	ProgramCreateBitmap (see page 60)	This is class CreateBitmap.ProgramCreateBitmap.

1.15.1 CreateBitmap.Properties Namespace

This is namespace CreateBitmap.Properties.

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Classes

	Name	Description
	Resources (see page 57)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 58)	This is class CreateBitmap.Properties.Settings.

1.15.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 57)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 58)	This is class CreateBitmap.Properties.Settings.

1.15.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

CreateBitmap.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 57)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 58)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	Koala (see page 58)	Looks up a localized resource of type System.Drawing.Bitmap.
S	ResourceManager (see page 58)	Returns the cached ResourceManager instance used by this class.

1.15.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

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Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.15.1.1.1.2 Resources Properties

1.15.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.15.1.1.1.2.2 Resources.Koala Property

Looks up a localized resource of type System.Drawing.Bitmap.

C#

```
internal static System.Drawing.Bitmap Koala;
```

1.15.1.1.1.2.3 Resources.ResourceManager Property

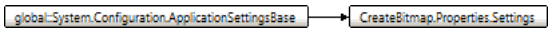
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.15.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class CreateBitmap.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 59)	This is Default, a member of class Settings.

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1.15.1.1.2.1 Settings Properties

1.15.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.15.2 Classes

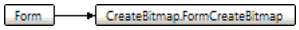
The following table lists classes in this documentation.

Classes

	Name	Description
	FormCreateBitmap (see page 59)	This is class CreateBitmap.FormCreateBitmap.
	ProgramCreateBitmap (see page 60)	This is class CreateBitmap.ProgramCreateBitmap.

1.15.2.1 FormCreateBitmap Class

Class Hierarchy



C#

```
public class FormCreateBitmap : Form;
```

File

FormCreateBitmap.Designer.cs (see page 337)

Description

This is class CreateBitmap.FormCreateBitmap.

Methods

	Name	Description
	FormCreateBitmap (see page 59)	This is FormCreateBitmap, a member of class FormCreateBitmap.

FormCreateBitmap Methods

	Name	Description
	Dispose (see page 60)	Clean up any resources being used.

1.15.2.1.1 FormCreateBitmap.FormCreateBitmap Constructor

C#

```
public FormCreateBitmap();
```

Description

This is FormCreateBitmap, a member of class FormCreateBitmap.

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Body Source

```
1: public FormCreateBitmap()
2: {
3:     InitializeComponent();
4: }
```

1.15.2.1.2 FormCreateBitmap Methods

1.15.2.1.2.1 FormCreateBitmap.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

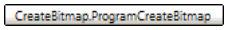
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.15.2.2 ProgramCreateBitmap Class

Class Hierarchy



C#

```
public static class ProgramCreateBitmap;
```

File

ProgramCreateBitmap.cs (see page 472)

Description

This is class CreateBitmap.ProgramCreateBitmap.

1.16 CreateFile_and_WriteFile Namespace

This is namespace CreateFile_and_WriteFile.

Namespaces

Name	Description
Properties (see page 61)	This is namespace CreateFile_and_WriteFile.Properties.

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Classes

	Name	Description
	FormCreateWriteFile (see page 63)	This is class CreateFile_and_WriteFile.FormCreateWriteFile.
	ProgramCreateWriteFile (see page 64)	This is class CreateFile_and_WriteFile.ProgramCreateWriteFile.

1.16.1 CreateFile_and_WriteFile.Properties Namespace

This is namespace CreateFile_and_WriteFile.Properties.

Classes

	Name	Description
	Resources (see page 61)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 62)	This is class CreateFile_and_WriteFile.Properties.Settings.

1.16.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 61)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 62)	This is class CreateFile_and_WriteFile.Properties.Settings.

1.16.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

CreateFile_and_WriteFile.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 62)	This is Resources, a member of class Resources.

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Resources Properties

	Name	Description
	Culture (see page 62)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
	ResourceManager (see page 62)	Returns the cached ResourceManager instance used by this class.

1.16.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.16.1.1.1.2 Resources Properties

1.16.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.16.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.16.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

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Description

This is class CreateFile_and_WriteFile.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 63)	This is Default, a member of class Settings.

1.16.1.1.2.1 Settings Properties

1.16.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.16.2 Classes

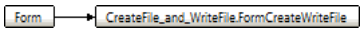
The following table lists classes in this documentation.

Classes

	Name	Description
	FormCreateWriteFile (see page 63)	This is class CreateFile_and_WriteFile.FormCreateWriteFile.
	ProgramCreateWriteFile (see page 64)	This is class CreateFile_and_WriteFile.ProgramCreateWriteFile.

1.16.2.1 FormCreateWriteFile Class

Class Hierarchy



C#

```
public class FormCreateWriteFile : Form;
```

File

FormCreateWriteFile.Designer.cs (see page 342)

Description

This is class CreateFile_and_WriteFile.FormCreateWriteFile.

Methods

	Name	Description
	FormCreateWriteFile (see page 64)	This is FormCreateWriteFile, a member of class FormCreateWriteFile.

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FormCreateWriteFile Methods

	Name	Description
	Dispose (see page 64)	Clean up any resources being used.

1.16.2.1.1 FormCreateWriteFile.FormCreateWriteFile Constructor

C#

```
public FormCreateWriteFile();
```

Description

This is FormCreateWriteFile, a member of class FormCreateWriteFile.

Body Source

```
1: public FormCreateWriteFile()
2: {
3:     InitializeComponent();
4: }
```

1.16.2.1.2 FormCreateWriteFile Methods

1.16.2.1.2.1 FormCreateWriteFile.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

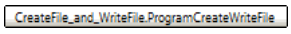
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.16.2.2 ProgramCreateWriteFile Class

Class Hierarchy



C#

```
public static class ProgramCreateWriteFile;
```

File

ProgramCreateWriteFile.cs (see page 473)

Description

This is class CreateFile_and_WriteFile.ProgramCreateWriteFile.

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1.17 Dialogs Namespace

This is namespace Dialogs.

Namespaces

Name	Description
Properties (see page 65)	This is namespace Dialogs.Properties.

Classes

	Name	Description
	FormDialog (see page 67)	This is class Dialogs.FormDialog.
	ProgramDialog (see page 69)	This is class Dialogs.ProgramDialog.

1.17.1 Dialogs.Properties Namespace

This is namespace Dialogs.Properties.

Classes

	Name	Description
	Resources (see page 65)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 67)	This is class Dialogs.Properties.Settings.

1.17.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 65)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 67)	This is class Dialogs.Properties.Settings.

1.17.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Dialogs.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

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File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 66)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 66)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 66)	Returns the cached ResourceManager instance used by this class.

1.17.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.17.1.1.1.2 Resources Properties

1.17.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.17.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

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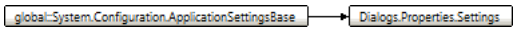
1.17.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Dialogs.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 67)	This is Default, a member of class Settings.

1.17.1.1.2.1 Settings Properties

1.17.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.17.2 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	FormDialog (see page 67)	This is class Dialogs.FormDialog.
	ProgramDialog (see page 69)	This is class Dialogs.ProgramDialog.

1.17.2.1 FormDialog Class

Class Hierarchy

C#

```
public class FormDialog : Form;
```

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File

FormDialog.Designer.cs (see page 344)

Description

This is class Dialogs.FormDialog.

Methods

	Name	Description
	FormDialog (see page 68)	This is FormDialog, a member of class FormDialog.

FormDialog Methods

	Name	Description
	Dispose (see page 68)	Clean up any resources being used.

1.17.2.1.1 FormDialog.FormDialog Constructor

C#

```
public FormDialog();
```

Description

This is FormDialog, a member of class FormDialog.

Body Source

```
1: public FormDialog()
2: {
3:     InitializeComponent();
4: }
```

1.17.2.1.2 FormDialog Methods

1.17.2.1.2.1 FormDialog.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

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1.17.2.2 ProgramDialog Class

Class Hierarchy

Dialogs.ProgramDialog

C#

```
public static class ProgramDialog;
```

File

ProgramDialog.cs (see page 474)

Description

This is class Dialogs.ProgramDialog.

1.18 DLL Namespace

This is namespace DLL.

Namespaces

Name	Description
Properties (see page 69)	This is namespace DLL.Properties.

1.18.1 DLL.Properties Namespace

This is namespace DLL.Properties.

Classes

	Name	Description
	Resources (see page 69)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 71)	This is class DLL.Properties.Settings.

1.18.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 69)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 71)	This is class DLL.Properties.Settings.

1.18.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

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Class Hierarchy

DLL.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 70)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 70)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 71)	Returns the cached ResourceManager instance used by this class.

1.18.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.18.1.1.1.2 Resources Properties

1.18.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

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1.18.1.1.1.2.2 Resources.ResourceManager Property

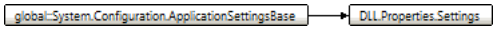
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.18.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class DLL.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 71)	This is Default, a member of class Settings.

1.18.1.1.2.1 Settings Properties

1.18.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.19 DLL_library Namespace

This is namespace DLL_library.

Classes

	Name	Description
	ClassFromDLL (see page 72)	This is class DLL_library.ClassFromDLL.

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1.19.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	ClassFromDLL (see page 72)	This is class DLL_library.ClassFromDLL.

1.19.1.1 ClassFromDLL Class

Class Hierarchy

DLL_library.ClassFromDLL

C#

```
public class ClassFromDLL;
```

File

Class1.cs (see page 297)

Description

This is class DLL_library.ClassFromDLL.

ClassFromDLL Methods

	Name	Description
	ExampleMethod (see page 72)	This is ExampleMethod, a member of class ClassFromDLL.

1.19.1.1.1 ClassFromDLL Methods

1.19.1.1.1.1 ClassFromDLL.ExampleMethod Method

C#

```
public string ExampleMethod(string type_something);
```

Description

This is ExampleMethod, a member of class ClassFromDLL.

Body Source

```
1: public string ExampleMethod(string type_something)
2: {
3:     return "Hello from DLL_library, you typed: " + type_something;
4: }
```

1.20 Drag_and_drop Namespace

make sure that using System.Diagnostics; is included

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Namespaces

Name	Description
Properties (see page 73)	This is namespace Drag_and_drop.Properties.

Classes

	Name	Description
	FormDragAndDrop (see page 75)	This is class Drag_and_drop.FormDragAndDrop.
	ProgramDragAndDrop (see page 77)	This is class Drag_and_drop.ProgramDragAndDrop.

1.20.1 Drag_and_drop.Properties Namespace

This is namespace Drag_and_drop.Properties.

Classes

	Name	Description
	Resources (see page 73)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 74)	This is class Drag_and_drop.Properties.Settings.

1.20.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 73)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 74)	This is class Drag_and_drop.Properties.Settings.

1.20.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Drag_and_drop.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

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Methods

	Name	Description
	Resources (see page 74)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 74)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 74)	Returns the cached ResourceManager instance used by this class.

1.20.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.20.1.1.1.2 Resources Properties

1.20.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.20.1.1.1.2.2 Resources.ResourceManager Property

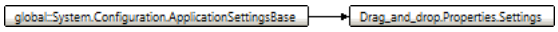
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.20.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
```

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```
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Drag_and_drop.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 75)	This is Default, a member of class Settings.

1.20.1.1.2.1 Settings Properties

1.20.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.20.2 Classes

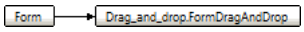
The following table lists classes in this documentation.

Classes

	Name	Description
	FormDragAndDrop (see page 75)	This is class Drag_and_drop.FormDragAndDrop.
	ProgramDragAndDrop (see page 77)	This is class Drag_and_drop.ProgramDragAndDrop.

1.20.2.1 FormDragAndDrop Class

Class Hierarchy



C#

```
public class FormDragAndDrop : Form;
```

File

FormDragAndDrop.Designer.cs (see page 350)

Description

This is class Drag_and_drop.FormDragAndDrop.

Methods

	Name	Description
	FormDragAndDrop (see page 76)	This is FormDragAndDrop, a member of class FormDragAndDrop.

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FormDragAndDrop Methods

	Name	Description
	Dispose (see page 76)	Clean up any resources being used.

1.20.2.1.1 FormDragAndDrop.FormDragAndDrop Constructor

C#

```
public FormDragAndDrop();
```

Description

This is FormDragAndDrop, a member of class FormDragAndDrop.

Body Source

```
 1: public FormDragAndDrop()
 2:         {
 3:             InitializeComponent();
 4:
 5:             // put AllowDrop to true
 6:             this.AllowDrop = true;
 7:             // declare and initialize new DragEventHandler
 8:             this.DragEnter += new DragEventHandler(Form1_DragEnter);
 9:             this.DragDrop += new DragEventHandler(Form1_DragDrop);
10:
11:             #region disable maximizing
12: // Define the border style of the form to a dialog box.
13:             FormBorderStyle = FormBorderStyle.FixedDialog;
14:             // Set the MaximizeBox to false to remove the maximize box.
15:             MaximizeBox = false;
16:             // Set the MinimizeBox to false to remove the minimize box.
17:             MinimizeBox = false;
18:             // Set the start position of the form to the center of the screen.
19:             StartPosition = FormStartPosition.CenterScreen;
20: #endregion
21:         }
```

1.20.2.1.2 FormDragAndDrop Methods

1.20.2.1.2.1 FormDragAndDrop.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

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1.20.2.2 ProgramDragAndDrop Class

Class Hierarchy

Drag_and_drop.ProgramDragAndDrop

C#

```
public static class ProgramDragAndDrop;
```

File

ProgramDragAndDrop.cs (see page 475)

Description

This is class Drag_and_drop.ProgramDragAndDrop.

1.21 Dynamic_button Namespace

This is namespace Dynamic_button.

Namespaces

Name	Description
Properties (see page 77)	This is namespace Dynamic_button.Properties.

Classes

	Name	Description
	FormDynamicButton (see page 80)	This is class Dynamic_button.FormDynamicButton.
	ProgramDynamicButton (see page 81)	This is class Dynamic_button.ProgramDynamicButton.

1.21.1 Dynamic_button.Properties Namespace

This is namespace Dynamic_button.Properties.

Classes

	Name	Description
	Resources (see page 78)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 79)	This is class Dynamic_button.Properties.Settings.

1.21.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 78)	A strongly-typed resource class, for looking up localized strings, etc.

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	Settings (see page 79)	This is class Dynamic_button.Properties.Settings.

1.21.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Dynamic_button.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 78)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 78)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 79)	Returns the cached ResourceManager instance used by this class.

1.21.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.21.1.1.1.2 Resources Properties

1.21.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

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C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.21.1.1.1.2.2 Resources.ResourceManager Property

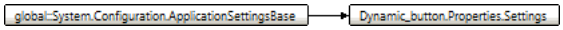
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.21.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Dynamic_button.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 79)	This is Default, a member of class Settings.

1.21.1.1.2.1 Settings Properties

1.21.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.21.2 Classes

The following table lists classes in this documentation.

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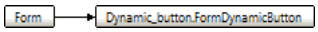
Classes

	Name	Description
	FormDynamicButton (see page 80)	This is class Dynamic_button.FormDynamicButton.
S	ProgramDynamicButton (see page 81)	This is class Dynamic_button.ProgramDynamicButton.

1.21.2.1 FormDynamicButton Class

Class Hierarchy



C#

```
public class FormDynamicButton : Form;
```

File

FormDynamicButton.Designer.cs (see page 356)

Description

This is class Dynamic_button.FormDynamicButton.

Methods

	Name	Description
	FormDynamicButton (see page 80)	This is FormDynamicButton, a member of class FormDynamicButton.

FormDynamicButton Methods

	Name	Description
	Dispose (see page 80)	Clean up any resources being used.

1.21.2.1.1 FormDynamicButton.FormDynamicButton Constructor

C#

```
public FormDynamicButton();
```

Description

This is FormDynamicButton, a member of class FormDynamicButton.

Body Source

```
1: public FormDynamicButton()
2: {
3:     InitializeComponent();
4: }
```

1.21.2.1.2 FormDynamicButton Methods

1.21.2.1.2.1 FormDynamicButton.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.21.2.2 ProgramDynamicButton Class

Class Hierarchy

Dynamic_button.ProgramDynamicButton

C#

```
public static class ProgramDynamicButton;
```

File

ProgramDynamicButton.cs (see page 476)

Description

This is class Dynamic_button.ProgramDynamicButton.

1.22 Enumerate_network_resources Namespace

This is namespace Enumerate_network_resources.

Namespaces

Name	Description
Properties (see page 82)	This is namespace Enumerate_network_resources.Properties.

Classes

	Name	Description
	FormEnumerateNetwork (see page 84)	This is class Enumerate_network_resources.FormEnumerateNetwork.
	ProgramEnumerateNetwork (see page 86)	This is class Enumerate_network_resources.ProgramEnumerateNetwork.

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1.22.1 Enumerate_network_resources.Properties Namespace

This is namespace Enumerate_network_resources.Properties.

Classes

	Name	Description
	Resources (see page 82)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 83)	This is class Enumerate_network_resources.Properties.Settings.

1.22.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 82)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 83)	This is class Enumerate_network_resources.Properties.Settings.

1.22.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Enumerate_network_resources.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 83)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
	Culture (see page 83)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

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	ResourceManager (see page 83)	Returns the cached ResourceManager instance used by this class.

1.22.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.22.1.1.1.2 Resources Properties

1.22.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.22.1.1.1.2.2 Resources.ResourceManager Property

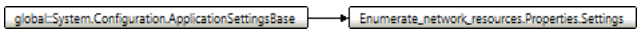
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.22.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Enumerate_network_resources.Properties.Settings.

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Settings Properties

	Name	Description
	Default (see page 84)	This is Default, a member of class Settings.

1.22.1.1.2.1 Settings Properties

1.22.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.22.2 Classes

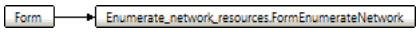
The following table lists classes in this documentation.

Classes

	Name	Description
	FormEnumerateNetwork (see page 84)	This is class Enumerate_network_resources.FormEnumerateNetwork.
	ProgramEnumerateNetwork (see page 86)	This is class Enumerate_network_resources.ProgramEnumerateNetwork.

1.22.2.1 FormEnumerateNetwork Class

Class Hierarchy



C#

```
public class FormEnumerateNetwork : Form;
```

File

FormEnumerateNetwork.Designer.cs (see page 358)

Description

This is class Enumerate_network_resources.FormEnumerateNetwork.

Methods

	Name	Description
	FormEnumerateNetwork (see page 85)	This is FormEnumerateNetwork, a member of class FormEnumerateNetwork.

FormEnumerateNetwork Methods

	Name	Description
	Dispose (see page 85)	Clean up any resources being used.
	ListOfComputers (see page 85)	This is ListOfComputers, a member of class FormEnumerateNetwork.

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1.22.2.1.1 FormEnumerateNetwork.FormEnumerateNetwork Constructor

C#

```
public FormEnumerateNetwork();
```

Description

This is FormEnumerateNetwork, a member of class FormEnumerateNetwork.

Body Source

```
1: public FormEnumerateNetwork()
2: {
3:     InitializeComponent();
4: }
```

1.22.2.1.2 FormEnumerateNetwork Methods

1.22.2.1.2.1 FormEnumerateNetwork.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.22.2.1.2.2 FormEnumerateNetwork.ListOfComputers Method

C#

```
public List<String> ListOfComputers();
```

Description

This is ListOfComputers, a member of class FormEnumerateNetwork.

Body Source

```
 1: public List<String> ListOfComputers()
 2: {
 3:     List<String> ComputersNames = new List<String>();
 4:     String Computers = "Computer";
 5:     System.DirectoryServices.DirectoryEntry _WinNTDirectoryEntries = new
System.DirectoryServices.DirectoryEntry("WinNT:");
 6:     foreach (System.DirectoryServices.DirectoryEntry _AvailDomains in
_WinNTDirectoryEntries.Children)
 7:     {
 8:         foreach (System.DirectoryServices.DirectoryEntry _PCNameEntry in
_AvailDomains.Children)
 9:         {
```

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```
10:             if (_PCNameEntry.SchemaClassName.ToLower().Contains(Computers.ToLower()))
11:             {
12:                 ComputersNames.Add(_PCNameEntry.Name);
13:                 listBox1.Items.Add(_PCNameEntry.Name.ToString());
14:             }
15:         }
16:     }
17:     return ComputersNames;
18: }
```

1.22.2.2 ProgramEnumerateNetwork Class

Class Hierarchy

Enumerate_network_resources.ProgramEnumerateNetwork

C#

```
public static class ProgramEnumerateNetwork;
```

File

ProgramEnumerateNetwork.cs (see page 476)

Description

This is class Enumerate_network_resources.ProgramEnumerateNetwork.

1.23 EnumerateWindows Namespace

namespace for DLL (see page 69) import

Namespaces

Name	Description
Properties (see page 86)	This is namespace EnumerateWindows.Properties.

Classes

	Name	Description
	FormEnumerateWindows (see page 89)	This is class EnumerateWindows.FormEnumerateWindows.
S	ProgramEnumerateWindows (see page 92)	This is class EnumerateWindows.ProgramEnumerateWindows.

1.23.1 EnumerateWindows.Properties Namespace

This is namespace EnumerateWindows.Properties.

Classes

	Name	Description
	Resources (see page 87)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 88)	This is class EnumerateWindows.Properties.Settings.

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1.23.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 87)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 88)	This is class EnumerateWindows.Properties.Settings.

1.23.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

EnumerateWindows.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 87)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 88)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 88)	Returns the cached ResourceManager instance used by this class.

1.23.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
```

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```
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.23.1.1.1.2 Resources Properties

1.23.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.23.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.23.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class EnumerateWindows.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 88)	This is Default, a member of class Settings.

1.23.1.1.2.1 Settings Properties

1.23.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

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1.23.2 Classes

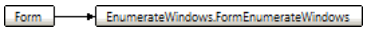
The following table lists classes in this documentation.

Classes

	Name	Description
	FormEnumerateWindows (see page 89)	This is class EnumerateWindows.FormEnumerateWindows.
S	ProgramEnumerateWindows (see page 92)	This is class EnumerateWindows.ProgramEnumerateWindows.

1.23.2.1 FormEnumerateWindows Class

Class Hierarchy



C#

```
public class FormEnumerateWindows : Form;
```

File

FormEnumerateWindows.Designer.cs (see page 361)

Description

This is class EnumerateWindows.FormEnumerateWindows.

Methods

	Name	Description
	FormEnumerateWindows (see page 90)	This is FormEnumerateWindows, a member of class FormEnumerateWindows.

FormEnumerateWindows Delegates

	Name	Description
	EnumWindowsProc (see page 92)	This is nested type EnumerateWindows.FormEnumerateWindows.EnumWindowsProc.

FormEnumerateWindows Fields

	Name	Description
	Button1 (see page 90)	This is Button1, a member of class FormEnumerateWindows.
	Label1 (see page 90)	This is Label1, a member of class FormEnumerateWindows.
	ListBox1 (see page 90)	This is ListBox1, a member of class FormEnumerateWindows.

FormEnumerateWindows Methods

	Name	Description
	Dispose (see page 90)	Clean up any resources being used.
S	EnumWindows (see page 91)	This is EnumWindows, a member of class FormEnumerateWindows.
S	GetWindowText (see page 91)	This is GetWindowText, a member of class FormEnumerateWindows.
S	GetWindowTextLength (see page 91)	This is GetWindowTextLength, a member of class FormEnumerateWindows.
S	IsWindowVisible (see page 92)	This is IsWindowVisible, a member of class FormEnumerateWindows.

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1.23.2.1.1 FormEnumerateWindows.FormEnumerateWindows Constructor

C#

```
public FormEnumerateWindows();
```

Description

This is FormEnumerateWindows, a member of class FormEnumerateWindows.

Body Source

```
1: public FormEnumerateWindows()
2: {
3:     InitializeComponent();
4: }
```

1.23.2.1.2 FormEnumerateWindows Fields

1.23.2.1.2.1 FormEnumerateWindows.Button1 Field

C#

```
internal System.Windows.Forms.Button Button1;
```

Description

This is Button1, a member of class FormEnumerateWindows.

1.23.2.1.2.2 FormEnumerateWindows.Label1 Field

C#

```
internal System.Windows.Forms.Label Label1;
```

Description

This is Label1, a member of class FormEnumerateWindows.

1.23.2.1.2.3 FormEnumerateWindows.ListBox1 Field

C#

```
internal System.Windows.Forms.ListBox ListBox1;
```

Description

This is ListBox1, a member of class FormEnumerateWindows.

1.23.2.1.3 FormEnumerateWindows Methods

1.23.2.1.3.1 FormEnumerateWindows.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

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Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.23.2.1.3.2 EnumWindows Method

1.23.2.1.3.2.1 FormEnumerateWindows.EnumWindows Method (EnumWindowsProc, IntPtr)

C#

```
[DllImport("user32.dll")]
protected static extern bool EnumWindows(EnumWindowsProc enumProc, IntPtr lParam);
```

Description

This is EnumWindows, a member of class FormEnumerateWindows.

1.23.2.1.3.2.2 FormEnumerateWindows.EnumWindows Method (IntPtr, IntPtr)

C#

```
protected bool EnumWindows(IntPtr hWnd, IntPtr lParam);
```

Description

This is EnumWindows, a member of class FormEnumerateWindows.

Body Source

```
 1: protected bool EnumWindows(IntPtr hWnd, IntPtr lParam)
 2: {
 3:     int size = GetWindowTextLength(hWnd);
 4:     if (size++ > 0 && IsWindowVisible(hWnd))
 5:     {
 6:         StringBuilder sb = new StringBuilder(size);
 7:         GetWindowText(hWnd, sb, size);
 8:         this.ListBox1.Items.Add(sb.ToString());
 9:     }
10:     return true;
11: }
```

1.23.2.1.3.3 FormEnumerateWindows.GetWindowText Method

C#

```
[DllImport("user32.dll", CharSet = CharSet.Unicode)]
protected static extern int GetWindowText(IntPtr hWnd, StringBuilder strText, int maxCount);
```

Description

This is GetWindowText, a member of class FormEnumerateWindows.

1.23.2.1.3.4 FormEnumerateWindows.GetWindowTextLength Method

C#

```
[DllImport("user32.dll", CharSet = CharSet.Unicode)]
protected static extern int GetWindowTextLength(IntPtr hWnd);
```

Description

This is GetWindowTextLength, a member of class FormEnumerateWindows.

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1.23.2.1.3.5 FormEnumerateWindows.IsWindowVisible Method

C#

```
[DllImport("user32.dll")]
protected static extern bool IsWindowVisible(IntPtr hWnd);
```

Description

This is IsWindowVisible, a member of class FormEnumerateWindows.

1.23.2.1.4 FormEnumerateWindows Delegates

1.23.2.1.4.1 FormEnumerateWindows.EnumWindowsProc Delegate

C#

```
protected delegate bool EnumWindowsProc(IntPtr hWnd, IntPtr lParam);
```

Description

This is nested type EnumerateWindows.FormEnumerateWindows.EnumWindowsProc.

1.23.2.2 ProgramEnumerateWindows Class

Class Hierarchy

EnumerateWindows.ProgramEnumerateWindows

C#

```
public static class ProgramEnumerateWindows;
```

File

ProgramEnumerateWindows.cs (see page 477)

Description

This is class EnumerateWindows.ProgramEnumerateWindows.

1.24 FileDates_Info Namespace

This is namespace FileDates_Info.

Namespaces

Name	Description
Properties (see page 93)	This is namespace FileDates_Info.Properties.

Classes

	Name	Description
	FormFileDates (see page 95)	This is class FileDates_Info.FormFileDates.
S	ProgramFileDates (see page 97)	This is class FileDates_Info.ProgramFileDates.

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1.24.1 FileDates_Info.Properties Namespace

This is namespace FileDates_Info.Properties.

Classes

	Name	Description
	Resources (see page 93)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 94)	This is class FileDates_Info.Properties.Settings.

1.24.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 93)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 94)	This is class FileDates_Info.Properties.Settings.

1.24.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

FileDates_Info.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 94)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 94)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 94)	Returns the cached ResourceManager instance used by this class.

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1.24.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.24.1.1.1.2 Resources Properties

1.24.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.24.1.1.1.2.2 Resources.ResourceManager Property

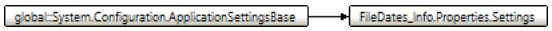
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.24.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class FileDates_Info.Properties.Settings.

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Settings Properties

	Name	Description
	Default (see page 95)	This is Default, a member of class Settings.

1.24.1.1.2.1 Settings Properties

1.24.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.24.2 Classes

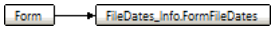
The following table lists classes in this documentation.

Classes

	Name	Description
	FormFileDates (see page 95)	This is class FileDates_Info.FormFileDates.
	ProgramFileDates (see page 97)	This is class FileDates_Info.ProgramFileDates.

1.24.2.1 FormFileDates Class

Class Hierarchy



C#

```
public class FormFileDates : Form;
```

File

FormFileDates.Designer.cs (see page 364)

Description

This is class FileDates_Info.FormFileDates.

Methods

	Name	Description
	FormFileDates (see page 96)	This is FormFileDates, a member of class FormFileDates.

FormFileDates Methods

	Name	Description
	Dispose (see page 96)	Clean up any resources being used.
	FileDataInfo (see page 96)	This is FileDataInfo, a member of class FormFileDates.

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1.24.2.1.1 FormFileDates.FormFileDates Constructor

C#

```
public FormFileDates();
```

Description

This is FormFileDates, a member of class FormFileDates.

Body Source

```
1: public FormFileDates()
2: {
3:     InitializeComponent();
4: }
```

1.24.2.1.2 FormFileDates Methods

1.24.2.1.2.1 FormFileDates.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.24.2.1.2.2 FormFileDates.FileDataInfo Method

C#

```
public void FileDataInfo(string file);
```

Description

This is FileDataInfo, a member of class FormFileDates.

Body Source

```
 1: public void FileDataInfo(string file) {
 2:
 3:     FileInfo info = new FileInfo(file);
 4:
 5:     DateTime time = info.CreationTime;
 6:
 7:     time = info.LastWriteTime;
 8:
 9:     listBox1.Items.Add(time.ToString());
10:
11:     time = info.LastAccessTime;
12:
```

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```
13:     //  MessageBox.Show(time.ToString());
14:
15:     //
16:    //   Console.WriteLine(time.ToString());
17:
18:      listBox1.Items.Add(time.ToString());
19: }
```

1.24.2.2 ProgramFileDates Class

Class Hierarchy

FileDates_Info.ProgramFileDates

C#

```
public static class ProgramFileDates;
```

File

ProgramFileDates.cs (see page 477)

Description

This is class FileDates_Info.ProgramFileDates.

1.25 FileProperties Namespace

This is namespace FileProperties.

Namespaces

Name	Description
Properties (see page 97)	This is namespace FileProperties.Properties.

1.25.1 FileProperties.Properties Namespace

This is namespace FileProperties.Properties.

Classes

	Name	Description
	Resources (see page 98)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 99)	This is class FileProperties.Properties.Settings.

1.25.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 98)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 99)	This is class FileProperties.Properties.Settings.

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1.25.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

FileProperties.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 98)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 98)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 99)	Returns the cached ResourceManager instance used by this class.

1.25.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.25.1.1.1.2 Resources Properties

1.25.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

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C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.25.1.1.1.2.2 Resources.ResourceManager Property

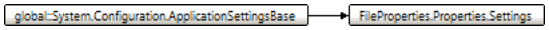
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.25.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class FileProperties.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 99)	This is Default, a member of class Settings.

1.25.1.1.2.1 Settings Properties

1.25.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.26 Firewall Namespace

This is namespace Firewall.

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Namespaces

Name	Description
Properties (see page 100)	This is namespace Firewall.Properties.

1.26.1 Firewall.Properties Namespace

This is namespace Firewall.Properties.

Classes

	Name	Description
	Resources (see page 100)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 101)	This is class Firewall.Properties.Settings.

1.26.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 100)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 101)	This is class Firewall.Properties.Settings.

1.26.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Firewall.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 101)	This is Resources, a member of class Resources.

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Resources Properties

	Name	Description
S	Culture (see page 101)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 101)	Returns the cached ResourceManager instance used by this class.

1.26.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.26.1.1.1.2 Resources Properties

1.26.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.26.1.1.1.2.2 Resources.ResourceManager Property

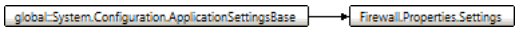
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.26.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

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Description

This is class Firewall.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 102)	This is Default, a member of class Settings.

1.26.1.1.2.1 Settings Properties

1.26.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.27 Get_computer_name Namespace

This is namespace Get_computer_name.

Namespaces

Name	Description
Properties (see page 102)	This is namespace Get_computer_name.Properties.

Classes

	Name	Description
	FormGetComputerName (see page 105)	This is class Get_computer_name.FormGetComputerName.
	ProgramGetComputerName (see page 106)	This is class Get_computer_name.ProgramGetComputerName.

1.27.1 Get_computer_name.Properties Namespace

This is namespace Get_computer_name.Properties.

Classes

	Name	Description
	Resources (see page 103)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 104)	This is class Get_computer_name.Properties.Settings.

1.27.1.1 Classes

The following table lists classes in this documentation.

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Classes

	Name	Description
	Resources (see page 103)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 104)	This is class Get_computer_name.Properties.Settings.

1.27.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Get_computer_name.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 103)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 104)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 104)	Returns the cached ResourceManager instance used by this class.

1.27.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

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1.27.1.1.1.2 Resources Properties

1.27.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.27.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.27.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Get_computer_name.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 104)	This is Default, a member of class Settings.

1.27.1.1.2.1 Settings Properties

1.27.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

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1.27.2 Classes

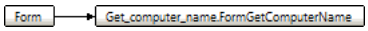
The following table lists classes in this documentation.

Classes

	Name	Description
	FormGetComputerName (see page 105)	This is class Get_computer_name.FormGetComputerName.
S	ProgramGetComputerName (see page 106)	This is class Get_computer_name.ProgramGetComputerName.

1.27.2.1 FormGetComputerName Class

Class Hierarchy



C#

```
public class FormGetComputerName : Form;
```

File

FormGetComputerName.Designer.cs (see page 372)

Description

This is class Get_computer_name.FormGetComputerName.

Methods

	Name	Description
	FormGetComputerName (see page 105)	This is FormGetComputerName, a member of class FormGetComputerName.

FormGetComputerName Methods

	Name	Description
	Dispose (see page 106)	Clean up any resources being used.

1.27.2.1.1 FormGetComputerName.FormGetComputerName Constructor

C#

```
public FormGetComputerName();
```

Description

This is FormGetComputerName, a member of class FormGetComputerName.

Body Source

```
1: public FormGetComputerName()
2: {
3:     InitializeComponent();
4: }
```

1.27.2.1.2 FormGetComputerName Methods

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1.27.2.1.2.1 FormGetComputerName.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.27.2.2 ProgramGetComputerName Class

Class Hierarchy

Get_computer_name.ProgramGetComputerName

C#

```
public static class ProgramGetComputerName;
```

File

ProgramGetComputerName.cs (see page 479)

Description

This is class Get_computer_name.ProgramGetComputerName.

1.28 Get_processor_type Namespace

This is namespace Get_processor_type.

Namespaces

Name	Description
Properties (see page 107)	This is namespace Get_processor_type.Properties.

Classes

	Name	Description
	FormGetProcessorType (see page 109)	This is class Get_processor_type.FormGetProcessorType.
S	ProgramGetProcessorType (see page 110)	This is class Get_processor_type.ProgramGetProcessorType.

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1.28.1 Get_processor_type.Properties Namespace

This is namespace Get_processor_type.Properties.

Classes

	Name	Description
	Resources (see page 107)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 108)	This is class Get_processor_type.Properties.Settings.

1.28.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 107)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 108)	This is class Get_processor_type.Properties.Settings.

1.28.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Get_processor_type.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 108)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 108)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 108)	Returns the cached ResourceManager instance used by this class.

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1.28.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.28.1.1.1.2 Resources Properties

1.28.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.28.1.1.1.2.2 Resources.ResourceManager Property

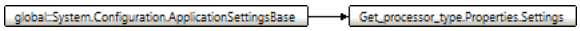
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.28.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Get_processor_type.Properties.Settings.

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Settings Properties

	Name	Description
	Default (see page 109)	This is Default, a member of class Settings.

1.28.1.1.2.1 Settings Properties

1.28.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.28.2 Classes

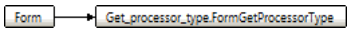
The following table lists classes in this documentation.

Classes

	Name	Description
	FormGetProcessorType (see page 109)	This is class Get_processor_type.FormGetProcessorType.
	ProgramGetProcessorType (see page 110)	This is class Get_processor_type.ProgramGetProcessorType.

1.28.2.1 FormGetProcessorType Class

Class Hierarchy



C#

```
public class FormGetProcessorType : Form;
```

File

FormGetProcessorType.Designer.cs (see page 378)

Description

This is class Get_processor_type.FormGetProcessorType.

Methods

	Name	Description
	FormGetProcessorType (see page 110)	This is FormGetProcessorType, a member of class FormGetProcessorType.

FormGetProcessorType Methods

	Name	Description
	Dispose (see page 110)	Clean up any resources being used.

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1.28.2.1.1 FormGetProcessorType.FormGetProcessorType Constructor

C#

```
public FormGetProcessorType();
```

Description

This is FormGetProcessorType, a member of class FormGetProcessorType.

Body Source

```
1: public FormGetProcessorType()
2: {
3:     InitializeComponent();
4: }
```

1.28.2.1.2 FormGetProcessorType Methods

1.28.2.1.2.1 FormGetProcessorType.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

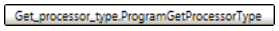
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.28.2.2 ProgramGetProcessorType Class

Class Hierarchy



C#

```
public static class ProgramGetProcessorType;
```

File

ProgramGetProcessorType.cs (see page 480)

Description

This is class Get_processor_type.ProgramGetProcessorType.

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1.29 GetDiskFreeSpace_example Namespace

make sure that using System.Diagnostics; is included

Namespaces

Name	Description
Properties (see page 111)	This is namespace GetDiskFreeSpace_example.Properties.

Classes

	Name	Description
	FormGetFreeSpace (see page 113)	This is class GetDiskFreeSpace_example.FormGetFreeSpace.
	MyClass (see page 115)	This is class GetDiskFreeSpace_example.MyClass.
S	ProgramGetFreeSpace (see page 116)	This is class GetDiskFreeSpace_example.ProgramGetFreeSpace.

1.29.1 GetDiskFreeSpace_example.Properties Namespace

This is namespace GetDiskFreeSpace_example.Properties.

Classes

	Name	Description
	Resources (see page 111)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 113)	This is class GetDiskFreeSpace_example.Properties.Settings.

1.29.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 111)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 113)	This is class GetDiskFreeSpace_example.Properties.Settings.

1.29.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

GetDiskFreeSpace_example.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
```

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```
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 112)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 112)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 112)	Returns the cached ResourceManager instance used by this class.

1.29.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.29.1.1.1.2 Resources Properties

1.29.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.29.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

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1.29.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class GetDiskFreeSpace_example.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 113)	This is Default, a member of class Settings.

1.29.1.1.2.1 Settings Properties

1.29.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.29.2 Classes

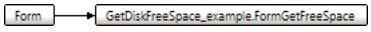
The following table lists classes in this documentation.

Classes

	Name	Description
	FormGetFreeSpace (see page 113)	This is class GetDiskFreeSpace_example.FormGetFreeSpace.
	MyClass (see page 115)	This is class GetDiskFreeSpace_example.MyClass.
	ProgramGetFreeSpace (see page 116)	This is class GetDiskFreeSpace_example.ProgramGetFreeSpace.

1.29.2.1 FormGetFreeSpace Class

Class Hierarchy



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C#

```
public class FormGetFreeSpace : Form;
```

File

FormGetFreeSpace.Designer.cs (see page 375)

Description

This is class GetDiskFreeSpace_example.FormGetFreeSpace.

Methods

	Name	Description
	FormGetFreeSpace (see page 114)	This is FormGetFreeSpace, a member of class FormGetFreeSpace.

FormGetFreeSpace Methods

	Name	Description
	Dispose (see page 114)	Clean up any resources being used.
	GetDiskSize (see page 115)	This is GetDiskSize, a member of class FormGetFreeSpace.
	GetDiskSizeTotal (see page 115)	This is GetDiskSizeTotal, a member of class FormGetFreeSpace.

1.29.2.1.1 FormGetFreeSpace.FormGetFreeSpace Constructor

C#

```
public FormGetFreeSpace();
```

Description

This is FormGetFreeSpace, a member of class FormGetFreeSpace.

Body Source

```
1: public FormGetFreeSpace()
2: {
3:     InitializeComponent();
4:     comboBox1.SelectedIndex = 2;
5: }
```

1.29.2.1.2 FormGetFreeSpace Methods

1.29.2.1.2.1 FormGetFreeSpace.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
```

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```
6:     }
7:     base.Dispose(disposing);
8: }
```

1.29.2.1.2.2 FormGetFreeSpace.GetDiskSize Method

C#

```
public ulong GetDiskSize(string volumeName);
```

Description

This is GetDiskSize, a member of class FormGetFreeSpace.

Body Source

```
1: public ulong GetDiskSize(string volumeName)
2: {
3:     ulong avail = 0;
4:     ulong total = 0;
5:     ulong totalfree = 0;
6:     MyClass.GetDiskFreeSpaceEx(volumeName, out avail, out total, out totalfree);
7:     return total;
8: }
```

1.29.2.1.2.3 FormGetFreeSpace.GetDiskSizeTotal Method

C#

```
public ulong GetDiskSizeTotal(string volumeName, out ulong avail, out ulong total, out
ulong totalfree);
```

Description

This is GetDiskSizeTotal, a member of class FormGetFreeSpace.

Body Source

```
1: public ulong GetDiskSizeTotal(string volumeName, out ulong avail, out ulong total, out
ulong totalfree)
2: {
3:     MyClass.GetDiskFreeSpaceEx(volumeName, out avail, out total, out totalfree);
4:     return total;
5: }
```

1.29.2.2 MyClass Class

Class Hierarchy

GetDiskFreeSpace_example.MyClass

C#

```
public class MyClass;
```

File

FormGetFreeSpace.cs (see page 373)

Description

This is class GetDiskFreeSpace_example.MyClass.

MyClass Methods

	Name	Description
	GetDiskFreeSpace (see page 116)	import from kernel32.dll function GetDiskFreeSpaceEx (see page 116)

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	GetDiskFreeSpaceEx (see page 116)	import from kernel32.dll function GetDiskFreeSpaceEx (total amount)

1.29.2.2.1 MyClass Methods

1.29.2.2.1.1 MyClass.GetDiskFreeSpace Method

C#

```
[DllImport("kernel32.dll", SetLastError = true, CharSet = CharSet.Auto)]
[return: MarshalAs(UnmanagedType.Bool)]
internal static extern bool GetDiskFreeSpace(ulong GetDiskFreeSpace, out ulong
lpSectorsPerCluster, out ulong lpBytesPerSector, out ulong lpNumberOfFreeClusters, out
ulong lpTotalNumberOfClusters);
```

Description

import from kernel32.dll function GetDiskFreeSpaceEx (see page 116)

1.29.2.2.1.2 MyClass.GetDiskFreeSpaceEx Method

C#

```
[DllImport("kernel32.dll", SetLastError = true, CharSet = CharSet.Auto)]
[return: MarshalAs(UnmanagedType.Bool)]
internal static extern bool GetDiskFreeSpaceEx(string lpDirectoryName, out ulong
lpFreeBytesAvailable, out ulong lpTotalNumberOfBytes, out ulong lpTotalNumberOfFreeBytes);
```

Description

import from kernel32.dll function GetDiskFreeSpaceEx (total amount)

1.29.2.3 ProgramGetFreeSpace Class

Class Hierarchy

GetDiskFreeSpace_example.ProgramGetFreeSpace

C#

```
public static class ProgramGetFreeSpace;
```

File

ProgramGetFreeSpace.cs (see page 480)

Description

This is class GetDiskFreeSpace_example.ProgramGetFreeSpace.

1.30 HTTP_Download_WinRar_example Namespace

make sure that using System.Diagnostics; is included

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Namespaces

Name	Description
Properties (see page 117)	This is namespace HTTP_Download_WinRar_example.Properties.

Classes

	Name	Description
	FormHttpWinRar (see page 119)	This is class HTTP_Download_WinRar_example.FormHttpWinRar.
S	ProgramHttpWinRar (see page 120)	This is class HTTP_Download_WinRar_example.ProgramHttpWinRar.

1.30.1 HTTP_Download_WinRar_example.Properties Namespace

This is namespace HTTP_Download_WinRar_example.Properties.

Classes

	Name	Description
	Resources (see page 117)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 118)	This is class HTTP_Download_WinRar_example.Properties.Settings.

1.30.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 117)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 118)	This is class HTTP_Download_WinRar_example.Properties.Settings.

1.30.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

HTTP_Download_WinRar_example.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add

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or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 118)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 118)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 118)	Returns the cached ResourceManager instance used by this class.

1.30.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.30.1.1.1.2 Resources Properties

1.30.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.30.1.1.1.2.2 Resources.ResourceManager Property

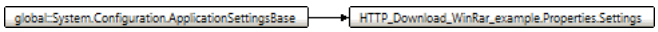
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.30.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
```

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```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class HTTP_Download_WinRar_example.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 119)	This is Default, a member of class Settings.

1.30.1.1.2.1 Settings Properties

1.30.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.30.2 Classes

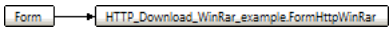
The following table lists classes in this documentation.

Classes

	Name	Description
	FormHttpWinRar (see page 119)	This is class HTTP_Download_WinRar_example.FormHttpWinRar.
	ProgramHttpWinRar (see page 120)	This is class HTTP_Download_WinRar_example.ProgramHttpWinRar.

1.30.2.1 FormHttpWinRar Class

Class Hierarchy



C#

```
public class FormHttpWinRar : Form;
```

File

FormHttpWinRar.Designer.cs (see page 380)

Description

This is class HTTP_Download_WinRar_example.FormHttpWinRar.

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Methods

	Name	Description
	FormHttpWinRar (see page 120)	This is FormHttpWinRar, a member of class FormHttpWinRar.

FormHttpWinRar Methods

	Name	Description
	Dispose (see page 120)	Clean up any resources being used.

1.30.2.1.1 FormHttpWinRar.FormHttpWinRar Constructor

C#

```
public FormHttpWinRar();
```

Description

This is FormHttpWinRar, a member of class FormHttpWinRar.

Body Source

```
1: public FormHttpWinRar()
2: {
3:     InitializeComponent();
4: }
```

1.30.2.1.2 FormHttpWinRar Methods

1.30.2.1.2.1 FormHttpWinRar.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.30.2.2 ProgramHttpWinRar Class

Class Hierarchy

HTTP_Download_WinRar_example.ProgramHttpWinRar

C#

```
public static class ProgramHttpWinRar;
```

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File

ProgramHttpWinRar.cs (see page 481)

Description

This is class HTTP_Download_WinRar_example.ProgramHttpWinRar.

1.31 IP_Adress Namespace

This is namespace IP_Adress.

Namespaces

Name	Description
Properties (see page 121)	This is namespace IP_Adress.Properties.

Classes

	Name	Description
	FormIpAddress (see page 123)	This is class IP_Adress.FormIpAddress.
S	ProgramIpAddress (see page 126)	This is class IP_Adress.ProgramIpAddress.

1.31.1 IP_Adress.Properties Namespace

This is namespace IP_Adress.Properties.

Classes

	Name	Description
	Resources (see page 121)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 123)	This is class IP_Adress.Properties.Settings.

1.31.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 121)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 123)	This is class IP_Adress.Properties.Settings.

1.31.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

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C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 122)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 122)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 122)	Returns the cached ResourceManager instance used by this class.

1.31.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.31.1.1.1.2 Resources Properties

1.31.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.31.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

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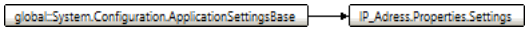
C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.31.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class IP_Adress.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 123)	This is Default, a member of class Settings.

1.31.1.1.2.1 Settings Properties

1.31.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.31.2 Classes

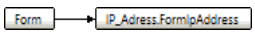
The following table lists classes in this documentation.

Classes

	Name	Description
	FormIpAddress (see page 123)	This is class IP_Adress.FormIpAddress.
	ProgramIpAddress (see page 126)	This is class IP_Adress.ProgramIpAddress.

1.31.2.1 FormIpAddress Class

Class Hierarchy



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C#

```
public class FormIpAddress : Form;
```

File

FormIpAddress.Designer.cs (see page 384)

Description

This is class IP_Adress.FormIpAddress.

Methods

	Name	Description
	FormIpAddress (see page 124)	This is FormIpAddress, a member of class FormIpAddress.

FormIpAddress Methods

	Name	Description
	Dispose (see page 124)	Clean up any resources being used.
	GetPublicIP (see page 125)	This is GetPublicIP, a member of class FormIpAddress.
	localIPAddress (see page 125)	This is localIPAddress, a member of class FormIpAddress.
	LocalIPAddress (see page 125)	This is LocalIPAddress, a member of class FormIpAddress.

1.31.2.1.1 FormIpAddress.FormIpAddress Constructor

C#

```
public FormIpAddress();
```

Description

This is FormIpAddress, a member of class FormIpAddress.

Body Source

```
public FormIpAddress()
{
    InitializeComponent();
    // MessageBox.Show(GetPublicIP().ToString());
    // listBox1.Items.Add(LocalIPAddress().ToString());
    label2.Text = GetPublicIP().ToString();
    localIPAddress();
}
```

1.31.2.1.2 FormIpAddress Methods

1.31.2.1.2.1 FormIpAddress.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
protected override void Dispose(bool disposing)
{
```

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```
    if (disposing && (components != null))
    {
        components.Dispose();
    }
    base.Dispose(disposing);
}
```

1.31.2.1.2.2 FormIpAddress.GetPublicIP Method

C#

```
public string GetPublicIP();
```

Description

This is GetPublicIP, a member of class FormIpAddress.

Body Source

```
public string GetPublicIP()
{
    String direction = "";
    WebRequest request = WebRequest.Create("http://checkip.dyndns.org/");
    using (WebResponse response = request.GetResponse())
    using (StreamReader stream = new StreamReader(response.GetResponseStream()))
    {
        direction = stream.ReadToEnd();
    }

    //Search for the ip in the html
    int first = direction.IndexOf("Address: ") + 9;
    int last = direction.LastIndexOf("</body>");
    direction = direction.Substring(first, last - first);

    return direction;
}
```

1.31.2.1.2.3 FormIpAddress.localIPAddress Method

C#

```
public void localIPAddress();
```

Description

This is localIPAddress, a member of class FormIpAddress.

Body Source

```
public void localIPAddress()
{
    //To get the local IP address
    string sHostName = Dns.GetHostName();
    IPHostEntry ipE = Dns.GetHostByName(sHostName);
    IPAddress[] IpA = ipE.AddressList;
    for (int i = 0; i < IpA.Length; i++)
    {
        listBox1.Items.Add(IpA[i].ToString());
    }
}
```

1.31.2.1.2.4 FormIpAddress.LocalIPAddress Method

C#

```
public string LocalIPAddress();
```

Description

This is LocalIPAddress, a member of class FormIpAddress.

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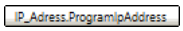
Body Source

```
 1: public string LocalIPAddress()
 2: {
 3:     IPHostEntry host;
 4:     string localIP = "";
 5:     host = Dns.GetHostEntry(Dns.GetHostName());
 6:     foreach (IPAddress ip in host.AddressList)
 7:     {
 8:         if (ip.AddressFamily == AddressFamily.InterNetwork)
 9:         {
10:             localIP = ip.ToString();
11:             break;
12:         }
13:     }
14:     return localIP;
15: }
```

1.31.2.2 ProgramIpAddress Class

Class Hierarchy



C#

```
public static class ProgramIpAddress;
```

File

ProgramIpAddress.cs (see page 481)

Description

This is class IP_Adress.ProgramIpAddress.

1.32 IsLaptop Namespace

This is namespace IsLaptop.

Namespaces

Name	Description
Properties (see page 126)	This is namespace IsLaptop.Properties.

1.32.1 IsLaptop.Properties Namespace

This is namespace IsLaptop.Properties.

Classes

	Name	Description
	Resources (see page 127)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 128)	This is class IsLaptop.Properties.Settings.

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1.32.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 127)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 128)	This is class IsLaptop.Properties.Settings.

1.32.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

IsLaptop.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 127)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 128)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 128)	Returns the cached ResourceManager instance used by this class.

1.32.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
```

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```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.32.1.1.1.2 Resources Properties

1.32.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.32.1.1.1.2.2 Resources.ResourceManager Property

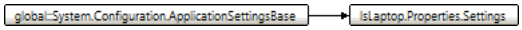
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.32.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class IsLaptop.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 128)	This is Default, a member of class Settings.

1.32.1.1.2.1 Settings Properties

1.32.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

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1.33 ItemColor Namespace

This is namespace ItemColor.

Namespaces

Name	Description
Properties (see page 129)	This is namespace ItemColor.Properties.

1.33.1 ItemColor.Properties Namespace

This is namespace ItemColor.Properties.

Classes

	Name	Description
	Resources (see page 129)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 130)	This is class ItemColor.Properties.Settings.

1.33.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 129)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 130)	This is class ItemColor.Properties.Settings.

1.33.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

ItemColor.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

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Methods

	Name	Description
	Resources (see page 130)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 130)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 130)	Returns the cached ResourceManager instance used by this class.

1.33.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.33.1.1.1.2 Resources Properties

1.33.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.33.1.1.1.2.2 Resources.ResourceManager Property

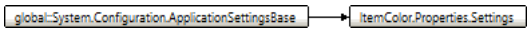
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.33.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
```

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```
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class ItemColor.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 131)	This is Default, a member of class Settings.

1.33.1.1.2.1 Settings Properties

1.33.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.34 ListBoxImages Namespace

This is namespace ListBoxImages.

Namespaces

Name	Description
Properties (see page 131)	This is namespace ListBoxImages.Properties.

1.34.1 ListBoxImages.Properties Namespace

This is namespace ListBoxImages.Properties.

Classes

	Name	Description
	Resources (see page 132)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 133)	This is class ListBoxImages.Properties.Settings.

1.34.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 132)	A strongly-typed resource class, for looking up localized strings, etc.

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	Settings (see page 133)	This is class ListBoxImages.Properties.Settings.

1.34.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

ListBoxImages.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 132)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 132)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 133)	Returns the cached ResourceManager instance used by this class.

1.34.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.34.1.1.1.2 Resources Properties

1.34.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

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C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.34.1.1.1.2.2 Resources.ResourceManager Property

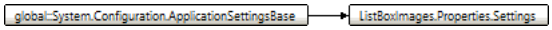
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.34.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class ListBoxImages.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 133)	This is Default, a member of class Settings.

1.34.1.1.2.1 Settings Properties

1.34.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.35 MessageBoxes Namespace

make sure that using System.Diagnostics; is included

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Namespaces

Name	Description
Properties (see page 134)	This is namespace MessageBoxes.Properties.

Classes

	Name	Description
	FormMessageBoxes (see page 136)	This is class MessageBoxes.FormMessageBoxes.
	ProgramMessageBoxes (see page 137)	This is class MessageBoxes.ProgramMessageBoxes.

1.35.1 MessageBoxes.Properties Namespace

This is namespace MessageBoxes.Properties.

Classes

	Name	Description
	Resources (see page 134)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 135)	This is class MessageBoxes.Properties.Settings.

1.35.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 134)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 135)	This is class MessageBoxes.Properties.Settings.

1.35.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

MessageBoxes.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

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Methods

	Name	Description
	Resources (see page 135)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 135)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 135)	Returns the cached ResourceManager instance used by this class.

1.35.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.35.1.1.1.2 Resources Properties

1.35.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.35.1.1.1.2.2 Resources.ResourceManager Property

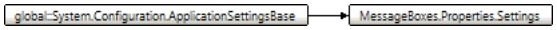
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.35.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
```

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```
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class MessageBoxes.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 136)	This is Default, a member of class Settings.

1.35.1.1.2.1 Settings Properties

1.35.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.35.2 Classes

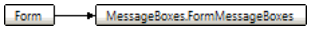
The following table lists classes in this documentation.

Classes

	Name	Description
	FormMessageBoxes (see page 136)	This is class MessageBoxes.FormMessageBoxes.
	ProgramMessageBoxes (see page 137)	This is class MessageBoxes.ProgramMessageBoxes.

1.35.2.1 FormMessageBoxes Class

Class Hierarchy



C#

```
public class FormMessageBoxes : Form;
```

File

FormMessageBoxes.Designer.cs (see page 398)

Description

This is class MessageBoxes.FormMessageBoxes.

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Methods

	Name	Description
	FormMessageBoxes (see page 137)	This is FormMessageBoxes, a member of class FormMessageBoxes.

FormMessageBoxes Methods

	Name	Description
	Dispose (see page 137)	Clean up any resources being used.

1.35.2.1.1 FormMessageBoxes.FormMessageBoxes Constructor

C#

```
public FormMessageBoxes();
```

Description

This is FormMessageBoxes, a member of class FormMessageBoxes.

Body Source

```
1: public FormMessageBoxes()
2: {
3:     InitializeComponent();
4:     comboBox1.SelectedIndex = 0;
5: }
```

1.35.2.1.2 FormMessageBoxes Methods

1.35.2.1.2.1 FormMessageBoxes.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

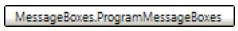
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.35.2.2 ProgramMessageBoxes Class

Class Hierarchy



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C#

```
public static class ProgramMessageBoxes;
```

File

ProgramMessageBoxes.cs (see page 483)

Description

This is class MessageBoxes.ProgramMessageBoxes.

1.36 Monitor_StandBy_example Namespace

This is namespace Monitor_StandBy_example.

Namespaces

Name	Description
Properties (see page 138)	This is namespace Monitor_StandBy_example.Properties.

Classes

	Name	Description
	FormMonitorStandBy (see page 141)	This is class Monitor_StandBy_example.FormMonitorStandBy.
S	ProgramMonitorStandBy (see page 142)	This is class Monitor_StandBy_example.ProgramMonitorStandBy.

1.36.1 Monitor_StandBy_example.Properties Namespace

This is namespace Monitor_StandBy_example.Properties.

Classes

	Name	Description
	Resources (see page 138)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 140)	This is class Monitor_StandBy_example.Properties.Settings.

1.36.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 138)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 140)	This is class Monitor_StandBy_example.Properties.Settings.

1.36.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

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Class Hierarchy

Monitor_StandBy_example.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 139)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 139)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 140)	Returns the cached ResourceManager instance used by this class.

1.36.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.36.1.1.1.2 Resources Properties

1.36.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

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1.36.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.36.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Monitor_StandBy_example.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 140)	This is Default, a member of class Settings.

1.36.1.1.2.1 Settings Properties

1.36.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.36.2 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	FormMonitorStandBy (see page 141)	This is class Monitor_StandBy_example.FormMonitorStandBy.
	ProgramMonitorStandBy (see page 142)	This is class Monitor_StandBy_example.ProgramMonitorStandBy.

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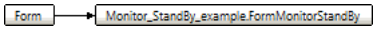
1.36.2.1 FormMonitorStandBy Class

Class Hierarchy



C#

```
public class FormMonitorStandBy : Form;
```

File

FormMonitorStandBy.Designer.cs (see page 401)

Description

This is class Monitor_StandBy_example.FormMonitorStandBy.

Methods

	Name	Description
	FormMonitorStandBy (see page 141)	This is FormMonitorStandBy, a member of class FormMonitorStandBy.

FormMonitorStandBy Methods

	Name	Description
	Dispose (see page 141)	Clean up any resources being used.

1.36.2.1.1 FormMonitorStandBy.FormMonitorStandBy Constructor

C#

```
public FormMonitorStandBy();
```

Description

This is FormMonitorStandBy, a member of class FormMonitorStandBy.

Body Source

```
1: public FormMonitorStandBy()
2: {
3:     InitializeComponent();
4: }
```

1.36.2.1.2 FormMonitorStandBy Methods

1.36.2.1.2.1 FormMonitorStandBy.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
```

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```
{
    if (disposing && (components != null))
    {
        components.Dispose();
    }
    base.Dispose(disposing);
}
```

1.36.2.2 ProgramMonitorStandBy Class

Class Hierarchy

Monitor_StandBy_example.ProgramMonitorStandBy

C#

```
public static class ProgramMonitorStandBy;
```

File

ProgramMonitorStandBy.cs (see page 484)

Description

This is class Monitor_StandBy_example.ProgramMonitorStandBy.

1.37 MousePosition Namespace

This is namespace MousePosition.

Namespaces

Name	Description
Properties (see page 142)	This is namespace MousePosition.Properties.

1.37.1 MousePosition.Properties Namespace

This is namespace MousePosition.Properties.

Classes

	Name	Description
	Resources (see page 143)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 144)	This is class MousePosition.Properties.Settings.

1.37.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 143)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 144)	This is class MousePosition.Properties.Settings.

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1.37.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

MousePosition.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 143)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 143)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 144)	Returns the cached ResourceManager instance used by this class.

1.37.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.37.1.1.1.2 Resources Properties

1.37.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

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C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.37.1.1.1.2.2 Resources.ResourceManager Property

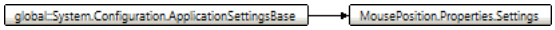
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.37.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class MousePosition.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 144)	This is Default, a member of class Settings.

1.37.1.1.2.1 Settings Properties

1.37.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.38 Mutex_example Namespace

This is namespace Mutex_example.

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Namespaces

Name	Description
Properties (see page 145)	This is namespace Mutex_example.Properties.

Classes

	Name	Description
	FormMutex (see page 147)	This is class Mutex_example.FormMutex.
	ProgramMutex (see page 149)	This is class Mutex_example.ProgramMutex.

1.38.1 Mutex_example.Properties Namespace

This is namespace Mutex_example.Properties.

Classes

	Name	Description
	Resources (see page 145)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 146)	This is class Mutex_example.Properties.Settings.

1.38.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 145)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 146)	This is class Mutex_example.Properties.Settings.

1.38.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Mutex_example.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

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Methods

	Name	Description
	Resources (see page 146)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 146)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 146)	Returns the cached ResourceManager instance used by this class.

1.38.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.38.1.1.1.2 Resources Properties

1.38.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.38.1.1.1.2.2 Resources.ResourceManager Property

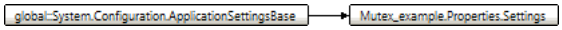
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.38.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
```

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```
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Mutex_example.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 147)	This is Default, a member of class Settings.

1.38.1.1.2.1 Settings Properties

1.38.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.38.2 Classes

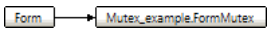
The following table lists classes in this documentation.

Classes

	Name	Description
	FormMutex (see page 147)	This is class Mutex_example.FormMutex.
	ProgramMutex (see page 149)	This is class Mutex_example.ProgramMutex.

1.38.2.1 FormMutex Class

Class Hierarchy



C#

```
public class FormMutex : Form;
```

File

FormMutex.Designer.cs (see page 406)

Description

This is class Mutex_example.FormMutex.

Methods

	Name	Description
	FormMutex (see page 148)	This is FormMutex, a member of class FormMutex.

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FormMutex Fields

	Name	Description
	mutex (see page 148)	Declare Mutex object

FormMutex Methods

	Name	Description
	Dispose (see page 148)	Clean up any resources being used.
	IsSingleInstance (see page 149)	This is IsSingleInstance, a member of class FormMutex.

1.38.2.1.1 FormMutex.FormMutex Constructor

C#

```
public FormMutex();
```

Description

This is FormMutex, a member of class FormMutex.

Body Source

```
 1: public FormMutex()
 2: {
 3:     InitializeComponent();
 4:     if (!IsSingleInstance())
 5:     {
 6:         label1.Text = "There are more instance!";
 7:     }
 8:     else
 9:     {
10:         label1.Text = "Only one instance!" ;
11:     }
12:     // Put label in center
13:     label1.Location = new Point(this.Size.Width / 2 - this.label1.Width / 2,
this.Size.Height / 2 - this.label1.Height);
14: }
```

1.38.2.1.2 FormMutex Fields

1.38.2.1.2.1 FormMutex.mutex Field

C#

```
public Mutex mutex;
```

Description

Declare Mutex object

1.38.2.1.3 FormMutex Methods

1.38.2.1.3.1 FormMutex.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
protected override void Dispose(bool disposing)
{
    if (disposing && (components != null))
    {
        components.Dispose();
    }
    base.Dispose(disposing);
}
```

1.38.2.1.3.2 FormMutex.IsSingleInstance Method

C#

```
public bool IsSingleInstance();
```

Description

This is IsSingleInstance, a member of class FormMutex.

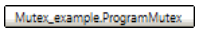
Body Source

```
public bool IsSingleInstance()
{
    try
    {
        // Open existing mutex
        Mutex.OpenExisting("Mutex");
    }
    catch
    {
        // Run new instance if app don't exist
        mutex = new Mutex(true, "Mutex");

        // App start normally
        return true;
    }
    // Return false is app is already opened
    return false;
}
```

1.38.2.2 ProgramMutex Class

Class Hierarchy



C#

```
public static class ProgramMutex;
```

File

ProgramMutex.cs (see page 485)

Description

This is class Mutex_example.ProgramMutex.

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1.39 OS_functions Namespace

make sure that using System.Diagnostics; is included

Namespaces

Name	Description
Properties (see page 150)	This is namespace OS_functions.Properties.

Classes

	Name	Description
	FormOsFunctions (see page 152)	This is class OS_functions.FormOsFunctions.
	ProgramOsFunctions (see page 154)	This is class OS_functions.ProgramOsFunctions.

1.39.1 OS_functions.Properties Namespace

This is namespace OS_functions.Properties.

Classes

	Name	Description
	Resources (see page 150)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 152)	This is class OS_functions.Properties.Settings.

1.39.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 150)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 152)	This is class OS_functions.Properties.Settings.

1.39.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

OS_functions.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

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File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 151)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 151)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 151)	Returns the cached ResourceManager instance used by this class.

1.39.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.39.1.1.1.2 Resources Properties

1.39.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.39.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

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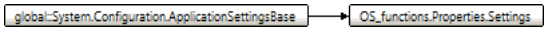
1.39.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class OS_functions.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 152)	This is Default, a member of class Settings.

1.39.1.1.2.1 Settings Properties

1.39.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.39.2 Classes

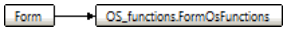
The following table lists classes in this documentation.

Classes

	Name	Description
	FormOsFunctions (see page 152)	This is class OS_functions.FormOsFunctions.
	ProgramOsFunctions (see page 154)	This is class OS_functions.ProgramOsFunctions.

1.39.2.1 FormOsFunctions Class

Class Hierarchy



C#

```
public class FormOsFunctions : Form;
```

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File

FormOsFunctions.Designer.cs (see page 408)

Description

This is class OS_functions.FormOsFunctions.

Methods

	Name	Description
	FormOsFunctions (see page 153)	This is FormOsFunctions, a member of class FormOsFunctions.

FormOsFunctions Methods

	Name	Description
	Dispose (see page 153)	Clean up any resources being used.
	ExitWindowsEx (see page 154)	This is ExitWindowsEx, a member of class FormOsFunctions.

1.39.2.1.1 FormOsFunctions.FormOsFunctions Constructor

C#

```
public FormOsFunctions();
```

Description

This is FormOsFunctions, a member of class FormOsFunctions.

Body Source

```
1: public FormOsFunctions()
2: {
3:     InitializeComponent();
4: }
```

1.39.2.1.2 FormOsFunctions Methods

1.39.2.1.2.1 FormOsFunctions.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

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1.39.2.1.2.2 FormOsFunctions.ExitWindowsEx Method

C#

```
[DllImport("user32.dll")]
public static extern int ExitWindowsEx(int operationFlag, int operationReason);
```

Description

This is ExitWindowsEx, a member of class FormOsFunctions.

1.39.2.2 ProgramOsFunctions Class

Class Hierarchy

OS_functions.ProgramOsFunctions

C#

```
public static class ProgramOsFunctions;
```

File

ProgramOsFunctions.cs (see page 485)

Description

This is class OS_functions.ProgramOsFunctions.

1.40 PanelGradient Namespace

This is namespace PanelGradient.

Namespaces

Name	Description
Properties (see page 154)	This is namespace PanelGradient.Properties.

1.40.1 PanelGradient.Properties Namespace

This is namespace PanelGradient.Properties.

Classes

	Name	Description
	Resources (see page 155)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 156)	This is class PanelGradient.Properties.Settings.

1.40.1.1 Classes

The following table lists classes in this documentation.

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Classes

	Name	Description
	Resources (see page 155)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 156)	This is class PanelGradient.Properties.Settings.

1.40.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

PanelGradient.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 155)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 156)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 156)	Returns the cached ResourceManager instance used by this class.

1.40.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.40.1.1.1.2 Resources Properties

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1.40.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.40.1.1.1.2.2 Resources.ResourceManager Property

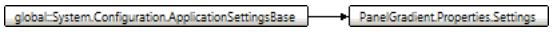
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.40.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class PanelGradient.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 156)	This is Default, a member of class Settings.

1.40.1.1.2.1 Settings Properties

1.40.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.41 Ping_example Namespace

This is namespace Ping_example.

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Namespaces

Name	Description
Properties (see page 157)	This is namespace Ping_example.Properties.

Classes

	Name	Description
	FormPing (see page 159)	This is class Ping_example.FormPing.
	ProgramPing (see page 160)	This is class Ping_example.ProgramPing.

1.41.1 Ping_example.Properties Namespace

This is namespace Ping_example.Properties.

Classes

	Name	Description
	Resources (see page 157)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 158)	This is class Ping_example.Properties.Settings.

1.41.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 157)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 158)	This is class Ping_example.Properties.Settings.

1.41.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Ping_example.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

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Methods

	Name	Description
	Resources (see page 158)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 158)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 158)	Returns the cached ResourceManager instance used by this class.

1.41.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.41.1.1.1.2 Resources Properties

1.41.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.41.1.1.1.2.2 Resources.ResourceManager Property

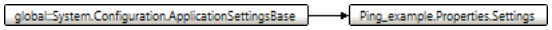
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.41.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
```

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```
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Ping_example.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 159)	This is Default, a member of class Settings.

1.41.1.1.2.1 Settings Properties

1.41.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.41.2 Classes

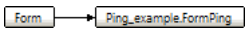
The following table lists classes in this documentation.

Classes

	Name	Description
	FormPing (see page 159)	This is class Ping_example.FormPing.
	ProgramPing (see page 160)	This is class Ping_example.ProgramPing.

1.41.2.1 FormPing Class

Class Hierarchy



C#

```
public class FormPing : Form;
```

File

FormPing.Designer.cs (see page 414)

Description

This is class Ping_example.FormPing.

Methods

	Name	Description
	FormPing (see page 160)	This is FormPing, a member of class FormPing.

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FormPing Methods

	Name	Description
	Dispose (see page 160)	Clean up any resources being used.

1.41.2.1.1 FormPing.FormPing Constructor

C#

```
public FormPing();
```

Description

This is FormPing, a member of class FormPing.

Body Source

```
1: public FormPing()
2: {
3:     InitializeComponent();
4: }
```

1.41.2.1.2 FormPing Methods

1.41.2.1.2.1 FormPing.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

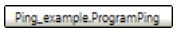
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.41.2.2 ProgramPing Class

Class Hierarchy



C#

```
public static class ProgramPing;
```

File

ProgramPing.cs (see page 487)

Description

This is class Ping_example.ProgramPing.

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1.42 Print Namespace

This is namespace Print.

Namespaces

Name	Description
Properties (see page 161)	This is namespace Print.Properties.

1.42.1 Print.Properties Namespace

This is namespace Print.Properties.

Classes

	Name	Description
	Resources (see page 161)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 162)	This is class Print.Properties.Settings.

1.42.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 161)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 162)	This is class Print.Properties.Settings.

1.42.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Print.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

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Methods

	Name	Description
	Resources (see page 162)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 162)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 162)	Returns the cached ResourceManager instance used by this class.

1.42.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.42.1.1.1.2 Resources Properties

1.42.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.42.1.1.1.2.2 Resources.ResourceManager Property

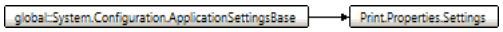
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.42.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
```

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```
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Print.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 163)	This is Default, a member of class Settings.

1.42.1.1.2.1 Settings Properties

1.42.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.43 ProgressBarMarquee Namespace

This is namespace ProgressBarMarquee.

Namespaces

Name	Description
Properties (see page 163)	This is namespace ProgressBarMarquee.Properties.

1.43.1 ProgressBarMarquee.Properties Namespace

This is namespace ProgressBarMarquee.Properties.

Classes

	Name	Description
	Resources (see page 164)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 165)	This is class ProgressBarMarquee.Properties.Settings.

1.43.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 164)	A strongly-typed resource class, for looking up localized strings, etc.

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	Settings (see page 165)	This is class ProgressBarMarquee.Properties.Settings.

1.43.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

ProgressBarMarquee.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 164)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 164)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 165)	Returns the cached ResourceManager instance used by this class.

1.43.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.43.1.1.1.2 Resources Properties

1.43.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

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C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.43.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.43.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class ProgressBarMarquee.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 165)	This is Default, a member of class Settings.

1.43.1.1.2.1 Settings Properties

1.43.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.44 ProgressInStatus Namespace

This is namespace ProgressInStatus.

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Namespaces

Name	Description
Properties (see page 166)	This is namespace ProgressInStatus.Properties.

1.44.1 ProgressInStatus.Properties Namespace

This is namespace ProgressInStatus.Properties.

Classes

	Name	Description
	Resources (see page 166)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 167)	This is class ProgressInStatus.Properties.Settings.

1.44.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 166)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 167)	This is class ProgressInStatus.Properties.Settings.

1.44.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

ProgressInStatus.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 167)	This is Resources, a member of class Resources.

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Resources Properties

	Name	Description
S	Culture (see page 167)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 167)	Returns the cached ResourceManager instance used by this class.

1.44.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.44.1.1.1.2 Resources Properties

1.44.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.44.1.1.1.2.2 Resources.ResourceManager Property

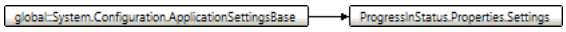
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.44.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

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Description

This is class ProgressInStatus.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 168)	This is Default, a member of class Settings.

1.44.1.1.2.1 Settings Properties

1.44.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.45 ResizingImage Namespace

This is namespace ResizingImage.

Namespaces

Name	Description
Properties (see page 168)	This is namespace ResizingImage.Properties.

1.45.1 ResizingImage.Properties Namespace

This is namespace ResizingImage.Properties.

Classes

	Name	Description
	Resources (see page 169)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 170)	This is class ResizingImage.Properties.Settings.

1.45.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 169)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 170)	This is class ResizingImage.Properties.Settings.

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1.45.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

ResizingImage.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 169)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 169)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	Koala (see page 170)	Looks up a localized resource of type System.Drawing.Bitmap.
S	ResourceManager (see page 170)	Returns the cached ResourceManager instance used by this class.

1.45.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.45.1.1.1.2 Resources Properties

1.45.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

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C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.45.1.1.1.2.2 Resources.Koala Property

Looks up a localized resource of type System.Drawing.Bitmap.

C#

```
internal static System.Drawing.Bitmap Koala;
```

1.45.1.1.1.2.3 Resources.ResourceManager Property

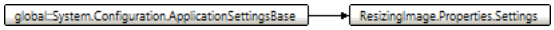
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.45.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class ResizingImage.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 170)	This is Default, a member of class Settings.

1.45.1.1.2.1 Settings Properties

1.45.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

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1.46 Safe_mode_detection Namespace

This is namespace Safe_mode_detection.

Namespaces

Name	Description
Properties (see page 171)	This is namespace Safe_mode_detection.Properties.

Classes

	Name	Description
	FormSafeMode (see page 173)	This is class Safe_mode_detection.FormSafeMode.
	ProgramSafeMode (see page 175)	This is class Safe_mode_detection.ProgramSafeMode.

1.46.1 Safe_mode_detection.Properties Namespace

This is namespace Safe_mode_detection.Properties.

Classes

	Name	Description
	Resources (see page 171)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 173)	This is class Safe_mode_detection.Properties.Settings.

1.46.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 171)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 173)	This is class Safe_mode_detection.Properties.Settings.

1.46.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Safe_mode_detection.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

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File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 172)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 172)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 172)	Returns the cached ResourceManager instance used by this class.

1.46.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.46.1.1.1.2 Resources Properties

1.46.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.46.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

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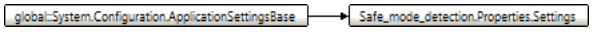
1.46.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Safe_mode_detection.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 173)	This is Default, a member of class Settings.

1.46.1.1.2.1 Settings Properties

1.46.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.46.2 Classes

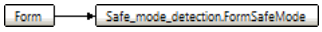
The following table lists classes in this documentation.

Classes

	Name	Description
	FormSafeMode (see page 173)	This is class Safe_mode_detection.FormSafeMode.
	ProgramSafeMode (see page 175)	This is class Safe_mode_detection.ProgramSafeMode.

1.46.2.1 FormSafeMode Class

Class Hierarchy



C#

```
public class FormSafeMode : Form;
```

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File

FormSafeMode.Designer.cs (see page 427)

Description

This is class Safe_mode_detection.FormSafeMode.

Methods

	Name	Description
	FormSafeMode (see page 174)	This is FormSafeMode, a member of class FormSafeMode.

FormSafeMode Methods

	Name	Description
	Dispose (see page 174)	Clean up any resources being used.

1.46.2.1.1 FormSafeMode.FormSafeMode Constructor

C#

```
public FormSafeMode();
```

Description

This is FormSafeMode, a member of class FormSafeMode.

Body Source

```
1: public FormSafeMode()
2: {
3:     InitializeComponent();
4: }
```

1.46.2.1.2 FormSafeMode Methods

1.46.2.1.2.1 FormSafeMode.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

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1.46.2.2 ProgramSafeMode Class

Class Hierarchy

Safe_mode_detection.ProgramSafeMode

C#

```
public static class ProgramSafeMode;
```

File

ProgramSafeMode.cs (see page 489)

Description

This is class Safe_mode_detection.ProgramSafeMode.

1.47 Screen_Capture Namespace

This is namespace Screen_Capture.

Namespaces

Name	Description
Properties (see page 175)	This is namespace Screen_Capture.Properties.

Classes

	Name	Description
	FormScreenCapture (see page 178)	This is class Screen_Capture.FormScreenCapture.
	ProgramScreenCapture (see page 179)	This is class Screen_Capture.ProgramScreenCapture.

1.47.1 Screen_Capture.Properties Namespace

This is namespace Screen_Capture.Properties.

Classes

	Name	Description
	Resources (see page 176)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 177)	This is class Screen_Capture.Properties.Settings.

1.47.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 176)	A strongly-typed resource class, for looking up localized strings, etc.

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	Settings (see page 177)	This is class Screen_Capture.Properties.Settings.

1.47.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Screen_Capture.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 176)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 177)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 177)	Returns the cached ResourceManager instance used by this class.

1.47.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.47.1.1.1.2 Resources Properties

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1.47.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.47.1.1.1.2.2 Resources.ResourceManager Property

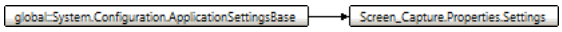
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.47.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Screen_Capture.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 177)	This is Default, a member of class Settings.

1.47.1.1.2.1 Settings Properties

1.47.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.47.2 Classes

The following table lists classes in this documentation.

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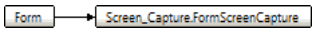
Classes

	Name	Description
	FormScreenCapture (see page 178)	This is class Screen_Capture.FormScreenCapture.
S	ProgramScreenCapture (see page 179)	This is class Screen_Capture.ProgramScreenCapture.

1.47.2.1 FormScreenCapture Class

Class Hierarchy



C#

```
public class FormScreenCapture : Form;
```

File

FormScreenCapture.Designer.cs (see page 430)

Description

This is class Screen_Capture.FormScreenCapture.

Methods

	Name	Description
	FormScreenCapture (see page 178)	This is FormScreenCapture, a member of class FormScreenCapture.

FormScreenCapture Methods

	Name	Description
	Dispose (see page 178)	Clean up any resources being used.

1.47.2.1.1 FormScreenCapture.FormScreenCapture Constructor

C#

```
public FormScreenCapture();
```

Description

This is FormScreenCapture, a member of class FormScreenCapture.

Body Source

```
1: public FormScreenCapture()
2: {
3:     InitializeComponent();
4: }
```

1.47.2.1.2 FormScreenCapture Methods

1.47.2.1.2.1 FormScreenCapture.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.47.2.2 ProgramScreenCapture Class

Class Hierarchy

Screen_Capture.ProgramScreenCapture

C#

```
public static class ProgramScreenCapture;
```

File

ProgramScreenCapture.cs (see page 490)

Description

This is class Screen_Capture.ProgramScreenCapture.

1.48 ScreenInfo Namespace

This is namespace ScreenInfo.

Namespaces

Name	Description
Properties (see page 179)	This is namespace ScreenInfo.Properties.

1.48.1 ScreenInfo.Properties Namespace

This is namespace ScreenInfo.Properties.

Classes

	Name	Description
	Resources (see page 180)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 181)	This is class ScreenInfo.Properties.Settings.

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1.48.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 180)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 181)	This is class ScreenInfo.Properties.Settings.

1.48.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

ScreenInfo.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 180)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 181)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 181)	Returns the cached ResourceManager instance used by this class.

1.48.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
```

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```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.48.1.1.1.2 Resources Properties

1.48.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.48.1.1.1.2.2 Resources.ResourceManager Property

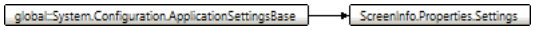
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.48.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class ScreenInfo.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 181)	This is Default, a member of class Settings.

1.48.1.1.2.1 Settings Properties

1.48.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

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1.49 Send_Messages_and_Keys_example Namespace

This is namespace Send_Messages_and_Keys_example.

Namespaces

Name	Description
Properties (see page 182)	This is namespace Send_Messages_and_Keys_example.Properties.

Classes

	Name	Description
	FormSendMessages (see page 185)	This is class Send_Messages_and_Keys_example.FormSendMessages.
S	ProgramSendMessages (see page 187)	This is class Send_Messages_and_Keys_example.ProgramSendMessages.

1.49.1 Send_Messages_and_Keys_example.Properties Namespace

This is namespace Send_Messages_and_Keys_example.Properties.

Classes

	Name	Description
	Resources (see page 182)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 184)	This is class Send_Messages_and_Keys_example.Properties.Settings.

1.49.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 182)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 184)	This is class Send_Messages_and_Keys_example.Properties.Settings.

1.49.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Send_Messages_and_Keys_example.Properties.Resources

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C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 183)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 183)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 183)	Returns the cached ResourceManager instance used by this class.

1.49.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.49.1.1.1.2 Resources Properties

1.49.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.49.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

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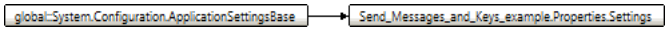
C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.49.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Send_Messages_and_Keys_example.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 184)	This is Default, a member of class Settings.

1.49.1.1.2.1 Settings Properties

1.49.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.49.2 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	FormSendMessages (see page 185)	This is class Send_Messages_and_Keys_example.FormSendMessages.
	ProgramSendMessages (see page 187)	This is class Send_Messages_and_Keys_example.ProgramSendMessages.

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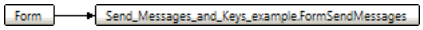
1.49.2.1 FormSendMessages Class

Class Hierarchy



C#

```
public class FormSendMessages : Form;
```

File

FormSendMessages.Designer.cs (see page 436)

Description

This is class Send_Messages_and_Keys_example.FormSendMessages.

Methods

	Name	Description
	FormSendMessages (see page 185)	This is FormSendMessages, a member of class FormSendMessages.

FormSendMessages Fields

	Name	Description
	process (see page 185)	This is process, a member of class FormSendMessages.

FormSendMessages Methods

	Name	Description
	Dispose (see page 186)	Clean up any resources being used.
	FindWindow (see page 186)	This is FindWindow, a member of class FormSendMessages.
	FindWindowEx (see page 186)	This is FindWindowEx, a member of class FormSendMessages.
	SendMessage (see page 186)	This is SendMessage, a member of class FormSendMessages.

1.49.2.1.1 FormSendMessages.FormSendMessages Constructor

C#

```
public FormSendMessages();
```

Description

This is FormSendMessages, a member of class FormSendMessages.

Body Source

```
1: public FormSendMessages()
2: {
3:     InitializeComponent();
4: }
```

1.49.2.1.2 FormSendMessages Fields

1.49.2.1.2.1 FormSendMessages.process Field

C#

```
public Process process;
```

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Description

This is process, a member of class FormSendMessages.

1.49.2.1.3 FormSendMessages Methods

1.49.2.1.3.1 FormSendMessages.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.49.2.1.3.2 FormSendMessages.FindWindow Method

C#

```
[DllImport("user32.dll", EntryPoint = "FindWindow")]
public static extern IntPtr FindWindow(string lpClassName, string lpWindowName);
```

Description

This is FindWindow, a member of class FormSendMessages.

1.49.2.1.3.3 FormSendMessages.FindWindowEx Method

C#

```
[DllImport("user32.dll", EntryPoint = "FindWindowEx")]
public static extern IntPtr FindWindowEx(IntPtr hwndParent, IntPtr hwndChild, string
lpszClass, string lpszWindow);
```

Description

This is FindWindowEx, a member of class FormSendMessages.

1.49.2.1.3.4 FormSendMessages.SendMessage Method

C#

```
[DllImport("user32.dll", EntryPoint = "SendMessage")]
public static extern IntPtr SendMessage(IntPtr hWnd, int Msg, int wParam, string lParam);
```

Description

This is SendMessage, a member of class FormSendMessages.

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1.49.2.2 ProgramSendMessages Class

Class Hierarchy

Send_Messages_and_Keys_example.ProgramSendMessages

C#

```
public static class ProgramSendMessages;
```

File

ProgramSendMessages.cs (see page 491)

Description

This is class Send_Messages_and_Keys_example.ProgramSendMessages.

1.50 ShellAbout_dialog Namespace

This is namespace ShellAbout_dialog.

Namespaces

Name	Description
Properties (see page 187)	This is namespace ShellAbout_dialog.Properties.

Classes

	Name	Description
	FormShellAbout (see page 190)	This is class ShellAbout_dialog.FormShellAbout.
	ProgramShellAbout (see page 191)	This is class ShellAbout_dialog.ProgramShellAbout.

1.50.1 ShellAbout_dialog.Properties Namespace

This is namespace ShellAbout_dialog.Properties.

Classes

	Name	Description
	Resources (see page 188)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 189)	This is class ShellAbout_dialog.Properties.Settings.

1.50.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 188)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 189)	This is class ShellAbout_dialog.Properties.Settings.

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1.50.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

ShellAbout_dialog.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 188)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 188)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 189)	Returns the cached ResourceManager instance used by this class.

1.50.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.50.1.1.1.2 Resources Properties

1.50.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

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C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.50.1.1.1.2.2 Resources.ResourceManager Property

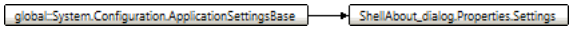
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.50.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class ShellAbout_dialog.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 189)	This is Default, a member of class Settings.

1.50.1.1.2.1 Settings Properties

1.50.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.50.2 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	FormShellAbout (see page 190)	This is class ShellAbout_dialog.FormShellAbout.

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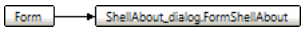
	ProgramShellAbout (see page 191)	This is class ShellAbout_dialog.ProgramShellAbout.

1.50.2.1 FormShellAbout Class

Class Hierarchy



C#

```
public class FormShellAbout : Form;
```

File

FormShellAbout.Designer.cs (see page 439)

Description

This is class ShellAbout_dialog.FormShellAbout.

Methods

	Name	Description
	FormShellAbout (see page 190)	This is FormShellAbout, a member of class FormShellAbout.

FormShellAbout Methods

	Name	Description
	Dispose (see page 190)	Clean up any resources being used.

1.50.2.1.1 FormShellAbout.FormShellAbout Constructor

C#

```
public FormShellAbout();
```

Description

This is FormShellAbout, a member of class FormShellAbout.

Body Source

```
1: public FormShellAbout()
2: {
3:     InitializeComponent();
4: }
```

1.50.2.1.2 FormShellAbout Methods

1.50.2.1.2.1 FormShellAbout.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

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Body Source

```
protected override void Dispose(bool disposing)
{
    if (disposing && (components != null))
    {
        components.Dispose();
    }
    base.Dispose(disposing);
}
```

1.50.2.2 ProgramShellAbout Class

Class Hierarchy

ShellAbout_dialog.ProgramShellAbout

C#

```
public static class ProgramShellAbout;
```

File

ProgramShellAbout.cs (see page 491)

Description

This is class ShellAbout_dialog.ProgramShellAbout.

1.51 SourceCodeURL Namespace

This is namespace SourceCodeURL.

Namespaces

Name	Description
Properties (see page 191)	This is namespace SourceCodeURL.Properties.

1.51.1 SourceCodeURL.Properties Namespace

This is namespace SourceCodeURL.Properties.

Classes

	Name	Description
	Resources (see page 192)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 193)	This is class SourceCodeURL.Properties.Settings.

1.51.1.1 Classes

The following table lists classes in this documentation.

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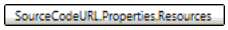
Classes

	Name	Description
	Resources (see page 192)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 193)	This is class SourceCodeURL.Properties.Settings.

1.51.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy



C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 192)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 193)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 193)	Returns the cached ResourceManager instance used by this class.

1.51.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.51.1.1.1.2 Resources Properties

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1.51.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.51.1.1.1.2.2 Resources.ResourceManager Property

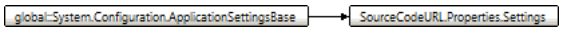
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.51.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class SourceCodeURL.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 193)	This is Default, a member of class Settings.

1.51.1.1.2.1 Settings Properties

1.51.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.52 SystemFonts Namespace

This is namespace SystemFonts.

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Namespaces

Name	Description
Properties (see page 194)	This is namespace SystemFonts.Properties.

1.52.1 SystemFonts.Properties Namespace

This is namespace SystemFonts.Properties.

Classes

	Name	Description
	Resources (see page 194)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 195)	This is class SystemFonts.Properties.Settings.

1.52.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 194)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 195)	This is class SystemFonts.Properties.Settings.

1.52.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

SystemFonts.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 195)	This is Resources, a member of class Resources.

Created with a commercial version of Doc-O-Matic. In order to make this message disappear you need to register this software. If you have problems registering this software please contact us at support@toolsfactory.com.

Resources Properties

	Name	Description
S	Culture (see page 195)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 195)	Returns the cached ResourceManager instance used by this class.

1.52.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.52.1.1.1.2 Resources Properties

1.52.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.52.1.1.1.2.2 Resources.ResourceManager Property

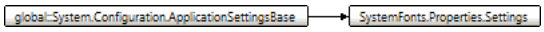
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.52.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

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Description

This is class SystemFonts.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 196)	This is Default, a member of class Settings.

1.52.1.1.2.1 Settings Properties

1.52.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.53 TButton_text_alignment Namespace

make sure that using System.Diagnostics; is included

Namespaces

Name	Description
Properties (see page 196)	This is namespace TButton_text_alignment.Properties.

Classes

	Name	Description
	FormButtonTextAlignment (see page 199)	This is class TButton_text_alignment.FormButtonTextAlignment.
	ProgramButtonTextAlignment (see page 200)	This is class TButton_text_alignment.ProgramButtonTextAlignment.

1.53.1 TButton_text_alignment.Properties Namespace

This is namespace TButton_text_alignment.Properties.

Classes

	Name	Description
	Resources (see page 197)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 198)	This is class TButton_text_alignment.Properties.Settings.

1.53.1.1 Classes

The following table lists classes in this documentation.

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Classes

	Name	Description
	Resources (see page 197)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 198)	This is class TButton_text_alignment.Properties.Settings.

1.53.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

TButton_text_alignment.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 197)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 198)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 198)	Returns the cached ResourceManager instance used by this class.

1.53.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

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1.53.1.1.1.2 Resources Properties

1.53.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.53.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.53.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class TButton_text_alignment.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 198)	This is Default, a member of class Settings.

1.53.1.1.2.1 Settings Properties

1.53.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

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1.53.2 Classes

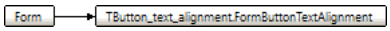
The following table lists classes in this documentation.

Classes

	Name	Description
	FormButtonTextAlignment (see page 199)	This is class TButton_text_alignment.FormButtonTextAlignment.
S	ProgramButtonTextAlignment (see page 200)	This is class TButton_text_alignment.ProgramButtonTextAlignment.

1.53.2.1 FormButtonTextAlignment Class

Class Hierarchy



C#

```
public class FormButtonTextAlignment : Form;
```

File

FormButtonTextAlignment.Designer.cs (see page 308)

Description

This is class TButton_text_alignment.FormButtonTextAlignment.

Methods

	Name	Description
	FormButtonTextAlignment (see page 199)	This is FormButtonTextAlignment, a member of class FormButtonTextAlignment.

FormButtonTextAlignment Methods

	Name	Description
	Dispose (see page 200)	Clean up any resources being used.

1.53.2.1.1 FormButtonTextAlignment.FormButtonTextAlignment Constructor

C#

```
public FormButtonTextAlignment();
```

Description

This is FormButtonTextAlignment, a member of class FormButtonTextAlignment.

Body Source

```
1: public FormButtonTextAlignment()
2: {
3:     InitializeComponent();
4: }
```

1.53.2.1.2 FormButtonTextAlignment Methods

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1.53.2.1.2.1 FormButtonTextAlignment.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.53.2.2 ProgramButtonTextAlignment Class

Class Hierarchy

TButton_text_alignment.ProgramButtonTextAlignment

C#

```
public static class ProgramButtonTextAlignment;
```

File

ProgramButtonTextAlignment.cs (see page 467)

Description

This is class TButton_text_alignment.ProgramButtonTextAlignment.

1.54 Template Namespace

add reference system.management (.NET directory)

Classes

	Name	Description
	CustomDrawListBox (see page 203)	This is class Template.CustomDrawListBox.
	FormBrowse (see page 205)	This is class Template.FormBrowse.
	FormCalculator (see page 206)	This is class Template.FormCalculator.
	FormCalendar (see page 208)	This is class Template.FormCalendar.
	FormConvertToHex (see page 210)	This is class Template.FormConvertToHex.
	FormDll (see page 212)	This is class Template.FormDll.

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	FormFileProperties (see page 213)	This is class Template.FormFileProperties.
	FormFirewall (see page 215)	This is class Template.FormFirewall.
	FormIsLaptop (see page 217)	This is class Template.FormIsLaptop.
	FormItemColor (see page 220)	This is class Template.FormItemColor.
	FormListBoxImages (see page 221)	This is class Template.FormListBoxImages.
	FormMousePosition (see page 223)	This is class Template.FormMousePosition.
	FormPanelGradient (see page 226)	This is class Template.FormPanelGradient.
	FormPrint (see page 227)	This is class Template.FormPrint.
	FormProgressBar (see page 229)	This is class Template.FormProgressBar.
	FormProgressInStatus (see page 230)	This is class Template.FormProgressInStatus.
	FormResizingImage (see page 232)	This is class Template.FormResizingImage.
	FormScreenInfo (see page 233)	This is class Template.FormScreenInfo.
	FormSourceCodeUrl (see page 235)	This is class Template.FormSourceCodeUrl.
	FormSystemFonts (see page 236)	This is class Template.FormSystemFonts.
	FormThreads (see page 241)	This is class Template.FormThreads.
	FormWcf (see page 243)	This is class Template.FormWcf.
	FormWebBrowser (see page 244)	This is class Template.FormWebBrowser.
	Program (see page 245)	This is class Template.Program.
	ProgramCalculator (see page 246)	This is class Template.ProgramCalculator.
	ProgramCalendar (see page 246)	This is class Template.ProgramCalendar.
	ProgramConvertToHex (see page 246)	This is class Template.ProgramConvertToHex.
	ProgramDll (see page 247)	This is class Template.ProgramDll.
	ProgramFileProperties (see page 247)	This is class Template.ProgramFileProperties.
	ProgramFirewall (see page 247)	This is class Template.ProgramFirewall.
	ProgramIsLaptop (see page 247)	This is class Template.ProgramIsLaptop.
	ProgramItemColor (see page 248)	This is class Template.ProgramItemColor.
	ProgramListBoxImages (see page 248)	This is class Template.ProgramListBoxImages.
	ProgramMousePosition (see page 248)	This is class Template.ProgramMousePosition.
	ProgramPanelGradient (see page 249)	This is class Template.ProgramPanelGradient.
	ProgramPrint (see page 249)	This is class Template.ProgramPrint.
	ProgramProgressBar (see page 249)	This is class Template.ProgramProgressBar.
	ProgramProgressInStatus (see page 249)	This is class Template.ProgramProgressInStatus.
	ProgramResizingImage (see page 250)	This is class Template.ProgramResizingImage.
	ProgramScreenInfo (see page 250)	This is class Template.ProgramScreenInfo.

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	ProgramSourceCodeUrl (see page 250)	This is class Template.ProgramSourceCodeUrl.
	ProgramSystemFonts (see page 251)	This is class Template.ProgramSystemFonts.
	ProgramThreads (see page 251)	This is class Template.ProgramThreads.
	ProgramWcf (see page 251)	This is class Template.ProgramWcf.
	ProgramWebBrowser (see page 251)	This is class Template.ProgramWebBrowser.

1.54.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	CustomDrawListBox (see page 203)	This is class Template.CustomDrawListBox.
	FormBrowse (see page 205)	This is class Template.FormBrowse.
	FormCalculator (see page 206)	This is class Template.FormCalculator.
	FormCalendar (see page 208)	This is class Template.FormCalendar.
	FormConvertToHex (see page 210)	This is class Template.FormConvertToHex.
	FormDll (see page 212)	This is class Template.FormDll.
	FormFileProperties (see page 213)	This is class Template.FormFileProperties.
	FormFirewall (see page 215)	This is class Template.FormFirewall.
	FormIsLaptop (see page 217)	This is class Template.FormIsLaptop.
	FormItemColor (see page 220)	This is class Template.FormItemColor.
	FormListBoxImages (see page 221)	This is class Template.FormListBoxImages.
	FormMousePosition (see page 223)	This is class Template.FormMousePosition.
	FormPanelGradient (see page 226)	This is class Template.FormPanelGradient.
	FormPrint (see page 227)	This is class Template.FormPrint.
	FormProgressBar (see page 229)	This is class Template.FormProgressBar.
	FormProgressInStatus (see page 230)	This is class Template.FormProgressInStatus.
	FormResizingImage (see page 232)	This is class Template.FormResizingImage.
	FormScreenInfo (see page 233)	This is class Template.FormScreenInfo.
	FormSourceCodeUrl (see page 235)	This is class Template.FormSourceCodeUrl.
	FormSystemFonts (see page 236)	This is class Template.FormSystemFonts.
	FormThreads (see page 241)	This is class Template.FormThreads.
	FormWcf (see page 243)	This is class Template.FormWcf.
	FormWebBrowser (see page 244)	This is class Template.FormWebBrowser.
	Program (see page 245)	This is class Template.Program.

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	ProgramCalculator (see page 246)	This is class Template.ProgramCalculator.
	ProgramCalendar (see page 246)	This is class Template.ProgramCalendar.
	ProgramConvertToHex (see page 246)	This is class Template.ProgramConvertToHex.
	ProgramDll (see page 247)	This is class Template.ProgramDll.
	ProgramFileProperties (see page 247)	This is class Template.ProgramFileProperties.
	ProgramFirewall (see page 247)	This is class Template.ProgramFirewall.
	ProgramIsLaptop (see page 247)	This is class Template.ProgramIsLaptop.
	ProgramItemColor (see page 248)	This is class Template.ProgramItemColor.
	ProgramListBoxImages (see page 248)	This is class Template.ProgramListBoxImages.
	ProgramMousePosition (see page 248)	This is class Template.ProgramMousePosition.
	ProgramPanelGradient (see page 249)	This is class Template.ProgramPanelGradient.
	ProgramPrint (see page 249)	This is class Template.ProgramPrint.
	ProgramProgressBar (see page 249)	This is class Template.ProgramProgressBar.
	ProgramProgressInStatus (see page 249)	This is class Template.ProgramProgressInStatus.
	ProgramResizingImage (see page 250)	This is class Template.ProgramResizingImage.
	ProgramScreenInfo (see page 250)	This is class Template.ProgramScreenInfo.
	ProgramSourceCodeUrl (see page 250)	This is class Template.ProgramSourceCodeUrl.
	ProgramSystemFonts (see page 251)	This is class Template.ProgramSystemFonts.
	ProgramThreads (see page 251)	This is class Template.ProgramThreads.
	ProgramWcf (see page 251)	This is class Template.ProgramWcf.
	ProgramWebBrowser (see page 251)	This is class Template.ProgramWebBrowser.

1.54.1.1 CustomDrawListBox Class

Class Hierarchy

C#

```
public class CustomDrawListBox : ListBox;
```

File

FormListBoxImages.cs (see page 391)

Description

This is class Template.CustomDrawListBox.

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Methods

	Name	Description
	CustomDrawListBox (see page 204)	This is CustomDrawListBox, a member of class CustomDrawListBox.

CustomDrawListBox Methods

	Name	Description
	OnDrawItem (see page 204)	This is OnDrawItem, a member of class CustomDrawListBox.

1.54.1.1.1 CustomDrawListBox.CustomDrawListBox Constructor

C#

```
public CustomDrawListBox();
```

Description

This is CustomDrawListBox, a member of class CustomDrawListBox.

Body Source

```
1: public CustomDrawListBox()
2: {
3:     this.DrawMode = DrawMode.OwnerDrawVariable; // We're using custom drawing.
4:     this.ItemHeight = 40; // Set the item height to 40.
5: }
```

1.54.1.1.2 CustomDrawListBox Methods

1.54.1.1.2.1 CustomDrawListBox.OnDrawItem Method

C#

```
protected override void OnDrawItem(DrawItemEventArgs e);
```

Description

This is OnDrawItem, a member of class CustomDrawListBox.

Body Source

```
 1: protected override void OnDrawItem(DrawItemEventArgs e)
 2: {
 3:     // Make sure we're not trying to draw something that isn't there.
 4:     if (e.Index >= this.Items.Count || e.Index <= -1)
 5:         return;
 6:
 7:     // Get the item object.
 8:     object item = this.Items[e.Index];
 9:     if (item == null)
10:         return;
11:
12:     // Draw the background color depending on
13:     // if the item is selected or not.
14:     if ((e.State & DrawItemState.Selected) == DrawItemState.Selected)
15:     {
16:         // The item is selected.
17:         // We want a blue background color.
18:         e.Graphics.FillRectangle(new SolidBrush(Color.Blue), e.Bounds);
19:     }
20:     else
21:     {
22:         // The item is NOT selected.
23:         // We want a white background color.
```

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```
24:         e.Graphics.FillRectangle(new SolidBrush(Color.White), e.Bounds);
25:     }
26:
27:     // Draw the item.
28:     string text = item.ToString();
29:     SizeF stringSize = e.Graphics.MeasureString(text, this.Font);
30:     e.Graphics.DrawString(text, this.Font, new SolidBrush(Color.White),
31:         new PointF(5, e.Bounds.Y + (e.Bounds.Height - stringSize.Height) / 2));
32: }
```

1.54.1.2 FormBrowse Class

Class Hierarchy

C#

```
public class FormBrowse : Form;
```

File

FormBrowse.Designer.cs (see page 305)

Description

This is class Template.FormBrowse.

Methods

	Name	Description
	FormBrowse (see page 205)	This is FormBrowse, a member of class FormBrowse.

FormBrowse Methods

	Name	Description
	Dispose (see page 205)	Clean up any resources being used.
	ProcessCmdKey (see page 206)	This is ProcessCmdKey, a member of class FormBrowse.

1.54.1.2.1 FormBrowse.FormBrowse Constructor

C#

```
public FormBrowse();
```

Description

This is FormBrowse, a member of class FormBrowse.

Body Source

```
1: public FormBrowse()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.2.2 FormBrowse Methods

1.54.1.2.2.1 FormBrowse.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.2.2.2 FormBrowse.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormBrowse.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.3 FormCalculator Class

Class Hierarchy

C#

```
public class FormCalculator : Form;
```

File

FormCalculator.Designer.cs (see page 312)

Description

This is class Template.FormCalculator.

Methods

	Name	Description
	FormCalculator (see page 207)	This is FormCalculator, a member of class FormCalculator.

FormCalculator Fields

	Name	Description
	equal (see page 207)	This is equal, a member of class FormCalculator.
	result (see page 207)	This is result, a member of class FormCalculator.

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	value_1 (see page 207)	This is value_1, a member of class FormCalculator.
	value_2 (see page 207)	This is value_2, a member of class FormCalculator.

FormCalculator Methods

	Name	Description
	Dispose (see page 208)	Clean up any resources being used.
	ProcessCmdKey (see page 208)	This is ProcessCmdKey, a member of class FormCalculator.

1.54.1.3.1 FormCalculator.FormCalculator Constructor

C#

```
public FormCalculator();
```

Description

This is FormCalculator, a member of class FormCalculator.

Body Source

```
1: public FormCalculator()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.3.2 FormCalculator Fields

1.54.1.3.2.1 FormCalculator.equal Field

C#

```
public string equal;
```

Description

This is equal, a member of class FormCalculator.

1.54.1.3.2.2 FormCalculator.result Field

C#

```
public double result;
```

Description

This is result, a member of class FormCalculator.

1.54.1.3.2.3 FormCalculator.value_1 Field

C#

```
public double value_1;
```

Description

This is value_1, a member of class FormCalculator.

1.54.1.3.2.4 FormCalculator.value_2 Field

C#

```
public double value_2;
```

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Description

This is value_2, a member of class FormCalculator.

1.54.1.3.3 FormCalculator Methods

1.54.1.3.3.1 FormCalculator.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.3.3.2 FormCalculator.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormCalculator.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.4 FormCalendar Class

Class Hierarchy

C#

```
public class FormCalendar : Form;
```

File

FormCalendar.Designer.cs (see page 317)

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Description

This is class Template.FormCalendar.

Methods

	Name	Description
	FormCalendar (see page 209)	This is FormCalendar, a member of class FormCalendar.

FormCalendar Methods

	Name	Description
	Dispose (see page 209)	Clean up any resources being used.
	ProcessCmdKey (see page 209)	This is ProcessCmdKey, a member of class FormCalendar.

1.54.1.4.1 FormCalendar.FormCalendar Constructor

C#

```
public FormCalendar();
```

Description

This is FormCalendar, a member of class FormCalendar.

Body Source

```
1: public FormCalendar()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.4.2 FormCalendar Methods

1.54.1.4.2.1 FormCalendar.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.4.2.2 FormCalendar.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

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Description

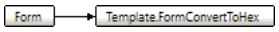
This is ProcessCmdKey, a member of class FormCalendar.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.5 FormConvertToHex Class

Class Hierarchy



C#

```
public class FormConvertToHex : Form;
```

File

FormConvertToHex.Designer.cs (see page 332)

Description

This is class Template.FormConvertToHex.

Methods

	Name	Description
	FormConvertToHex (see page 210)	This is FormConvertToHex, a member of class FormConvertToHex.

FormConvertToHex Methods

	Name	Description
	ConvertToHex (see page 211)	This is ConvertToHex, a member of class FormConvertToHex.
	Dispose (see page 211)	Clean up any resources being used.
	ProcessCmdKey (see page 211)	This is ProcessCmdKey, a member of class FormConvertToHex.

1.54.1.5.1 FormConvertToHex.FormConvertToHex Constructor

C#

```
public FormConvertToHex();
```

Description

This is FormConvertToHex, a member of class FormConvertToHex.

Body Source

```
1: public FormConvertToHex()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.5.2 FormConvertToHex Methods

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1.54.1.5.2.1 FormConvertToHex.ConvertToHex Method

C#

```
public void ConvertToHex(string asciiString);
```

Description

This is ConvertToHex, a member of class FormConvertToHex.

Body Source

```
 1: public void ConvertToHex(string asciiString)
 2: {
 3:     string hex = "";
 4:     foreach (char c in asciiString)
 5:     {
 6:         int tmp = c;
 7:         hex += String.Format("{0:x2}", (uint)System.Convert.ToUInt32(tmp.ToString()));
 8:     }
 9:     richTextBox2.Text = hex.ToString();
10: }
```

1.54.1.5.2.2 FormConvertToHex.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.5.2.3 FormConvertToHex.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormConvertToHex.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

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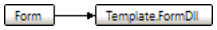
1.54.1.6 FormDll Class

Class Hierarchy



C#

```
public class FormDll : Form;
```

File

FormDll.Designer.cs (see page 348)

Description

This is class Template.FormDll.

Methods

	Name	Description
	FormDll (see page 212)	This is FormDll, a member of class FormDll.

FormDll Methods

	Name	Description
	Dispose (see page 212)	Clean up any resources being used.
	ProcessCmdKey (see page 213)	This is ProcessCmdKey, a member of class FormDll.

1.54.1.6.1 FormDll.FormDll Constructor

C#

```
public FormDll();
```

Description

This is FormDll, a member of class FormDll.

Body Source

```
1: public FormDll()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.6.2 FormDll Methods

1.54.1.6.2.1 FormDll.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
```

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```
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.6.2.2 FormDll.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormDll.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.7 FormFileProperties Class

Class Hierarchy

C#

```
public class FormFileProperties : Form;
```

File

FormFileProperties.Designer.cs (see page 367)

Description

This is class Template.FormFileProperties.

Methods

	Name	Description
	FormFileProperties (see page 214)	This is FormFileProperties, a member of class FormFileProperties.

FormFileProperties Methods

	Name	Description
	Dispose (see page 214)	Clean up any resources being used.
	ProcessCmdKey (see page 215)	This is ProcessCmdKey, a member of class FormFileProperties.
	ShowFileProperties (see page 215)	This is ShowFileProperties, a member of class FormFileProperties.

FormFileProperties Structures

	Name	Description
	SHELLEXECUTEINFO (see page 214)	This is record Template.FormFileProperties.SHELLEXECUTEINFO.

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1.54.1.7.1 FormFileProperties.FormFileProperties Constructor

C#

```
public FormFileProperties();
```

Description

This is FormFileProperties, a member of class FormFileProperties.

Body Source

```
1: public FormFileProperties()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.7.2 FormFileProperties Structures

1.54.1.7.2.1 Template.FormFileProperties.SHELLEXECUTEINFO Structure

C#

```
[StructLayout(LayoutKind.Sequential, CharSet = CharSet.Auto)]
public struct SHELLEXECUTEINFO {
  public int cbSize;
  public uint fMask;
  public IntPtr hwnd;
  [MarshalAs(UnmanagedType.LPTStr)]
public string lpVerb;
  [MarshalAs(UnmanagedType.LPTStr)]
public string lpFile;
  [MarshalAs(UnmanagedType.LPTStr)]
public string lpParameters;
  [MarshalAs(UnmanagedType.LPTStr)]
public string lpDirectory;
  public int nShow;
  public IntPtr hInstApp;
  public IntPtr lpIDList;
  [MarshalAs(UnmanagedType.LPTStr)]
public string lpClass;
  public IntPtr hkeyClass;
  public uint dwHotKey;
  public IntPtr hIcon;
  public IntPtr hProcess;
}
```

File

FormFileProperties.cs (see page 365)

Description

This is record Template.FormFileProperties.SHELLEXECUTEINFO.

1.54.1.7.3 FormFileProperties Methods

1.54.1.7.3.1 FormFileProperties.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.7.3.2 FormFileProperties.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormFileProperties.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.7.3.3 FormFileProperties.ShowFileProperties Method

C#

```
public static bool ShowFileProperties(string Filename);
```

Description

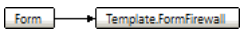
This is ShowFileProperties, a member of class FormFileProperties.

Body Source

```
 1: public static bool ShowFileProperties(string Filename)
 2: {
 3:     SHELLEXECUTEINFO info = new SHELLEXECUTEINFO();
 4:     info.cbSize = System.Runtime.InteropServices.Marshal.SizeOf(info);
 5:     info.lpVerb = "properties";
 6:     info.lpFile = Filename;
 7:     info.nShow = SW_SHOW;
 8:     info.fMask = SEE_MASK_INVOKEIDLIST;
 9:     return ShellExecuteEx(ref info);
10: }
```

1.54.1.8 FormFirewall Class

Class Hierarchy



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C#

```
public class FormFirewall : Form;
```

File

FormFirewall.Designer.cs (see page 369)

Description

This is class Template.FormFirewall.

Methods

	Name	Description
	FormFirewall (see page 216)	This is FormFirewall, a member of class FormFirewall.

FormFirewall Methods

	Name	Description
	Dispose (see page 216)	Clean up any resources being used.
	ProcessCmdKey (see page 217)	This is ProcessCmdKey, a member of class FormFirewall.

1.54.1.8.1 FormFirewall.FormFirewall Constructor

C#

```
public FormFirewall();
```

Description

This is FormFirewall, a member of class FormFirewall.

Body Source

```
1: public FormFirewall()
2: {
3:     InitializeComponent();
4:  }
```

1.54.1.8.2 FormFirewall Methods

1.54.1.8.2.1 FormFirewall.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

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1.54.1.8.2.2 FormFirewall.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormFirewall.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.9 FormIsLaptop Class

Class Hierarchy

C#

```
public class FormIsLaptop : Form;
```

File

FormIsLaptop.Designer.cs (see page 387)

Description

This is class Template.FormIsLaptop.

Methods

	Name	Description
	FormIsLaptop (see page 217)	This is FormIsLaptop, a member of class FormIsLaptop.

FormIsLaptop Enumerations

	Name	Description
	ChassisTypes (see page 218)	This is record Template.FormIsLaptop.ChassisTypes.

FormIsLaptop Methods

	Name	Description
	Dispose (see page 218)	Clean up any resources being used.
	GetCurrentChassisType (see page 219)	This is GetCurrentChassisType, a member of class FormIsLaptop.
	ProcessCmdKey (see page 219)	This is ProcessCmdKey, a member of class FormIsLaptop.

1.54.1.9.1 FormIsLaptop.FormIsLaptop Constructor

C#

```
public FormIsLaptop();
```

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Description

This is FormIsLaptop, a member of class FormIsLaptop.

Body Source

```
1: public FormIsLaptop()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.9.2 FormIsLaptop Enumerations

1.54.1.9.2.1 Template.FormIsLaptop.ChassisTypes Enumeration

C#

```
public enum ChassisTypes {
  Other = 1,
  Unknown,
  Desktop,
  LowProfileDesktop,
  PizzaBox,
  MiniTower,
  Tower,
  Portable,
  Laptop,
  Notebook,
  Handheld,
  DockingStation,
  AllInOne,
  SubNotebook,
  SpaceSaving,
  LunchBox,
  MainSystemChassis,
  ExpansionChassis,
  SubChassis,
  BusExpansionChassis,
  PeripheralChassis,
  StorageChassis,
  RackMountChassis,
  SealedCasePC
}
```

File

FormIsLaptop.cs (see page 385)

Description

This is record Template.FormIsLaptop.ChassisTypes.

1.54.1.9.3 FormIsLaptop Methods

1.54.1.9.3.1 FormIsLaptop.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.9.3.2 FormIsLaptop.GetCurrentChassisType Method

C#

```
public static ChassisTypes GetCurrentChassisType();
```

Description

This is GetCurrentChassisType, a member of class FormIsLaptop.

Body Source

```
 1: public static ChassisTypes GetCurrentChassisType()
 2: {
 3:     ManagementClass systemEnclosures = new ManagementClass("Win32_SystemEnclosure");
 4:     foreach (ManagementObject obj in systemEnclosures.GetInstances())
 5:     {
 6:         foreach (int i in (UInt16[])(obj["ChassisTypes"]))
 7:         {
 8:             if (i > 0 && i < 25)
 9:             {
10:                 return (ChassisTypes)i;
11:             }
12:         }
13:     }
14:     return ChassisTypes.Unknown;
15: }
```

1.54.1.9.3.3 FormIsLaptop.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormIsLaptop.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

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1.54.1.10 FormItemColor Class

Class Hierarchy

C#

```
public class FormItemColor : Form;
```

File

FormItemColor.Designer.cs (see page 389)

Description

This is class Template.FormItemColor.

Methods

	Name	Description
	FormItemColor (see page 220)	This is FormItemColor, a member of class FormItemColor.

FormItemColor Methods

	Name	Description
	Dispose (see page 220)	Clean up any resources being used.
	ProcessCmdKey (see page 221)	This is ProcessCmdKey, a member of class FormItemColor.

1.54.1.10.1 FormItemColor.FormItemColor Constructor

C#

```
public FormItemColor();
```

Description

This is FormItemColor, a member of class FormItemColor.

Body Source

```
1: public FormItemColor()
2: {
3:     InitializeComponent();
4:     listBox1.DrawMode = DrawMode.OwnerDrawFixed;
5:     listBox1.DrawItem += listBox1_DrawItem;
6: }
```

1.54.1.10.2 FormItemColor Methods

1.54.1.10.2.1 FormItemColor.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

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Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.10.2.2 FormItemColor.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

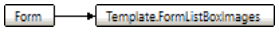
This is ProcessCmdKey, a member of class FormItemColor.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.11 FormListBoxImages Class

Class Hierarchy



C#

```
public class FormListBoxImages : Form;
```

File

FormListBoxImages.Designer.cs (see page 393)

Description

This is class Template.FormListBoxImages.

Methods

	Name	Description
	FormListBoxImages (see page 222)	This is FormListBoxImages, a member of class FormListBoxImages.

FormListBoxImages Methods

	Name	Description
	Dispose (see page 222)	Clean up any resources being used.
	ProcessCmdKey (see page 222)	This is ProcessCmdKey, a member of class FormListBoxImages.

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1.54.1.11.1 FormListBoxImages.FormListBoxImages Constructor

C#

```
public FormListBoxImages();
```

Description

This is FormListBoxImages, a member of class FormListBoxImages.

Body Source

```
1: public FormListBoxImages()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.11.2 FormListBoxImages Methods

1.54.1.11.2.1 FormListBoxImages.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.11.2.2 FormListBoxImages.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormListBoxImages.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

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1.54.1.12 FormMousePosition Class

Class Hierarchy

C#

```
public class FormMousePosition : Form;
```

File

FormMousePosition.Designer.cs (see page 403)

Description

This is class Template.FormMousePosition.

Methods

	Name	Description
	FormMousePosition (see page 223)	This is FormMousePosition, a member of class FormMousePosition.

FormMousePosition Methods

	Name	Description
	Dispose (see page 225)	Clean up any resources being used.
S	GetCursorPos (see page 225)	This is GetCursorPos, a member of class FormMousePosition.
S	GetCursorPosition (see page 225)	This is GetCursorPosition, a member of class FormMousePosition.
	ProcessCmdKey (see page 225)	This is ProcessCmdKey, a member of class FormMousePosition.

FormMousePosition Structures

	Name	Description
	POINT (see page 223)	This is class Template.FormMousePosition.POINT.

1.54.1.12.1 FormMousePosition.FormMousePosition Constructor

C#

```
public FormMousePosition();
```

Description

This is FormMousePosition, a member of class FormMousePosition.

Body Source

```
1: public FormMousePosition()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.12.2 FormMousePosition Structures

1.54.1.12.2.1 FormMousePosition.POINT Structure

C#

```
[StructLayout(LayoutKind.Sequential)]
public struct POINT {
  public int X;
```

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```
    public int Y;
}
```

File

FormMousePosition.cs (see page 402)

Description

This is class Template.FormMousePosition.POINT.

POINT Fields

	Name	Description
	X (see page 224)	This is X, a member of class POINT.
	Y (see page 224)	This is Y, a member of class POINT.

POINT Operators

	Name	Description
	Point (see page 224)	This is Point, a member of class POINT.

1.54.1.12.2.1.1 POINT Fields

1.54.1.12.2.1.1.1 FormMousePosition.POINT.X Field

C#

```
public int X;
```

Description

This is X, a member of class POINT.

1.54.1.12.2.1.1.2 FormMousePosition.POINT.Y Field

C#

```
public int Y;
```

Description

This is Y, a member of class POINT.

1.54.1.12.2.1.2 POINT Operators

1.54.1.12.2.1.2.1 FormMousePosition.POINT.Point Operator

C#

```
public static implicit operator Point(POINT point);
```

Description

This is Point, a member of class POINT.

Body Source

```
1: public static implicit operator Point(POINT point)
2: {
3:     return new Point(point.X, point.Y);
4: }
```

1.54.1.12.3 FormMousePosition Methods

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1.54.1.12.3.1 FormMousePosition.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.12.3.2 FormMousePosition.GetCursorPos Method

C#

```
[DllImport("user32.dll")]
public static extern bool GetCursorPos(out POINT lpPoint);
```

Description

This is GetCursorPos, a member of class FormMousePosition.

1.54.1.12.3.3 FormMousePosition.GetCursorPosition Method

C#

```
public static Point GetCursorPosition();
```

Description

This is GetCursorPosition, a member of class FormMousePosition.

Body Source

```
1: public static Point GetCursorPosition()
2: {
3:     POINT lpPoint;
4:     GetCursorPos(out lpPoint);
5:     //bool success = User32.GetCursorPos(out lpPoint);
6:     // if (!success)
7:
8:     return lpPoint;
9: }
```

1.54.1.12.3.4 FormMousePosition.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormMousePosition.

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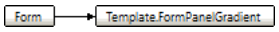
Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.13 FormPanelGradient Class

Class Hierarchy



C#

```
public class FormPanelGradient : Form;
```

File

FormPanelGradient.Designer.cs (see page 411)

Description

This is class Template.FormPanelGradient.

Methods

	Name	Description
	FormPanelGradient (see page 226)	This is FormPanelGradient, a member of class FormPanelGradient.

FormPanelGradient Methods

	Name	Description
	Dispose (see page 226)	Clean up any resources being used.
	ProcessCmdKey (see page 227)	This is ProcessCmdKey, a member of class FormPanelGradient.

1.54.1.13.1 FormPanelGradient.FormPanelGradient Constructor

C#

```
public FormPanelGradient();
```

Description

This is FormPanelGradient, a member of class FormPanelGradient.

Body Source

```
1: public FormPanelGradient()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.13.2 FormPanelGradient Methods

1.54.1.13.2.1 FormPanelGradient.Dispose Method

Clean up any resources being used.

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C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.13.2.2 FormPanelGradient.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

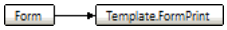
This is ProcessCmdKey, a member of class FormPanelGradient.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.14 FormPrint Class

Class Hierarchy



C#

```
public class FormPrint : Form;
```

File

FormPrint.Designer.cs (see page 417)

Description

This is class Template.FormPrint.

Methods

	Name	Description
	FormPrint (see page 228)	This is FormPrint, a member of class FormPrint.

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FormPrint Methods

	Name	Description
	Dispose (see page 228)	Clean up any resources being used.
	ProcessCmdKey (see page 228)	This is ProcessCmdKey, a member of class FormPrint.

1.54.1.14.1 FormPrint.FormPrint Constructor

C#

```
public FormPrint();
```

Description

This is FormPrint, a member of class FormPrint.

Body Source

```
1: public FormPrint()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.14.2 FormPrint Methods

1.54.1.14.2.1 FormPrint.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.14.2.2 FormPrint.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormPrint.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
```

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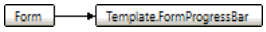
```
6:          return true;
7:      }
8:      return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.15 FormProgressBar Class

Class Hierarchy



C#

```
public class FormProgressBar : Form;
```

File

FormProgressBar.Designer.cs (see page 420)

Description

This is class Template.FormProgressBar.

Methods

	Name	Description
	FormProgressBar (see page 229)	This is FormProgressBar, a member of class FormProgressBar.

FormProgressBar Methods

	Name	Description
	Dispose (see page 229)	Clean up any resources being used.
	ProcessCmdKey (see page 230)	This is ProcessCmdKey, a member of class FormProgressBar.

1.54.1.15.1 FormProgressBar.FormProgressBar Constructor

C#

```
public FormProgressBar();
```

Description

This is FormProgressBar, a member of class FormProgressBar.

Body Source

```
1: public FormProgressBar()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.15.2 FormProgressBar Methods

1.54.1.15.2.1 FormProgressBar.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.15.2.2 FormProgressBar.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormProgressBar.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.16 FormProgressInStatus Class

Class Hierarchy

C#

```
public class FormProgressInStatus : Form;
```

File

FormProgressInStatus.Designer.cs (see page 422)

Description

This is class Template.FormProgressInStatus.

Methods

	Name	Description
	FormProgressInStatus (see page 231)	This is FormProgressInStatus, a member of class FormProgressInStatus.

FormProgressInStatus Methods

	Name	Description
	Dispose (see page 231)	Clean up any resources being used.

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	ProcessCmdKey (see page 231)	This is ProcessCmdKey, a member of class FormProgressInStatus.

1.54.1.16.1 FormProgressInStatus.FormProgressInStatus Constructor

C#

```
public FormProgressInStatus();
```

Description

This is FormProgressInStatus, a member of class FormProgressInStatus.

Body Source

```
1: public FormProgressInStatus()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.16.2 FormProgressInStatus Methods

1.54.1.16.2.1 FormProgressInStatus.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.16.2.2 FormProgressInStatus.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormProgressInStatus.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

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1.54.1.17 FormResizingImage Class

Class Hierarchy

C#

```
public class FormResizingImage : Form;
```

File

FormResizingImage.Designer.cs (see page 425)

Description

This is class Template.FormResizingImage.

Methods

	Name	Description
	FormResizingImage (see page 232)	This is FormResizingImage, a member of class FormResizingImage.

FormResizingImage Methods

	Name	Description
	Dispose (see page 232)	Clean up any resources being used.
	ProcessCmdKey (see page 233)	This is ProcessCmdKey, a member of class FormResizingImage.

1.54.1.17.1 FormResizingImage.FormResizingImage Constructor

C#

```
public FormResizingImage();
```

Description

This is FormResizingImage, a member of class FormResizingImage.

Body Source

```
1: public FormResizingImage()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.17.2 FormResizingImage Methods

1.54.1.17.2.1 FormResizingImage.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

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Body Source

```
protected override void Dispose(bool disposing)
{
    if (disposing && (components != null))
    {
        components.Dispose();
    }
    base.Dispose(disposing);
}
```

1.54.1.17.2.2 FormResizingImage.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

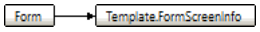
This is ProcessCmdKey, a member of class FormResizingImage.

Body Source

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
{
    if (keyData == Keys.Escape)
    {
        this.Close();
        return true;
    }
    return base.ProcessCmdKey(ref msg, keyData);
}
```

1.54.1.18 FormScreenInfo Class

Class Hierarchy



C#

```
public class FormScreenInfo : Form;
```

File

FormScreenInfo.Designer.cs (see page 433)

Description

This is class Template.FormScreenInfo.

Methods

	Name	Description
	FormScreenInfo (see page 234)	This is FormScreenInfo, a member of class FormScreenInfo.

FormScreenInfo Methods

	Name	Description
	Dispose (see page 234)	Clean up any resources being used.
	GetScreen (see page 234)	This is GetScreen, a member of class FormScreenInfo.
	ProcessCmdKey (see page 234)	This is ProcessCmdKey, a member of class FormScreenInfo.

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1.54.1.18.1 FormScreenInfo.FormScreenInfo Constructor

C#

```
public FormScreenInfo();
```

Description

This is FormScreenInfo, a member of class FormScreenInfo.

Body Source

```
1: public FormScreenInfo()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.18.2 FormScreenInfo Methods

1.54.1.18.2.1 FormScreenInfo.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.18.2.2 FormScreenInfo.GetScreen Method

C#

```
public Rectangle GetScreen();
```

Description

This is GetScreen, a member of class FormScreenInfo.

Body Source

```
1: public Rectangle GetScreen()
2: {
3:     return Screen.FromControl(this).Bounds;
4: }
```

1.54.1.18.2.3 FormScreenInfo.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

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Description

This is ProcessCmdKey, a member of class FormScreenInfo.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.19 FormSourceCodeUrl Class

Class Hierarchy

C#

```
public class FormSourceCodeUrl : Form;
```

File

FormSourceCodeUrl.Designer.cs (see page 441)

Description

This is class Template.FormSourceCodeUrl.

Methods

	Name	Description
	FormSourceCodeUrl (see page 235)	This is FormSourceCodeUrl, a member of class FormSourceCodeUrl.

FormSourceCodeUrl Methods

	Name	Description
	Dispose (see page 236)	Clean up any resources being used.
	ProcessCmdKey (see page 236)	This is ProcessCmdKey, a member of class FormSourceCodeUrl.

1.54.1.19.1 FormSourceCodeUrl.FormSourceCodeUrl Constructor

C#

```
public FormSourceCodeUrl();
```

Description

This is FormSourceCodeUrl, a member of class FormSourceCodeUrl.

Body Source

```
1: public FormSourceCodeUrl()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.19.2 FormSourceCodeUrl Methods

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1.54.1.19.2.1 FormSourceCodeUrl.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.19.2.2 FormSourceCodeUrl.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

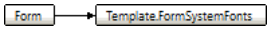
This is ProcessCmdKey, a member of class FormSourceCodeUrl.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.20 FormSystemFonts Class

Class Hierarchy



C#

```
public class FormSystemFonts : Form;
```

File

FormSystemFonts.Designer.cs (see page 444)

Description

This is class Template.FormSystemFonts.

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Methods

	Name	Description
	FormSystemFonts (see page 237)	This is FormSystemFonts, a member of class FormSystemFonts.

FormSystemFonts Classes

	Name	Description
	LOGFONT (see page 237)	This is class Template.FormSystemFonts.LOGFONT.

FormSystemFonts Methods

	Name	Description
	Dispose (see page 240)	Clean up any resources being used.
	ProcessCmdKey (see page 240)	This is ProcessCmdKey, a member of class FormSystemFonts.

1.54.1.20.1 FormSystemFonts.FormSystemFonts Constructor

C#

```
public FormSystemFonts();
```

Description

This is FormSystemFonts, a member of class FormSystemFonts.

Body Source

```
1: public FormSystemFonts()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.20.2 FormSystemFonts Classes

1.54.1.20.2.1 FormSystemFonts.LOGFONT Class

Class Hierarchy

Template.LOGFONT

C#

```
[StructLayout(LayoutKind.Sequential, CharSet = CharSet.Ansi)]
public class LOGFONT;
```

File

FormSystemFonts.cs (see page 443)

Description

This is class Template.FormSystemFonts.LOGFONT.

LOGFONT Fields

	Name	Description
	lfCharSet (see page 238)	This is lfCharSet, a member of class LOGFONT.
	lfClipPrecision (see page 238)	This is lfClipPrecision, a member of class LOGFONT.
	lfEscapement (see page 238)	This is lfEscapement, a member of class LOGFONT.
	lfFaceName (see page 238)	This is lfFaceName, a member of class LOGFONT.
	lfHeight (see page 238)	This is lfHeight, a member of class LOGFONT.
	lfItalic (see page 239)	This is lfItalic, a member of class LOGFONT.

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	lfOrientation (see page 239)	This is lfOrientation, a member of class LOGFONT.
	lfOutPrecision (see page 239)	This is lfOutPrecision, a member of class LOGFONT.
	lfPitchAndFamily (see page 239)	This is lfPitchAndFamily, a member of class LOGFONT.
	lfQuality (see page 239)	This is lfQuality, a member of class LOGFONT.
	lfStrikeOut (see page 239)	This is lfStrikeOut, a member of class LOGFONT.
	lfUnderline (see page 239)	This is lfUnderline, a member of class LOGFONT.
	lfWeight (see page 240)	This is lfWeight, a member of class LOGFONT.
	lfWidth (see page 240)	This is lfWidth, a member of class LOGFONT.

1.54.1.20.2.1.1 LOGFONT Fields

1.54.1.20.2.1.1.1 FormSystemFonts.LOGFONT.lfCharSet Field

C#

```
public byte lfCharSet = 0;
```

Description

This is lfCharSet, a member of class LOGFONT.

1.54.1.20.2.1.1.2 FormSystemFonts.LOGFONT.lfClipPrecision Field

C#

```
public byte lfClipPrecision = 0;
```

Description

This is lfClipPrecision, a member of class LOGFONT.

1.54.1.20.2.1.1.3 FormSystemFonts.LOGFONT.lfEscapement Field

C#

```
public int lfEscapement = 0;
```

Description

This is lfEscapement, a member of class LOGFONT.

1.54.1.20.2.1.1.4 FormSystemFonts.LOGFONT.lfFaceName Field

C#

```
[MarshalAs(UnmanagedType.ByValTStr, SizeConst = 32)]
public string lfFaceName = string.Empty;
```

Description

This is lfFaceName, a member of class LOGFONT.

1.54.1.20.2.1.1.5 FormSystemFonts.LOGFONT.lfHeight Field

C#

```
public int lfHeight = 0;
```

Description

This is lfHeight, a member of class LOGFONT.

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1.54.1.20.2.1.1.6 FormSystemFonts.LOGFONT.lfItalic Field

C#

```
public byte lfItalic = 0;
```

Description

This is lfItalic, a member of class LOGFONT.

1.54.1.20.2.1.1.7 FormSystemFonts.LOGFONT.lfOrientation Field

C#

```
public int lfOrientation = 0;
```

Description

This is lfOrientation, a member of class LOGFONT.

1.54.1.20.2.1.1.8 FormSystemFonts.LOGFONT.lfOutPrecision Field

C#

```
public byte lfOutPrecision = 0;
```

Description

This is lfOutPrecision, a member of class LOGFONT.

1.54.1.20.2.1.1.9 FormSystemFonts.LOGFONT.lfPitchAndFamily Field

C#

```
public byte lfPitchAndFamily = 0;
```

Description

This is lfPitchAndFamily, a member of class LOGFONT.

1.54.1.20.2.1.1.10 FormSystemFonts.LOGFONT.lfQuality Field

C#

```
public byte lfQuality = 0;
```

Description

This is lfQuality, a member of class LOGFONT.

1.54.1.20.2.1.1.11 FormSystemFonts.LOGFONT.lfStrikeOut Field

C#

```
public byte lfStrikeOut = 0;
```

Description

This is lfStrikeOut, a member of class LOGFONT.

1.54.1.20.2.1.1.12 FormSystemFonts.LOGFONT.lfUnderline Field

C#

```
public byte lfUnderline = 0;
```

Description

This is lfUnderline, a member of class LOGFONT.

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1.54.1.20.2.1.1.13 FormSystemFonts.LOGFONT.lfWeight Field

C#

```
public int lfWeight = 0;
```

Description

This is lfWeight, a member of class LOGFONT.

1.54.1.20.2.1.1.14 FormSystemFonts.LOGFONT.lfWidth Field

C#

```
public int lfWidth = 0;
```

Description

This is lfWidth, a member of class LOGFONT.

1.54.1.20.3 FormSystemFonts Methods

1.54.1.20.3.1 FormSystemFonts.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.20.3.2 FormSystemFonts.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormSystemFonts.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

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1.54.1.21 FormThreads Class

Class Hierarchy

C#

```
public class FormThreads : Form;
```

File

FormThreads.Designer.cs (see page 447)

Description

This is class Template.FormThreads.

Methods

	Name	Description
	FormThreads (see page 241)	This is FormThreads, a member of class FormThreads.

FormThreads Methods

	Name	Description
	Dispose (see page 241)	Clean up any resources being used.
	first_thread_procedure (see page 242)	This is first_thread_procedure, a member of class FormThreads.
	ProcessCmdKey (see page 242)	This is ProcessCmdKey, a member of class FormThreads.
	second_thread_procedure (see page 242)	This is second_thread_procedure, a member of class FormThreads.

1.54.1.21.1 FormThreads.FormThreads Constructor

C#

```
public FormThreads();
```

Description

This is FormThreads, a member of class FormThreads.

Body Source

```
1: public FormThreads()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.21.2 FormThreads Methods

1.54.1.21.2.1 FormThreads.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

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Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.21.2.2 FormThreads.first_thread_procedure Method

C#

```
public void first_thread_procedure();
```

Description

This is first_thread_procedure, a member of class FormThreads.

Body Source

```
1: public void first_thread_procedure()
2: {
3:     Thread.Sleep(500);
4:     MessageBox.Show("Hello from first thread :) ... ");
5: }
```

1.54.1.21.2.3 FormThreads.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

This is ProcessCmdKey, a member of class FormThreads.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.21.2.4 FormThreads.second_thread_procedure Method

C#

```
public void second_thread_procedure();
```

Description

This is second_thread_procedure, a member of class FormThreads.

Body Source

```
1: public void second_thread_procedure()
2: {
```

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```
3:     Thread.Sleep(1000);
4:     MessageBox.Show("Hello from second thread :) ... ");
5: }
```

1.54.1.22 FormWcf Class

Class Hierarchy

C#

```
public class FormWcf : Form;
```

File

FormWcf.Designer.cs (see page 456)

Description

This is class Template.FormWcf.

Methods

	Name	Description
	FormWcf (see page 243)	This is FormWcf, a member of class FormWcf.

FormWcf Methods

	Name	Description
	Dispose (see page 243)	Clean up any resources being used.
	ProcessCmdKey (see page 244)	This is ProcessCmdKey, a member of class FormWcf.

1.54.1.22.1 FormWcf.FormWcf Constructor

C#

```
public FormWcf();
```

Description

This is FormWcf, a member of class FormWcf.

Body Source

```
1: public FormWcf()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.22.2 FormWcf Methods

1.54.1.22.2.1 FormWcf.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

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Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.22.2.2 FormWcf.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

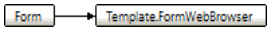
This is ProcessCmdKey, a member of class FormWcf.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.23 FormWebBrowser Class

Class Hierarchy



C#

```
public class FormWebBrowser : Form;
```

File

FormWebBrowser.Designer.cs (see page 459)

Description

This is class Template.FormWebBrowser.

Methods

	Name	Description
	FormWebBrowser (see page 244)	This is FormWebBrowser, a member of class FormWebBrowser.

FormWebBrowser Methods

	Name	Description
	Dispose (see page 245)	Clean up any resources being used.
	ProcessCmdKey (see page 245)	This is ProcessCmdKey, a member of class FormWebBrowser.

1.54.1.23.1 FormWebBrowser.FormWebBrowser Constructor

C#

```
public FormWebBrowser();
```

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Description

This is FormWebBrowser, a member of class FormWebBrowser.

Body Source

```
1: public FormWebBrowser()
2: {
3:     InitializeComponent();
4: }
```

1.54.1.23.2 FormWebBrowser Methods

1.54.1.23.2.1 FormWebBrowser.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.54.1.23.2.2 FormWebBrowser.ProcessCmdKey Method

C#

```
protected override bool ProcessCmdKey(ref Message msg, Keys keyData);
```

Description

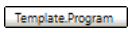
This is ProcessCmdKey, a member of class FormWebBrowser.

Body Source

```
1: protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
2: {
3:     if (keyData == Keys.Escape)
4:     {
5:         this.Close();
6:         return true;
7:     }
8:     return base.ProcessCmdKey(ref msg, keyData);
9: }
```

1.54.1.24 Program Class

Class Hierarchy



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C#

```
public static class Program;
```

File

ProgramBrowse.cs (see page 466)

Description

This is class Template.Program.

1.54.1.25 ProgramCalculator Class

Class Hierarchy

Template.ProgramCalculator

C#

```
public static class ProgramCalculator;
```

File

ProgramCalculator.cs (see page 468)

Description

This is class Template.ProgramCalculator.

1.54.1.26 ProgramCalendar Class

Class Hierarchy

Template.ProgramCalendar

C#

```
public static class ProgramCalendar;
```

File

ProgramCalendar.cs (see page 468)

Description

This is class Template.ProgramCalendar.

1.54.1.27 ProgramConvertToHex Class

Class Hierarchy

Template.ProgramConvertToHex

C#

```
public static class ProgramConvertToHex;
```

File

ProgramConvertToHex.cs (see page 471)

Description

This is class Template.ProgramConvertToHex.

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1.54.1.28 ProgramDll Class

Class Hierarchy

Template.ProgramDll

C#

```
public static class ProgramDll;
```

File

ProgramDll.cs (see page 474)

Description

This is class Template.ProgramDll.

1.54.1.29 ProgramFileProperties Class

Class Hierarchy

Template.ProgramFileProperties

C#

```
public static class ProgramFileProperties;
```

File

ProgramFileProperties.cs (see page 478)

Description

This is class Template.ProgramFileProperties.

1.54.1.30 ProgramFirewall Class

Class Hierarchy

Template.ProgramFirewall

C#

```
public static class ProgramFirewall;
```

File

ProgramFirewall.cs (see page 478)

Description

This is class Template.ProgramFirewall.

1.54.1.31 ProgramIsLaptop Class

Class Hierarchy

Template.ProgramIsLaptop

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C#

```
public static class ProgramIsLaptop;
```

File

ProgramIsLaptop.cs (see page 482)

Description

This is class Template.ProgramIsLaptop.

1.54.1.32 ProgramItemColor Class

Class Hierarchy

Template.ProgramItemColor

C#

```
public static class ProgramItemColor;
```

File

ProgramItemColor.cs (see page 482)

Description

This is class Template.ProgramItemColor.

1.54.1.33 ProgramListBoxImages Class

Class Hierarchy

Template.ProgramListBoxImages

C#

```
public static class ProgramListBoxImages;
```

File

ProgramListBoxImages.cs (see page 483)

Description

This is class Template.ProgramListBoxImages.

1.54.1.34 ProgramMousePosition Class

Class Hierarchy

Template.ProgramMousePosition

C#

```
public static class ProgramMousePosition;
```

File

ProgramMousePoisition.cs (see page 484)

Description

This is class Template.ProgramMousePosition.

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1.54.1.35 ProgramPanelGradient Class

Class Hierarchy

Template.ProgramPanelGradient

C#

```
public static class ProgramPanelGradient;
```

File

ProgramPanelGradient.cs (see page 486)

Description

This is class Template.ProgramPanelGradient.

1.54.1.36 ProgramPrint Class

Class Hierarchy

Template.ProgramPrint

C#

```
public static class ProgramPrint;
```

File

ProgramPrint.cs (see page 487)

Description

This is class Template.ProgramPrint.

1.54.1.37 ProgramProgressBar Class

Class Hierarchy

Template.ProgramProgressBar

C#

```
public static class ProgramProgressBar;
```

File

ProgramProgressBar.cs (see page 488)

Description

This is class Template.ProgramProgressBar.

1.54.1.38 ProgramProgressInStatus Class

Class Hierarchy

Template.ProgramProgressInStatus

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C#

```
public static class ProgramProgressInStatus;
```

File

ProgramProgressInStatus.cs (see page 488)

Description

This is class Template.ProgramProgressInStatus.

1.54.1.39 ProgramResizingImage Class

Class Hierarchy

Template.ProgramResizingImage

C#

```
public static class ProgramResizingImage;
```

File

ProgramResizingImage.cs (see page 489)

Description

This is class Template.ProgramResizingImage.

1.54.1.40 ProgramScreenInfo Class

Class Hierarchy

Template.ProgramScreenInfo

C#

```
public static class ProgramScreenInfo;
```

File

ProgramScreenInfo.cs (see page 490)

Description

This is class Template.ProgramScreenInfo.

1.54.1.41 ProgramSourceCodeUrl Class

Class Hierarchy

Template.ProgramSourceCodeUrl

C#

```
public static class ProgramSourceCodeUrl;
```

File

ProgramSourceCodeUrl.cs (see page 492)

Description

This is class Template.ProgramSourceCodeUrl.

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1.54.1.42 ProgramSystemFonts Class

Class Hierarchy

Template.ProgramSystemFonts

C#

```
public static class ProgramSystemFonts;
```

File

ProgramSystemFonts.cs (see page 492)

Description

This is class Template.ProgramSystemFonts.

1.54.1.43 ProgramThreads Class

Class Hierarchy

Template.ProgramThreads

C#

```
public static class ProgramThreads;
```

File

ProgramThreads.cs (see page 493)

Description

This is class Template.ProgramThreads.

1.54.1.44 ProgramWcf Class

Class Hierarchy

Template.ProgramWcf

C#

```
public static class ProgramWcf;
```

File

ProgramWcf.cs (see page 495)

Description

This is class Template.ProgramWcf.

1.54.1.45 ProgramWebBrowser Class

Class Hierarchy

Template.ProgramWebBrowser

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C#

```
public static class ProgramWebBrowser;
```

File

ProgramWebBrowser.cs (see page 495)

Description

This is class Template.ProgramWebBrowser.

1.55 Threads Namespace

This is namespace Threads.

Namespaces

Name	Description
Properties (see page 252)	This is namespace Threads.Properties.

1.55.1 Threads.Properties Namespace

This is namespace Threads.Properties.

Classes

	Name	Description
	Resources (see page 252)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 254)	This is class Threads.Properties.Settings.

1.55.1.1 Classes

The following table lists classes in this documentation.

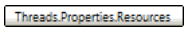
Classes

	Name	Description
	Resources (see page 252)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 254)	This is class Threads.Properties.Settings.

1.55.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy



C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
```

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```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 253)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 253)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 253)	Returns the cached ResourceManager instance used by this class.

1.55.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.55.1.1.1.2 Resources Properties

1.55.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.55.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

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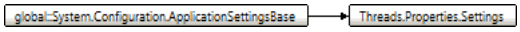
1.55.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Threads.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 254)	This is Default, a member of class Settings.

1.55.1.1.2.1 Settings Properties

1.55.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.56 Total_Physical_Memory Namespace

make sure that using System.Diagnostics; is included make sure that you add reference Microsoft.VisualBasic

Namespaces

Name	Description
Properties (see page 255)	This is namespace Total_Physical_Memory.Properties.

Classes

	Name	Description
	FormTotalPhysicalMemory (see page 257)	This is class Total_Physical_Memory.FormTotalPhysicalMemory.
	ProgramTotalPhysicalMemory (see page 258)	This is class Total_Physical_Memory.ProgramTotalPhysicalMemory.

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1.56.1 Total_Physical_Memory.Properties Namespace

This is namespace Total_Physical_Memory.Properties.

Classes

	Name	Description
	Resources (see page 255)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 256)	This is class Total_Physical_Memory.Properties.Settings.

1.56.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 255)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 256)	This is class Total_Physical_Memory.Properties.Settings.

1.56.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

Total_Physical_Memory.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 256)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 256)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 256)	Returns the cached ResourceManager instance used by this class.

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1.56.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.56.1.1.1.2 Resources Properties

1.56.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.56.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.56.1.1.2 Settings Class

Class Hierarchy

C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class Total_Physical_Memory.Properties.Settings.

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Settings Properties

	Name	Description
	Default (see page 257)	This is Default, a member of class Settings.

1.56.1.1.2.1 Settings Properties

1.56.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.56.2 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	FormTotalPhysicalMemory (see page 257)	This is class Total_Physical_Memory.FormTotalPhysicalMemory.
	ProgramTotalPhysicalMemory (see page 258)	This is class Total_Physical_Memory.ProgramTotalPhysicalMemory.

1.56.2.1 FormTotalPhysicalMemory Class

Class Hierarchy

C#

```
public class FormTotalPhysicalMemory : Form;
```

File

FormTotalPhysicalMemory.Designer.cs (see page 449)

Description

This is class Total_Physical_Memory.FormTotalPhysicalMemory.

Methods

	Name	Description
	FormTotalPhysicalMemory (see page 258)	This is FormTotalPhysicalMemory, a member of class FormTotalPhysicalMemory.

FormTotalPhysicalMemory Methods

	Name	Description
	Dispose (see page 258)	Clean up any resources being used.

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1.56.2.1.1 FormTotalPhysicalMemory.FormTotalPhysicalMemory Constructor

C#

```
public FormTotalPhysicalMemory();
```

Description

This is FormTotalPhysicalMemory, a member of class FormTotalPhysicalMemory.

Body Source

```
1: public FormTotalPhysicalMemory()
2: {
3:     InitializeComponent();
4: }
```

1.56.2.1.2 FormTotalPhysicalMemory Methods

1.56.2.1.2.1 FormTotalPhysicalMemory.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

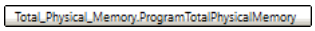
Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

1.56.2.2 ProgramTotalPhysicalMemory Class

Class Hierarchy



C#

```
public static class ProgramTotalPhysicalMemory;
```

File

ProgramTotalPhysicalMemory.cs (see page 493)

Description

This is class Total_Physical_Memory.ProgramTotalPhysicalMemory.

Created with a commercial version of Doc-O-Matic. In order to make this message disappear you need to register this software. If you have problems registering this software please contact us at support@toolsfactory.com.

1.57 TrayIcon_example Namespace

make sure that using System.Diagnostics; is included

Namespaces

Name	Description
Properties (see page 259)	This is namespace TrayIcon_example.Properties.

Classes

	Name	Description
	FormTrayIcon (see page 261)	This is class TrayIcon_example.FormTrayIcon.
	ProgramTrayIcon (see page 263)	This is class TrayIcon_example.ProgramTrayIcon.

1.57.1 TrayIcon_example.Properties Namespace

This is namespace TrayIcon_example.Properties.

Classes

	Name	Description
	Resources (see page 259)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 261)	This is class TrayIcon_example.Properties.Settings.

1.57.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 259)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 261)	This is class TrayIcon_example.Properties.Settings.

1.57.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

TrayIcon_example.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

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File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 260)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 260)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 260)	Returns the cached ResourceManager instance used by this class.

1.57.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources()
3: {
4: }
```

1.57.1.1.1.2 Resources Properties

1.57.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.57.1.1.1.2.2 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

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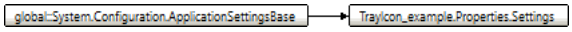
1.57.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class TrayIcon_example.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 261)	This is Default, a member of class Settings.

1.57.1.1.2.1 Settings Properties

1.57.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.57.2 Classes

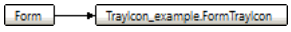
The following table lists classes in this documentation.

Classes

	Name	Description
	FormTrayIcon (see page 261)	This is class TrayIcon_example.FormTrayIcon.
	ProgramTrayIcon (see page 263)	This is class TrayIcon_example.ProgramTrayIcon.

1.57.2.1 FormTrayIcon Class

Class Hierarchy



C#

```
public class FormTrayIcon : Form;
```

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File

FormTrayIcon.Designer.cs (see page 452)

Description

This is class TrayIcon_example.FormTrayIcon.

Methods

	Name	Description
	FormTrayIcon (see page 262)	This is FormTrayIcon, a member of class FormTrayIcon.

FormTrayIcon Methods

	Name	Description
	Dispose (see page 262)	Clean up any resources being used.

1.57.2.1.1 FormTrayIcon.FormTrayIcon Constructor

C#

```
public FormTrayIcon();
```

Description

This is FormTrayIcon, a member of class FormTrayIcon.

Body Source

```
1: public FormTrayIcon()
2: {
3:     InitializeComponent();
4: }
```

1.57.2.1.2 FormTrayIcon Methods

1.57.2.1.2.1 FormTrayIcon.Dispose Method

Clean up any resources being used.

C#

```
protected override void Dispose(bool disposing);
```

Parameters

Parameters	Description
bool disposing	true if managed resources should be disposed; otherwise, false.

Body Source

```
1: protected override void Dispose(bool disposing)
2: {
3:     if (disposing && (components != null))
4:     {
5:         components.Dispose();
6:     }
7:     base.Dispose(disposing);
8: }
```

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1.57.2.2 ProgramTrayIcon Class

Class Hierarchy

TrayIcon_example.ProgramTrayIcon

C#

```
public static class ProgramTrayIcon;
```

File

ProgramTrayIcon.cs (see page 494)

Description

This is class TrayIcon_example.ProgramTrayIcon.

1.58 WCF Namespace

This is namespace WCF.

Namespaces

Name	Description
Properties (see page 263)	This is namespace WCF.Properties.
ServiceReference1 (see page 265)	This is namespace WCF.ServiceReference1.

1.58.1 WCF.Properties Namespace

This is namespace WCF.Properties.

Classes

	Name	Description
	Resources (see page 263)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 265)	This is class WCF.Properties.Settings.

1.58.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 263)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 265)	This is class WCF.Properties.Settings.

1.58.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

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Class Hierarchy

WCF.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 264)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	Culture (see page 264)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	ResourceManager (see page 265)	Returns the cached ResourceManager instance used by this class.

1.58.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.58.1.1.1.2 Resources Properties

1.58.1.1.1.2.1 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

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1.58.1.1.1.2.2 Resources.ResourceManager Property

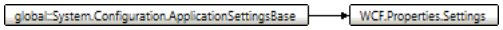
Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.58.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class WCF.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 265)	This is Default, a member of class Settings.

1.58.1.1.2.1 Settings Properties

1.58.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.58.2 WCF.ServiceReference1 Namespace

This is namespace WCF.ServiceReference1.

Classes

	Name	Description
	CompositeType (see page 266)	This is class WCF.ServiceReference1.CompositeType.
	MyNewObject (see page 268)	This is class WCF.ServiceReference1.MyNewObject.
	Service1Client (see page 269)	This is class WCF.ServiceReference1.Service1Client.

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Interfaces

	Name	Description
	IService1 (see page 273)	This is class WCF.ServiceReference1.IService1.
	IService1Channel (see page 275)	This is class WCF.ServiceReference1.IService1Channel.

1.58.2.1 Classes

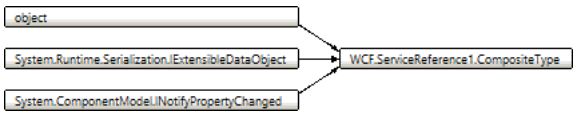
The following table lists classes in this documentation.

Classes

	Name	Description
	CompositeType (see page 266)	This is class WCF.ServiceReference1.CompositeType.
	MyNewObject (see page 268)	This is class WCF.ServiceReference1.MyNewObject.
	Service1Client (see page 269)	This is class WCF.ServiceReference1.Service1Client.

1.58.2.1.1 CompositeType Class

Class Hierarchy



C#

```
[System.Diagnostics.DebuggerStepThroughAttribute()]
[System.CodeDom.Compiler.GeneratedCodeAttribute("System.Runtime.Serialization", "4.0.0.0")]
[System.Runtime.Serialization.DataContractAttribute(Name="CompositeType",
Namespace="http://schemas.datacontract.org/2004/07/WcfServiceLibrary")]
[System.SerializableAttribute()]
public class CompositeType : object, System.Runtime.Serialization.IExtensibleDataObject,
System.ComponentModel.INotifyPropertyChanged;
```

File

Reference.cs (see page 496)

Description

This is class WCF.ServiceReference1.CompositeType.

CompositeType Events

	Name	Description
	PropertyChanged (see page 267)	This is PropertyChanged, a member of class CompositeType.

CompositeType Methods

	Name	Description
	RaisePropertyChanged (see page 267)	This is RaisePropertyChanged, a member of class CompositeType.

CompositeType Properties

	Name	Description
	BoolValue (see page 267)	This is BoolValue, a member of class CompositeType.
	ExtensionData (see page 267)	This is ExtensionData, a member of class CompositeType.
	StringValue (see page 267)	This is StringValue, a member of class CompositeType.

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1.58.2.1.1.1 CompositeType Methods

1.58.2.1.1.1.1 CompositeType.RaisePropertyChanged Method

C#

```
protected void RaisePropertyChanged(string propertyName);
```

Description

This is RaisePropertyChanged, a member of class CompositeType.

Body Source

```
1: protected void RaisePropertyChanged(string propertyName) {
2:     System.ComponentModel.PropertyChangedEventHandler propertyChanged =
this.PropertyChanged;
3:     if ((propertyChanged != null)) {
4:         propertyChanged(this, new
System.ComponentModel.PropertyChangedEventArgs(propertyName));
5:     }
6: }
```

1.58.2.1.1.2 CompositeType Properties

1.58.2.1.1.2.1 CompositeType.BoolValue Property

C#

```
[System.Runtime.Serialization.DataMemberAttribute()]
public bool BoolValue;
```

Description

This is BoolValue, a member of class CompositeType.

1.58.2.1.1.2.2 CompositeType.ExtensionData Property

C#

```
[global::System.ComponentModel.BrowsableAttribute(false)]
public System.Runtime.Serialization.ExtensionDataObject ExtensionData;
```

Description

This is ExtensionData, a member of class CompositeType.

1.58.2.1.1.2.3 CompositeType.StringValue Property

C#

```
[System.Runtime.Serialization.DataMemberAttribute()]
public string StringValue;
```

Description

This is StringValue, a member of class CompositeType.

1.58.2.1.1.3 CompositeType Events

1.58.2.1.1.3.1 CompositeType.PropertyChanged Event

C#

```
public event System.ComponentModel.PropertyChangedEventHandler PropertyChanged;
```

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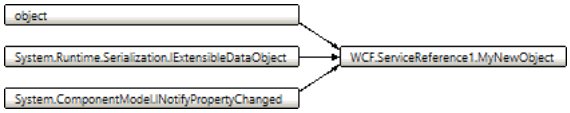
Description

This is PropertyChanged, a member of class CompositeType.

1.58.2.1.2 MyNewObject Class

Class Hierarchy



C#

```
[System.Diagnostics.DebuggerStepThroughAttribute()]
[System.CodeDom.Compiler.GeneratedCodeAttribute("System.Runtime.Serialization", "4.0.0.0")]
[System.Runtime.Serialization.DataContractAttribute(Name="MyNewObject",
Namespace="http://schemas.datacontract.org/2004/07/WcfServiceLibrary")]
[System.SerializableAttribute()]
public class MyNewObject : object, System.Runtime.Serialization.IExtensibleDataObject,
System.ComponentModel.INotifyPropertyChanged;
```

File

Reference.cs (see page 496)

Description

This is class WCF.ServiceReference1.MyNewObject.

MyNewObject Events

	Name	Description
	PropertyChanged (see page 269)	This is PropertyChanged, a member of class MyNewObject.

MyNewObject Methods

	Name	Description
	RaisePropertyChanged (see page 268)	This is RaisePropertyChanged, a member of class MyNewObject.

MyNewObject Properties

	Name	Description
	BoolValue (see page 269)	This is BoolValue, a member of class MyNewObject.
	ExtensionData (see page 269)	This is ExtensionData, a member of class MyNewObject.
	Hello (see page 269)	This is Hello, a member of class MyNewObject.

1.58.2.1.2.1 MyNewObject Methods

1.58.2.1.2.1.1 MyNewObject.RaisePropertyChanged Method

C#

```
protected void RaisePropertyChanged(string propertyName);
```

Description

This is RaisePropertyChanged, a member of class MyNewObject.

Body Source

```
1: protected void RaisePropertyChanged(string propertyName) {
2:     System.ComponentModel.PropertyChangedEventHandler propertyChanged =
```

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```
this.PropertyChanged;
3:     if ((propertyChanged != null)) {
4:         propertyChanged(this, new
System.ComponentModel.PropertyChangedEventArgs(propertyName));
5:     }
6: }
```

1.58.2.1.2.2 MyNewObject Properties

1.58.2.1.2.2.1 MyNewObject.BoolValue Property

C#

```
[System.Runtime.Serialization.DataMemberAttribute()]
public bool BoolValue;
```

Description

This is BoolValue, a member of class MyNewObject.

1.58.2.1.2.2.2 MyNewObject.ExtensionData Property

C#

```
[global::System.ComponentModel.BrowsableAttribute(false)]
public System.Runtime.Serialization.ExtensionDataObject ExtensionData;
```

Description

This is ExtensionData, a member of class MyNewObject.

1.58.2.1.2.2.3 MyNewObject.Hello Property

C#

```
[System.Runtime.Serialization.DataMemberAttribute()]
public string Hello;
```

Description

This is Hello, a member of class MyNewObject.

1.58.2.1.2.3 MyNewObject Events

1.58.2.1.2.3.1 MyNewObject.PropertyChanged Event

C#

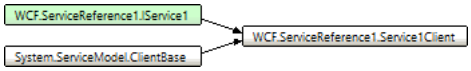
```
public event System.ComponentModel.PropertyChangedEventHandler PropertyChanged;
```

Description

This is PropertyChanged, a member of class MyNewObject.

1.58.2.1.3 Service1Client Class

Class Hierarchy



C#

```
[System.Diagnostics.DebuggerStepThroughAttribute()]
[System.CodeDom.Compiler.GeneratedCodeAttribute("System.ServiceModel", "4.0.0.0")]
public class Service1Client :
```

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```
System.ServiceModel.ClientBase<WCF.ServiceReference1.IService1>,
WCF.ServiceReference1.IService1;
```

File

Reference.cs (see page 496)

Description

This is class WCF.ServiceReference1.Service1Client.

Methods

Service1Client Class

	Name	Description
	Service1Client (see page 270)	This is Service1Client, a member of class Service1Client.

IService1 Methods

	Name	Description
	GetData (see page 274)	This is GetData, a member of class IService1.
	GetDataAsync (see page 274)	This is GetDataAsync, a member of class IService1.
	GetDataUsingDataContract (see page 274)	This is GetDataUsingDataContract, a member of class IService1.
	GetDataUsingDataContractAsync (see page 274)	This is GetDataUsingDataContractAsync, a member of class IService1.
	SayHelloFromWCF (see page 275)	This is SayHelloFromWCF, a member of class IService1.
	SayHelloFromWCFAsync (see page 275)	This is SayHelloFromWCFAsync, a member of class IService1.

Service1Client Class

	Name	Description
	GetData (see page 272)	This is GetData, a member of class Service1Client.
	GetDataAsync (see page 272)	This is GetDataAsync, a member of class Service1Client.
	GetDataUsingDataContract (see page 272)	This is GetDataUsingDataContract, a member of class Service1Client.
	GetDataUsingDataContractAsync (see page 272)	This is GetDataUsingDataContractAsync, a member of class Service1Client.
	SayHelloFromWCF (see page 272)	This is SayHelloFromWCF, a member of class Service1Client.
	SayHelloFromWCFAsync (see page 273)	This is SayHelloFromWCFAsync, a member of class Service1Client.

1.58.2.1.3.1 Service1Client Constructor

1.58.2.1.3.1.1 Service1Client.Service1Client Constructor ()

C#

```
public Service1Client();
```

Description

This is Service1Client, a member of class Service1Client.

Body Source

```
1: public Service1Client() {
2: }
```

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1.58.2.1.3.1.2 Service1Client.Service1Client Constructor (System.ServiceModel.Channels.Binding, System.ServiceModel.EndpointAddress)

C#

```
public Service1Client(System.ServiceModel.Channels.Binding binding,
System.ServiceModel.EndpointAddress remoteAddress);
```

Description

This is Service1Client, a member of class Service1Client.

Body Source

```
1: public Service1Client(System.ServiceModel.Channels.Binding binding,
System.ServiceModel.EndpointAddress remoteAddress) :
2:         base(binding, remoteAddress) {
3: }
```

1.58.2.1.3.1.3 Service1Client.Service1Client Constructor (string)

C#

```
public Service1Client(string endpointConfigurationName);
```

Description

This is Service1Client, a member of class Service1Client.

Body Source

```
1: public Service1Client(string endpointConfigurationName) :
2:         base(endpointConfigurationName) {
3: }
```

1.58.2.1.3.1.4 Service1Client.Service1Client Constructor (string, System.ServiceModel.EndpointAddress)

C#

```
public Service1Client(string endpointConfigurationName, System.ServiceModel.EndpointAddress
remoteAddress);
```

Description

This is Service1Client, a member of class Service1Client.

Body Source

```
1: public Service1Client(string endpointConfigurationName,
System.ServiceModel.EndpointAddress remoteAddress) :
2:         base(endpointConfigurationName, remoteAddress) {
3: }
```

1.58.2.1.3.1.5 Service1Client.Service1Client Constructor (string, string)

C#

```
public Service1Client(string endpointConfigurationName, string remoteAddress);
```

Description

This is Service1Client, a member of class Service1Client.

Body Source

```
1: public Service1Client(string endpointConfigurationName, string remoteAddress) :
2:         base(endpointConfigurationName, remoteAddress) {
3: }
```

1.58.2.1.3.2 Service1Client Methods

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1.58.2.1.3.2.1 Service1Client.GetData Method

C#

```
public string GetData(int value);
```

Description

This is GetData, a member of class Service1Client.

Body Source

```
1: public string GetData(int value) {
2:     return base.Channel.GetData(value);
3: }
```

1.58.2.1.3.2.2 Service1Client.GetDataAsync Method

C#

```
public System.Threading.Tasks.Task<string> GetDataAsync(int value);
```

Description

This is GetDataAsync, a member of class Service1Client.

Body Source

```
1: public System.Threading.Tasks.Task<string> GetDataAsync(int value) {
2:     return base.Channel.GetDataAsync(value);
3: }
```

1.58.2.1.3.2.3 Service1Client.GetDataUsingDataContract Method

C#

```
public WCF.ServiceReference1.CompositeType
GetDataUsingDataContract(WCF.ServiceReference1.CompositeType composite);
```

Description

This is GetDataUsingDataContract, a member of class Service1Client.

Body Source

```
1: public WCF.ServiceReference1.CompositeType
GetDataUsingDataContract(WCF.ServiceReference1.CompositeType composite) {
2:     return base.Channel.GetDataUsingDataContract(composite);
3: }
```

1.58.2.1.3.2.4 Service1Client.GetDataUsingDataContractAsync Method

C#

```
public System.Threading.Tasks.Task<WCF.ServiceReference1.CompositeType>
GetDataUsingDataContractAsync(WCF.ServiceReference1.CompositeType composite);
```

Description

This is GetDataUsingDataContractAsync, a member of class Service1Client.

Body Source

```
1: public System.Threading.Tasks.Task<WCF.ServiceReference1.CompositeType>
GetDataUsingDataContractAsync(WCF.ServiceReference1.CompositeType composite) {
2:     return base.Channel.GetDataUsingDataContractAsync(composite);
3: }
```

1.58.2.1.3.2.5 Service1Client.SayHelloFromWCF Method

C#

```
public WCF.ServiceReference1.MyNewObject SayHelloFromWCF(WCF.ServiceReference1.MyNewObject
sayhello);
```

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Description

This is SayHelloFromWCF, a member of class Service1Client.

Body Source

```
1: public WCF.ServiceReference1.MyNewObject
SayHelloFromWCF(WCF.ServiceReference1.MyNewObject sayhello) {
2:     return base.Channel.SayHelloFromWCF(sayhello);
3: }
```

1.58.2.1.3.2.6 Service1Client.SayHelloFromWCFAsync Method

C#

```
public System.Threading.Tasks.Task<WCF.ServiceReference1.MyNewObject>
SayHelloFromWCFAsync(WCF.ServiceReference1.MyNewObject sayhello);
```

Description

This is SayHelloFromWCFAsync, a member of class Service1Client.

Body Source

```
1: public System.Threading.Tasks.Task<WCF.ServiceReference1.MyNewObject>
SayHelloFromWCFAsync(WCF.ServiceReference1.MyNewObject sayhello) {
2:     return base.Channel.SayHelloFromWCFAsync(sayhello);
3: }
```

1.58.2.2 Interfaces

The following table lists interfaces in this documentation.

Interfaces

	Name	Description
	IService1 (see page 273)	This is class WCF.ServiceReference1.IService1.
	IService1Channel (see page 275)	This is class WCF.ServiceReference1.IService1Channel.

1.58.2.2.1 IService1 Interface

Class Hierarchy

WCF.ServiceReference1.IService1

C#

```
[System.CodeDom.Compiler.GeneratedCodeAttribute("System.ServiceModel", "4.0.0.0")]
[System.ServiceModel.ServiceContractAttribute(ConfigurationName="ServiceReference1.IService1
")]
public interface IService1;
```

File

Reference.cs (see page 496)

Description

This is class WCF.ServiceReference1.IService1.

IService1 Methods

	Name	Description
	GetData (see page 274)	This is GetData, a member of class IService1.
	GetDataAsync (see page 274)	This is GetDataAsync, a member of class IService1.

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	GetDataUsingDataContract (see page 274)	This is GetDataUsingDataContract, a member of class IService1.
	GetDataUsingDataContractAsync (see page 274)	This is GetDataUsingDataContractAsync, a member of class IService1.
	SayHelloFromWCF (see page 275)	This is SayHelloFromWCF, a member of class IService1.
	SayHelloFromWCFAsync (see page 275)	This is SayHelloFromWCFAsync, a member of class IService1.

1.58.2.2.1.1 IService1 Methods

1.58.2.2.1.1.1 IService1.GetData Method

C#

```
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/GetData
",
ReplyAction="http://tempuri.org/IService1/GetDataResponse")]
 string GetData(int value);
```

Description

This is GetData, a member of class IService1.

1.58.2.2.1.1.2 IService1.GetDataAsync Method

C#

```
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/GetData
",
ReplyAction="http://tempuri.org/IService1/GetDataResponse")]
 System.Threading.Tasks.Task<string> GetDataAsync(int value);
```

Description

This is GetDataAsync, a member of class IService1.

1.58.2.2.1.1.3 IService1.GetDataUsingDataContract Method

C#

```
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/GetData
UsingDataContract",
ReplyAction="http://tempuri.org/IService1/GetDataUsingDataContractResponse")]
 WCF.ServiceReference1.CompositeType
GetDataUsingDataContract(WCF.ServiceReference1.CompositeType composite);
```

Description

This is GetDataUsingDataContract, a member of class IService1.

1.58.2.2.1.1.4 IService1.GetDataUsingDataContractAsync Method

C#

```
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/GetData
UsingDataContract",
ReplyAction="http://tempuri.org/IService1/GetDataUsingDataContractResponse")]
 System.Threading.Tasks.Task<WCF.ServiceReference1.CompositeType>
GetDataUsingDataContractAsync(WCF.ServiceReference1.CompositeType composite);
```

Description

This is GetDataUsingDataContractAsync, a member of class IService1.

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1.58.2.2.1.1.5 IService1.SayHelloFromWCF Method

C#

```
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/SayHell
oFromWCF",
ReplyAction="http://tempuri.org/IService1/SayHelloFromWCFResponse")]
 WCF.ServiceReference1.MyNewObject SayHelloFromWCF(WCF.ServiceReference1.MyNewObject
sayhello);
```

Description

This is SayHelloFromWCF, a member of class IService1.

1.58.2.2.1.1.6 IService1.SayHelloFromWCFAsync Method

C#

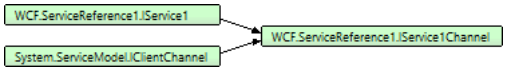
```
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/SayHell
oFromWCF",
ReplyAction="http://tempuri.org/IService1/SayHelloFromWCFResponse")]
 System.Threading.Tasks.Task<WCF.ServiceReference1.MyNewObject>
SayHelloFromWCFAsync(WCF.ServiceReference1.MyNewObject sayhello);
```

Description

This is SayHelloFromWCFAsync, a member of class IService1.

1.58.2.2.2 IService1Channel Interface

Class Hierarchy



C#

```
[System.CodeDom.Compiler.GeneratedCodeAttribute("System.ServiceModel", "4.0.0.0")]
public interface IService1Channel : WCF.ServiceReference1.IService1,
System.ServiceModel.IClientChannel;
```

File

Reference.cs (see page 496)

Description

This is class WCF.ServiceReference1.IService1Channel.

IService1 Methods

	Name	Description
	GetData (see page 274)	This is GetData, a member of class IService1.
	GetDataAsync (see page 274)	This is GetDataAsync, a member of class IService1.
	GetDataUsingDataContract (see page 274)	This is GetDataUsingDataContract, a member of class IService1.
	GetDataUsingDataContractAsync (see page 274)	This is GetDataUsingDataContractAsync, a member of class IService1.
	SayHelloFromWCF (see page 275)	This is SayHelloFromWCF, a member of class IService1.
	SayHelloFromWCFAsync (see page 275)	This is SayHelloFromWCFAsync, a member of class IService1.

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1.59 WcfServiceLibrary Namespace

This is namespace WcfServiceLibrary.

Classes

	Name	Description
	CompositeType (see page 276)	Use a data contract as illustrated in the sample below to add composite types to service operations. You can add XSD files into the project. After building the project, you can directly use the data types defined there, with the namespace "WcfServiceLibrary.ContractType".
	MyNewObject (see page 277)	This is class WcfServiceLibrary.MyNewObject.
	Service1 (see page 278)	

Interfaces

	Name	Description
	IService1 (see page 280)	

1.59.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	CompositeType (see page 276)	Use a data contract as illustrated in the sample below to add composite types to service operations. You can add XSD files into the project. After building the project, you can directly use the data types defined there, with the namespace "WcfServiceLibrary.ContractType".
	MyNewObject (see page 277)	This is class WcfServiceLibrary.MyNewObject.
	Service1 (see page 278)	

1.59.1.1 CompositeType Class

Class Hierarchy

WcfServiceLibrary.CompositeType

C#

```
[DataContract]
public class CompositeType;
```

File

IService1.cs (see page 462)

Description

Use a data contract as illustrated in the sample below to add composite types to service operations. You can add XSD files into the project. After building the project, you can directly use the data types defined there, with the namespace "WcfServiceLibrary.ContractType".

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CompositeType Properties

	Name	Description
	BoolValue (see page 277)	This is BoolValue, a member of class CompositeType.
	StringValue (see page 277)	This is StringValue, a member of class CompositeType.

1.59.1.1.1 CompositeType Properties

1.59.1.1.1.1 CompositeType.BoolValue Property

C#

```
[DataMember]
public bool BoolValue;
```

Description

This is BoolValue, a member of class CompositeType.

1.59.1.1.1.2 CompositeType.StringValue Property

C#

```
[DataMember]
public string StringValue;
```

Description

This is StringValue, a member of class CompositeType.

1.59.1.2 MyNewObject Class

Class Hierarchy

WcfServiceLibrary.MyNewObject

C#

```
[DataContract]
public class MyNewObject;
```

File

IService1.cs (see page 462)

Description

This is class WcfServiceLibrary.MyNewObject.

MyNewObject Fields

	Name	Description
	sayHello (see page 278)	This is sayHello, a member of class MyNewObject.

MyNewObject Properties

	Name	Description
	BoolValue (see page 278)	This is BoolValue, a member of class MyNewObject.
	Hello (see page 278)	This is Hello, a member of class MyNewObject.

1.59.1.2.1 MyNewObject Fields

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1.59.1.2.1.1 MyNewObject.sayHello Field

C#

```
public string sayHello = "Hello from wcf :) ...";
```

Description

This is sayHello, a member of class MyNewObject.

1.59.1.2.2 MyNewObject Properties

1.59.1.2.2.1 MyNewObject.BoolValue Property

C#

```
[DataMember]
public bool BoolValue;
```

Description

This is BoolValue, a member of class MyNewObject.

1.59.1.2.2.2 MyNewObject.Hello Property

C#

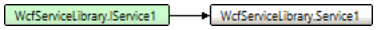
```
[DataMember]
public string Hello;
```

Description

This is Hello, a member of class MyNewObject.

1.59.1.3 Service1 Class

Class Hierarchy



C#

```
public class Service1 : IService1;
```

File

Service1.cs (see page 503)

Notes

You can use the "Rename" command on the "Refactor" menu to change the class name "Service1" in both code and config file together.

IService1 Methods

	Name	Description
	GetData (see page 280)	This is GetData, a member of class IService1.
	GetDataUsingDataContract (see page 281)	This is GetDataUsingDataContract, a member of class IService1.
	SayHelloFromWCF (see page 281)	This is SayHelloFromWCF, a member of class IService1.

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Service1 Class

	Name	Description
	GetData (see page 279)	This is GetData, a member of class Service1.
	GetDataUsingDataContract (see page 279)	This is GetDataUsingDataContract, a member of class Service1.
	SayHelloFromWCF (see page 279)	This is SayHelloFromWCF, a member of class Service1.

1.59.1.3.1 Service1 Methods

1.59.1.3.1.1 Service1.GetData Method

C#

```
public string GetData(int value);
```

Description

This is GetData, a member of class Service1.

Body Source

```
1: public string GetData(int value)
2: {
3:     return string.Format("You entered: {0}", value);
4: }
```

1.59.1.3.1.2 Service1.GetDataUsingDataContract Method

C#

```
public CompositeType GetDataUsingDataContract(CompositeType composite);
```

Description

This is GetDataUsingDataContract, a member of class Service1.

Body Source

```
 1: public CompositeType GetDataUsingDataContract(CompositeType composite)
 2: {
 3:     if (composite == null)
 4:     {
 5:         throw new ArgumentNullException("composite");
 6:     }
 7:     if (composite.BoolValue)
 8:     {
 9:         composite.StringValue += "Suffix";
10:     }
11:     return composite;
12: }
```

1.59.1.3.1.3 Service1.SayHelloFromWCF Method

C#

```
public MyNewObject SayHelloFromWCF(MyNewObject sayhello);
```

Description

This is SayHelloFromWCF, a member of class Service1.

Body Source

```
 1: public MyNewObject SayHelloFromWCF(MyNewObject sayhello){
 2:     if (sayhello == null)
 3:     {
```

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```
 4:         throw new ArgumentNullException("This is Hello World from service!");
 5:     }
 6:     if (sayhello.BoolValue)
 7:     {
 8:         sayhello.Hello += "Suffix";
 9:     }
10:     return sayhello;
11: }
```

1.59.2 Interfaces

The following table lists interfaces in this documentation.

Interfaces

	Name	Description
	IService1 (see page 280)	

1.59.2.1 IService1 Interface

Class Hierarchy

WcfServiceLibrary.IService1

C#

```
[ServiceContract]
public interface IService1;
```

File

IService1.cs (see page 462)

Notes

You can use the "Rename" command on the "Refactor" menu to change the interface name "IService1" in both code and config file together.

IService1 Methods

	Name	Description
	GetData (see page 280)	This is GetData, a member of class IService1.
	GetDataUsingDataContract (see page 281)	This is GetDataUsingDataContract, a member of class IService1.
	SayHelloFromWCF (see page 281)	This is SayHelloFromWCF, a member of class IService1.

1.59.2.1.1 IService1 Methods

1.59.2.1.1.1 IService1.GetData Method

C#

```
[OperationContract]
 string GetData(int value);
```

Description

This is GetData, a member of class IService1.

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1.59.2.1.1.2 IService1.GetDataUsingDataContract Method

C#

```
[OperationContract]
 CompositeType GetDataUsingDataContract(CompositeType composite);
```

Description

This is GetDataUsingDataContract, a member of class IService1.

1.59.2.1.1.3 IService1.SayHelloFromWCF Method

C#

```
[OperationContract]
 MyNewObject SayHelloFromWCF(MyNewObject sayhello);
```

Description

This is SayHelloFromWCF, a member of class IService1.

1.60 WebBrowser Namespace

This is namespace WebBrowser.

Namespaces

Name	Description
Properties (see page 281)	This is namespace WebBrowser.Properties.

1.60.1 WebBrowser.Properties Namespace

This is namespace WebBrowser.Properties.

Classes

	Name	Description
	Resources (see page 282)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 283)	This is class WebBrowser.Properties.Settings.

1.60.1.1 Classes

The following table lists classes in this documentation.

Classes

	Name	Description
	Resources (see page 282)	A strongly-typed resource class, for looking up localized strings, etc.
	Settings (see page 283)	This is class WebBrowser.Properties.Settings.

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1.60.1.1.1 Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

Class Hierarchy

WebBrowser.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder",
"4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
internal class Resources;
```

File

Resources.Designer.cs (see page 500)

Description

This class was auto-generated by the StronglyTypedResourceBuilder class via a tool like ResGen or Visual Studio. To add or remove a member, edit your .ResX file then rerun ResGen with the /str option, or rebuild your VS project.

Methods

	Name	Description
	Resources (see page 282)	This is Resources, a member of class Resources.

Resources Properties

	Name	Description
S	_for (see page 283)	Looks up a localized resource of type System.Drawing.Bitmap.
S	back (see page 283)	Looks up a localized resource of type System.Drawing.Bitmap.
S	Culture (see page 283)	Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.
S	goes (see page 283)	Looks up a localized resource of type System.Drawing.Bitmap.
S	refresh (see page 283)	Looks up a localized resource of type System.Drawing.Bitmap.
S	ResourceManager (see page 283)	Returns the cached ResourceManager instance used by this class.
S	stop (see page 283)	Looks up a localized resource of type System.Drawing.Bitmap.

1.60.1.1.1.1 Resources.Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
internal Resources();
```

Description

This is Resources, a member of class Resources.

Body Source

```
1:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
2: internal Resources() {
3: }
```

1.60.1.1.1.2 Resources Properties

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1.60.1.1.1.2.1 Resources._for Property

Looks up a localized resource of type System.Drawing.Bitmap.

C#

```
internal static System.Drawing.Bitmap _for;
```

1.60.1.1.1.2.2 Resources.back Property

Looks up a localized resource of type System.Drawing.Bitmap.

C#

```
internal static System.Drawing.Bitmap back;
```

1.60.1.1.1.2.3 Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Globalization.CultureInfo Culture;
```

1.60.1.1.1.2.4 Resources.goes Property

Looks up a localized resource of type System.Drawing.Bitmap.

C#

```
internal static System.Drawing.Bitmap goes;
```

1.60.1.1.1.2.5 Resources.refresh Property

Looks up a localized resource of type System.Drawing.Bitmap.

C#

```
internal static System.Drawing.Bitmap refresh;
```

1.60.1.1.1.2.6 Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
internal static global::System.Resources.ResourceManager ResourceManager;
```

1.60.1.1.1.2.7 Resources.stop Property

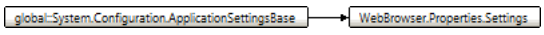
Looks up a localized resource of type System.Drawing.Bitmap.

C#

```
internal static System.Drawing.Bitmap stop;
```

1.60.1.1.2 Settings Class

Class Hierarchy



C#

```
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
```

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```
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
internal sealed class Settings : global::System.Configuration.ApplicationSettingsBase;
```

File

Settings.Designer.cs (see page 503)

Description

This is class WebBrowser.Properties.Settings.

Settings Properties

	Name	Description
	Default (see page 284)	This is Default, a member of class Settings.

1.60.1.1.2.1 Settings Properties

1.60.1.1.2.1.1 Settings.Default Property

C#

```
public static Settings Default;
```

Description

This is Default, a member of class Settings.

1.61 Files

The following table lists files in this documentation.

Files

Name	Description
Admin Check.csproj (see page 290)	This is file Admin Check.csproj.
Always on top.csproj (see page 290)	This is file Always on top.csproj.
AssemblyInfo.cs (see page 290)	This is file AssemblyInfo.cs.
BackgroundWorker.cs (see page 291)	This is file BackgroundWorker.cs.
BackgroundWorker.csproj (see page 292)	This is file BackgroundWorker.csproj.
BackgroundWorker.Designer.cs (see page 292)	This is file BackgroundWorker.Designer.cs.
Browse.csproj (see page 294)	This is file Browse.csproj.
Browse_network.cs (see page 294)	This is file Browse_network.cs.
Browse_network.Designer.cs (see page 295)	This is file Browse_network.Designer.cs.
Calculator.csproj (see page 296)	This is file Calculator.csproj.
Calendar.csproj (see page 296)	This is file Calendar.csproj.
Check .NET Frameworks.csproj (see page 296)	This is file Check .NET Frameworks.csproj.
Check driver.csproj (see page 296)	This is file Check driver.csproj.
Class1.cs (see page 297)	This is file Class1.cs.
Color to Gray.csproj (see page 297)	This is file Color to Gray.csproj.
Convert BMP to JPG.csproj (see page 297)	This is file Convert BMP to JPG.csproj.
ConvertToHex.csproj (see page 297)	This is file ConvertToHex.csproj.

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Country listing.csproj (see page 297)	This is file Country listing.csproj.
Create bitmap.csproj (see page 298)	This is file Create bitmap.csproj.
Create desktop shortcut example.csproj (see page 298)	This is file Create desktop shortcut example.csproj.
CreateFile and WriteFile.csproj (see page 298)	This is file CreateFile and WriteFile.csproj.
CSharpExamples.sln (see page 298)	This is file CSharpExamples.sln.
Dialogs.csproj (see page 298)	This is file Dialogs.csproj.
DLL.csproj (see page 298)	This is file DLL.csproj.
DLL_library.csproj (see page 298)	This is file DLL_library.csproj.
Drag and drop.csproj (see page 298)	This is file Drag and drop.csproj.
Drag_Drop.csproj (see page 299)	This is file Drag_Drop.csproj.
Dynamic button.csproj (see page 299)	This is file Dynamic button.csproj.
Enumerate network resources.csproj (see page 299)	This is file Enumerate network resources.csproj.
EnumerateWindows.csproj (see page 299)	This is file EnumerateWindows.csproj.
FileDates Info.csproj (see page 299)	This is file FileDates Info.csproj.
FileProperties.csproj (see page 299)	This is file FileProperties.csproj.
Firewall.csproj (see page 299)	This is file Firewall.csproj.
FormAdminCheck.cs (see page 299)	This is file FormAdminCheck.cs.
FormAdminCheck.Designer.cs (see page 301)	This is file FormAdminCheck.Designer.cs.
FormAlwaysOnTop.cs (see page 302)	This is file FormAlwaysOnTop.cs.
FormAlwaysOnTop.Designer.cs (see page 303)	This is file FormAlwaysOnTop.Designer.cs.
FormBrowse.cs (see page 304)	This is file FormBrowse.cs.
FormBrowse.Designer.cs (see page 305)	This is file FormBrowse.Designer.cs.
FormButtonTextAlignment.cs (see page 307)	This is file FormButtonTextAlignment.cs.
FormButtonTextAlignment.Designer.cs (see page 308)	This is file FormButtonTextAlignment.Designer.cs.
FormCalculator.cs (see page 309)	This is file FormCalculator.cs.
FormCalculator.Designer.cs (see page 312)	This is file FormCalculator.Designer.cs.
FormCalendar.cs (see page 316)	This is file FormCalendar.cs.
FormCalendar.Designer.cs (see page 317)	This is file FormCalendar.Designer.cs.
FormCheckDriver.cs (see page 320)	This is file FormCheckDriver.cs.
FormCheckDriver.Designer.cs (see page 321)	This is file FormCheckDriver.Designer.cs.
FormCheckFramework.cs (see page 322)	This is file FormCheckFramework.cs.
FormCheckFramework.Designer.cs (see page 323)	This is file FormCheckFramework.Designer.cs.
FormColorToGray.cs (see page 325)	This is file FormColorToGray.cs.
FormColorToGray.Designer.cs (see page 326)	This is file FormColorToGray.Designer.cs.
FormConvertBmpToJpg.cs (see page 328)	This is file FormConvertBmpToJpg.cs.
FormConvertBmpToJpg.Designer.cs (see page 329)	This is file FormConvertBmpToJpg.Designer.cs.
FormConvertToHex.cs (see page 330)	This is file FormConvertToHex.cs.
FormConvertToHex.Designer.cs (see page 332)	This is file FormConvertToHex.Designer.cs.
FormCountryListing.cs (see page 333)	This is file FormCountryListing.cs.
FormCountryListing.Designer.cs (see page 334)	This is file FormCountryListing.Designer.cs.
FormCreateBitmap.cs (see page 336)	This is file FormCreateBitmap.cs.

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FormCreateBitmap.Designer.cs (see page 337)	This is file FormCreateBitmap.Designer.cs.
FormCreateShortcut.cs (see page 338)	This is file FormCreateShortcut.cs.
FormCreateShortcut.Designer.cs (see page 339)	This is file FormCreateShortcut.Designer.cs.
FormCreateWriteFile.cs (see page 341)	This is file FormCreateWriteFile.cs.
FormCreateWriteFile.Designer.cs (see page 342)	This is file FormCreateWriteFile.Designer.cs.
FormDialog.cs (see page 343)	This is file FormDialog.cs.
FormDialog.Designer.cs (see page 344)	This is file FormDialog.Designer.cs.
FormDll.cs (see page 347)	This is file FormDll.cs.
FormDll.Designer.cs (see page 348)	This is file FormDll.Designer.cs.
FormDragAndDrop.cs (see page 349)	This is file FormDragAndDrop.cs.
FormDragAndDrop.Designer.cs (see page 350)	This is file FormDragAndDrop.Designer.cs.
FormDragDrop.cs (see page 352)	This is file FormDragDrop.cs.
FormDragDrop.Designer.cs (see page 353)	This is file FormDragDrop.Designer.cs.
FormDynamicButton.cs (see page 354)	This is file FormDynamicButton.cs.
FormDynamicButton.Designer.cs (see page 356)	This is file FormDynamicButton.Designer.cs.
FormEnumerateNetwork.cs (see page 357)	This is file FormEnumerateNetwork.cs.
FormEnumerateNetwork.Designer.cs (see page 358)	This is file FormEnumerateNetwork.Designer.cs.
FormEnumerateWindows.cs (see page 360)	This is file FormEnumerateWindows.cs.
FormEnumerateWindows.Designer.cs (see page 361)	This is file FormEnumerateWindows.Designer.cs.
FormFileDates.cs (see page 362)	This is file FormFileDates.cs.
FormFileDates.Designer.cs (see page 364)	This is file FormFileDates.Designer.cs.
FormFileProperties.cs (see page 365)	This is file FormFileProperties.cs.
FormFileProperties.Designer.cs (see page 367)	This is file FormFileProperties.Designer.cs.
FormFirewall.cs (see page 368)	This is file FormFirewall.cs.
FormFirewall.Designer.cs (see page 369)	This is file FormFirewall.Designer.cs.
FormGetComputerName.cs (see page 371)	This is file FormGetComputerName.cs.
FormGetComputerName.Designer.cs (see page 372)	This is file FormGetComputerName.Designer.cs.
FormGetFreeSpace.cs (see page 373)	This is file FormGetFreeSpace.cs.
FormGetFreeSpace.Designer.cs (see page 375)	This is file FormGetFreeSpace.Designer.cs.
FormGetProcessorType.cs (see page 377)	This is file FormGetProcessorType.cs.
FormGetProcessorType.Designer.cs (see page 378)	This is file FormGetProcessorType.Designer.cs.
FormHttpWinRar.cs (see page 379)	This is file FormHttpWinRar.cs.
FormHttpWinRar.Designer.cs (see page 380)	This is file FormHttpWinRar.Designer.cs.
FormIpAddress.cs (see page 382)	This is file FormIpAddress.cs.
FormIpAddress.Designer.cs (see page 384)	This is file FormIpAddress.Designer.cs.
FormIsLaptop.cs (see page 385)	This is file FormIsLaptop.cs.
FormIsLaptop.Designer.cs (see page 387)	This is file FormIsLaptop.Designer.cs.
FormItemColor.cs (see page 388)	This is file FormItemColor.cs.
FormItemColor.Designer.cs (see page 389)	This is file FormItemColor.Designer.cs.

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FormListBoxImages.cs (see page 391)	This is file FormListBoxImages.cs.
FormListBoxImages.Designer.cs (see page 393)	This is file FormListBoxImages.Designer.cs.
FormMessageBoxes.cs (see page 396)	This is file FormMessageBoxes.cs.
FormMessageBoxes.Designer.cs (see page 398)	This is file FormMessageBoxes.Designer.cs.
FormMonitorStandBy.cs (see page 400)	This is file FormMonitorStandBy.cs.
FormMonitorStandBy.Designer.cs (see page 401)	This is file FormMonitorStandBy.Designer.cs.
FormMousePosition.cs (see page 402)	This is file FormMousePosition.cs.
FormMousePosition.Designer.cs (see page 403)	This is file FormMousePosition.Designer.cs.
FormMutex.cs (see page 405)	This is file FormMutex.cs.
FormMutex.Designer.cs (see page 406)	This is file FormMutex.Designer.cs.
FormOsFunctions.cs (see page 407)	This is file FormOsFunctions.cs.
FormOsFunctions.Designer.cs (see page 408)	This is file FormOsFunctions.Designer.cs.
FormPanelGradient.cs (see page 410)	This is file FormPanelGradient.cs.
FormPanelGradient.Designer.cs (see page 411)	This is file FormPanelGradient.Designer.cs.
FormPing.cs (see page 413)	This is file FormPing.cs.
FormPing.Designer.cs (see page 414)	This is file FormPing.Designer.cs.
FormPrint.cs (see page 416)	This is file FormPrint.cs.
FormPrint.Designer.cs (see page 417)	This is file FormPrint.Designer.cs.
FormProgressBar.cs (see page 419)	This is file FormProgressBar.cs.
FormProgressBar.Designer.cs (see page 420)	This is file FormProgressBar.Designer.cs.
FormProgressInStatus.cs (see page 421)	This is file FormProgressInStatus.cs.
FormProgressInStatus.Designer.cs (see page 422)	This is file FormProgressInStatus.Designer.cs.
FormResizingImage.cs (see page 424)	This is file FormResizingImage.cs.
FormResizingImage.Designer.cs (see page 425)	This is file FormResizingImage.Designer.cs.
FormSafeMode.cs (see page 426)	This is file FormSafeMode.cs.
FormSafeMode.Designer.cs (see page 427)	This is file FormSafeMode.Designer.cs.
FormScreenCapture.cs (see page 429)	This is file FormScreenCapture.cs.
FormScreenCapture.Designer.cs (see page 430)	This is file FormScreenCapture.Designer.cs.
FormScreenInfo.cs (see page 432)	This is file FormScreenInfo.cs.
FormScreenInfo.Designer.cs (see page 433)	This is file FormScreenInfo.Designer.cs.
FormSendMessages.cs (see page 435)	This is file FormSendMessages.cs.
FormSendMessages.Designer.cs (see page 436)	This is file FormSendMessages.Designer.cs.
FormShellAbout.cs (see page 438)	This is file FormShellAbout.cs.
FormShellAbout.Designer.cs (see page 439)	This is file FormShellAbout.Designer.cs.
FormSourceCodeUrl.cs (see page 440)	This is file FormSourceCodeUrl.cs.
FormSourceCodeUrl.Designer.cs (see page 441)	This is file FormSourceCodeUrl.Designer.cs.
FormSystemFonts.cs (see page 443)	This is file FormSystemFonts.cs.
FormSystemFonts.Designer.cs (see page 444)	This is file FormSystemFonts.Designer.cs.
FormThreads.cs (see page 446)	This is file FormThreads.cs.

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FormThreads.Designer.cs (see page 447)	This is file FormThreads.Designer.cs.
FormTotalPhysicalMemory.cs (see page 448)	This is file FormTotalPhysicalMemory.cs.
FormTotalPhysicalMemory.Designer.cs (see page 449)	This is file FormTotalPhysicalMemory.Designer.cs.
FormTrayIcon.cs (see page 451)	This is file FormTrayIcon.cs.
FormTrayIcon.Designer.cs (see page 452)	This is file FormTrayIcon.Designer.cs.
FormWcf.cs (see page 455)	This is file FormWcf.cs.
FormWcf.Designer.cs (see page 456)	This is file FormWcf.Designer.cs.
FormWebBrowser.cs (see page 458)	This is file FormWebBrowser.cs.
FormWebBrowser.Designer.cs (see page 459)	This is file FormWebBrowser.Designer.cs.
Get computer name.csproj (see page 462)	This is file Get computer name.csproj.
Get processor type.csproj (see page 462)	This is file Get processor type.csproj.
GetDiskFreeSpace example.csproj (see page 462)	This is file GetDiskFreeSpace example.csproj.
HTTP Download WinRar example.csproj (see page 462)	This is file HTTP Download WinRar example.csproj.
IP Adress.csproj (see page 462)	This is file IP Adress.csproj.
IService1.cs (see page 462)	This is file IService1.cs.
IsLaptop.csproj (see page 463)	This is file IsLaptop.csproj.
ItemColor.csproj (see page 464)	This is file ItemColor.csproj.
ListBoxImages.csproj (see page 464)	This is file ListBoxImages.csproj.
MessageBoxes.csproj (see page 464)	This is file MessageBoxes.csproj.
Monitor StandBy example.csproj (see page 464)	This is file Monitor StandBy example.csproj.
MousePosition.csproj (see page 464)	This is file MousePosition.csproj.
Mutex example.csproj (see page 464)	This is file Mutex example.csproj.
OS functions.csproj (see page 464)	This is file OS functions.csproj.
PanelGradient.csproj (see page 464)	This is file PanelGradient.csproj.
Ping example.csproj (see page 465)	This is file Ping example.csproj.
Print.csproj (see page 465)	This is file Print.csproj.
ProgramAdminCheck.cs (see page 465)	This is file ProgramAdminCheck.cs.
ProgramAlwaysOnTop.cs (see page 465)	This is file ProgramAlwaysOnTop.cs.
ProgramBackgroundWorker.cs (see page 466)	This is file ProgramBackgroundWorker.cs.
ProgramBrowse.cs (see page 466)	This is file ProgramBrowse.cs.
ProgramButtonTextAlignment.cs (see page 467)	This is file ProgramButtonTextAlignment.cs.
ProgramCalculator.cs (see page 468)	This is file ProgramCalculator.cs.
ProgramCalendar.cs (see page 468)	This is file ProgramCalendar.cs.
ProgramCheckDriver.cs (see page 469)	This is file ProgramCheckDriver.cs.
ProgramCheckFramework.cs (see page 469)	This is file ProgramCheckFramework.cs.
ProgramColorToGray.cs (see page 470)	This is file ProgramColorToGray.cs.
ProgramConvertBmpToJpg.cs (see page 470)	This is file ProgramConvertBmpToJpg.cs.
ProgramConvertToHex.cs (see page 471)	This is file ProgramConvertToHex.cs.
ProgramCountryListing.cs (see page 471)	This is file ProgramCountryListing.cs.
ProgramCreateBitmap.cs (see page 472)	This is file ProgramCreateBitmap.cs.
ProgramCreateShortcut.cs (see page 472)	This is file ProgramCreateShortcut.cs.
ProgramCreateWriteFile.cs (see page 473)	This is file ProgramCreateWriteFile.cs.
ProgramDialog.cs (see page 474)	This is file ProgramDialog.cs.

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ProgramDll.cs (see page 474)	This is file ProgramDll.cs.
ProgramDragAndDrop.cs (see page 475)	This is file ProgramDragAndDrop.cs.
ProgramDragDrop.cs (see page 475)	This is file ProgramDragDrop.cs.
ProgramDynamicButton.cs (see page 476)	This is file ProgramDynamicButton.cs.
ProgramEnumerateNetwork.cs (see page 476)	This is file ProgramEnumerateNetwork.cs.
ProgramEnumerateWindows.cs (see page 477)	This is file ProgramEnumerateWindows.cs.
ProgramFileDates.cs (see page 477)	This is file ProgramFileDates.cs.
ProgramFileProperties.cs (see page 478)	This is file ProgramFileProperties.cs.
ProgramFirewall.cs (see page 478)	This is file ProgramFirewall.cs.
ProgramGetComputerName.cs (see page 479)	This is file ProgramGetComputerName.cs.
ProgramGetFreeSpace.cs (see page 480)	This is file ProgramGetFreeSpace.cs.
ProgramGetProcessorType.cs (see page 480)	This is file ProgramGetProcessorType.cs.
ProgramHttpWinRar.cs (see page 481)	This is file ProgramHttpWinRar.cs.
ProgramIpAddress.cs (see page 481)	This is file ProgramIpAddress.cs.
ProgramIsLaptop.cs (see page 482)	This is file ProgramIsLaptop.cs.
ProgramItemColor.cs (see page 482)	This is file ProgramItemColor.cs.
ProgramListBoxImages.cs (see page 483)	This is file ProgramListBoxImages.cs.
ProgramMessageBoxes.cs (see page 483)	This is file ProgramMessageBoxes.cs.
ProgramMonitorStandBy.cs (see page 484)	This is file ProgramMonitorStandBy.cs.
ProgramMousePoisition.cs (see page 484)	This is file ProgramMousePoisition.cs.
ProgramMutex.cs (see page 485)	This is file ProgramMutex.cs.
ProgramOsFunctions.cs (see page 485)	This is file ProgramOsFunctions.cs.
ProgramPanelGradient.cs (see page 486)	This is file ProgramPanelGradient.cs.
ProgramPing.cs (see page 487)	This is file ProgramPing.cs.
ProgramPrint.cs (see page 487)	This is file ProgramPrint.cs.
ProgramProgressBar.cs (see page 488)	This is file ProgramProgressBar.cs.
ProgramProgressInStatus.cs (see page 488)	This is file ProgramProgressInStatus.cs.
ProgramResizingImage.cs (see page 489)	This is file ProgramResizingImage.cs.
ProgramSafeMode.cs (see page 489)	This is file ProgramSafeMode.cs.
ProgramScreenCapture.cs (see page 490)	This is file ProgramScreenCapture.cs.
ProgramScreenInfo.cs (see page 490)	This is file ProgramScreenInfo.cs.
ProgramSendMessages.cs (see page 491)	This is file ProgramSendMessages.cs.
ProgramShellAbout.cs (see page 491)	This is file ProgramShellAbout.cs.
ProgramSourceCodeUrl.cs (see page 492)	This is file ProgramSourceCodeUrl.cs.
ProgramSystemFonts.cs (see page 492)	This is file ProgramSystemFonts.cs.
ProgramThreads.cs (see page 493)	This is file ProgramThreads.cs.
ProgramTotalPhysicalMemory.cs (see page 493)	This is file ProgramTotalPhysicalMemory.cs.
ProgramTrayIcon.cs (see page 494)	This is file ProgramTrayIcon.cs.
ProgramWcf.cs (see page 495)	This is file ProgramWcf.cs.
ProgramWebBrowser.cs (see page 495)	This is file ProgramWebBrowser.cs.
ProgressBarMarquee.csproj (see page 496)	This is file ProgressBarMarquee.csproj.
ProgressInStatus.csproj (see page 496)	This is file ProgressInStatus.csproj.
Reference.cs (see page 496)	This code was generated by a tool. Runtime Version:4.0.30319.18052 Changes to this file may cause incorrect behavior and will be lost if the code is regenerated.

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ResizingImage.csproj (see page 500)	This is file ResizingImage.csproj.
Resources.Designer.cs (see page 500)	This code was generated by a tool. Runtime Version:4.0.30319.18052 Changes to this file may cause incorrect behavior and will be lost if the code is regenerated.
Safe mode detection.csproj (see page 502)	This is file Safe mode detection.csproj.
Screen Capture.csproj (see page 502)	This is file Screen Capture.csproj.
ScreenInfo.csproj (see page 502)	This is file ScreenInfo.csproj.
Send Messages and Keys example.csproj (see page 502)	This is file Send Messages and Keys example.csproj.
Service1.cs (see page 503)	This is file Service1.cs.
Settings.Designer.cs (see page 503)	This code was generated by a tool. Runtime Version:4.0.30319.18052 Changes to this file may cause incorrect behavior and will be lost if the code is regenerated.
ShellAbout dialog.csproj (see page 504)	This is file ShellAbout dialog.csproj.
SourceCodeURL.csproj (see page 504)	This is file SourceCodeURL.csproj.
SystemFonts.csproj (see page 504)	This is file SystemFonts.csproj.
TButton text alignment.csproj (see page 505)	This is file TButton text alignment.csproj.
Threads.csproj (see page 505)	This is file Threads.csproj.
Total Physical Memory.csproj (see page 505)	This is file Total Physical Memory.csproj.
TrayIcon example.csproj (see page 505)	This is file TrayIcon example.csproj.
WCF.csproj (see page 505)	This is file WCF.csproj.
WcfServiceLibrary.csproj (see page 505)	This is file WcfServiceLibrary.csproj.
WebBrowser.csproj (see page 505)	This is file WebBrowser.csproj.

1.61.1 Admin Check.csproj

This is file Admin Check.csproj.

1.61.2 Always on top.csproj

This is file Always on top.csproj.

1.61.3 AssemblyInfo.cs

This is file AssemblyInfo.cs.

Body Source

```
1: ?using System.Reflection;
2: using System.Runtime.CompilerServices;
3: using System.Runtime.InteropServices;
4:
5: // General Information about an assembly is controlled through the following
6: // set of attributes. Change these attribute values to modify the information
7: // associated with an assembly.
8: [assembly: AssemblyTitle("Template")]
9: [assembly: AssemblyDescription("")]
```

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```
10: [assembly: AssemblyConfiguration("")]
11: [assembly: AssemblyCompany("")]
12: [assembly: AssemblyProduct("Template")]
13: [assembly: AssemblyCopyright("Copyright ©  2013")]
14: [assembly: AssemblyTrademark("")]
15: [assembly: AssemblyCulture("")]
16:
17: // Setting ComVisible to false makes the types in this assembly not visible
18: // to COM components.  If you need to access a type in this assembly from
19: // COM, set the ComVisible attribute to true on that type.
20: [assembly: ComVisible(false)]
21:
22: // The following GUID is for the ID of the typelib if this project is exposed to COM
23: [assembly: Guid("d9648789-5072-41ae-9703-c82865cb4962")]
24:
25: // Version information for an assembly consists of the following four values:
26: //
27: //      Major Version
28: //      Minor Version
29: //      Build Number
30: //      Revision
31: //
32: // You can specify all the values or you can default the Build and Revision Numbers
33: // by using the '*' as shown below:
34: // [assembly: AssemblyVersion("1.0.*")]
35: [assembly: AssemblyVersion("1.0.0.0")]
36: [assembly: AssemblyFileVersion("1.0.0.0")]
```

1.61.4 BackgroundWorker.cs

This is file BackgroundWorker.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13:
14: // make sure that using System.Threading; is included
15: using System.Threading;
16:
17: namespace BackgroundWorker
18: {
19:     public partial class FormBackgroundWorker : Form
20:     {
21:         public FormBackgroundWorker()
22:         {
23:             InitializeComponent();
24:
25:             Shown += new EventHandler(FormBackgroundWorker_Shown);
26:
27:             backgroundWorker1.WorkerReportsProgress = true;
28:
29:             backgroundWorker1.DoWork += new
DoWorkEventHandler(backgroundWorker1_DoWork);
30:
31:             backgroundWorker1.ProgressChanged += new
```

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```
ProgressChangedEventHandler(backgroundWorker1_ProgressChanged);
32:         }
33:
34:         private void lblLink_Click(object sender, EventArgs e)
35:         {
36:             Process.Start("www.vclexamples.com");
37:         }
38:         #region basic function for app
39:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
40:         {
41:             if (keyData == Keys.Escape)
42:             {
43:                 this.Close();
44:                 return true;
45:             }
46:             return base.ProcessCmdKey(ref msg, keyData);
47:         }
48:         #endregion
49:
50:         private void backgroundWorker1_ProgressChanged(object sender,
ProgressChangedEventArgs e)
51:         {
52:             progressBar1.Value = e.ProgressPercentage;
53:         }
54:
55:         private void backgroundWorker1_DoWork(object sender, DoWorkEventArgs e)
56:         {
57:             for (int i = 0; i <= 100; i++)
58:             {
59:                 backgroundWorker1.ReportProgress(i);
60:                 Thread.Sleep(100);
61:             }
62:         }
63:
64:         void FormBackgroundWorker_Shown(object sender, EventArgs e)
65:         {
66:             backgroundWorker1.RunWorkerAsync();
67:         }
68:
69:     }
70: }
```

Namespaces

Name	Description
BackgroundWorker (see page 10)	This is namespace BackgroundWorker.

1.61.5 BackgroundWorker.csproj

This is file BackgroundWorker.csproj.

1.61.6 BackgroundWorker.Designer.cs

This is file BackgroundWorker.Designer.cs.

Body Source

```
1: ?namespace BackgroundWorker
2: {
3:     partial class FormBackgroundWorker
4:     {
```

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```
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.progressBar1 = new System.Windows.Forms.ProgressBar();
33:             this.backgroundWorker1 = new System.ComponentModel.BackgroundWorker();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.Anchor = System.Windows.Forms.AnchorStyles.Top;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(182, 9);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 19);
44:             this.lblLink.TabIndex = 19;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // progressBar1
49:             //
50:             this.progressBar1.Location = new System.Drawing.Point(12, 48);
51:             this.progressBar1.Name = "progressBar1";
52:             this.progressBar1.Size = new System.Drawing.Size(496, 23);
53:             this.progressBar1.TabIndex = 20;
54:             //
55:             // Form1
56:             //
57:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
58:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
59:             this.ClientSize = new System.Drawing.Size(520, 78);
60:             this.Controls.Add(this.progressBar1);
61:             this.Controls.Add(this.lblLink);
62:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
63:             this.KeyPreview = true;
64:             this.MaximizeBox = false;
65:             this.Name = "Form1";
66:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
67:             this.Text = "Background Worker";
68:             this.ResumeLayout(false);
69:
70:         }
71:
```

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```
72:         #endregion
73:
74:         private System.Windows.Forms.Label lblLink;
75:         private System.Windows.Forms.ProgressBar progressBar1;
76:         private System.ComponentModel.BackgroundWorker backgroundWorker1;
77:     }
78: }
79:
```

Namespaces

Name	Description
BackgroundWorker (see page 10)	This is namespace BackgroundWorker.

1.61.7 Browse.csproj

This is file Browse.csproj.

1.61.8 Browse_network.cs

This is file Browse_network.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: using System.Diagnostics;
11: using Template;
12:
13: namespace Browse
14: {
15:     public partial class Browse_network : Form
16:     {
17:         public Browse_network()
18:         {
19:             InitializeComponent();
20:         }
21:
22:         public List<String> ListOfComputers()
23:         {
24:             List<String> ComputerNames = new List<String>();
25:             String _ComputerSchema = "Computer";
26:             System.DirectoryServices.DirectoryEntry _WinNTDirectoryEntries = new
System.DirectoryServices.DirectoryEntry("WinNT:");
27:             foreach (System.DirectoryServices.DirectoryEntry _AvailDomains in
_WinNTDirectoryEntries.Children)
28:             {
29:                 foreach (System.DirectoryServices.DirectoryEntry PCNames in
_AvailDomains.Children)
30:                 {
31:                     if
(PCNames.SchemaClassName.ToLower().Contains(_ComputerSchema.ToLower()))
32:                     {
33:                         ComputerNames.Add(PCNames.Name);
```

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```
34:                         listBox1.Items.Add(PCNames.Name);
35:                     }
36:                 }
37:             }
38:             return ComputerNames;
39:         }
40:
41:         private void Browse_network_Load(object sender, EventArgs e)
42:         {
43:             ListOfComputers();
44:         }
45:     }
46: }
```

Namespaces

Name	Description
Browse (see page 14)	This is namespace Browse.

1.61.9 Browse_network.Designer.cs

This is file Browse_network.Designer.cs.

Body Source

```
 1: ?namespace Browse
 2: {
 3:     partial class Browse_network
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.listBox1 = new System.Windows.Forms.ListBox();
32:             this.SuspendLayout();
33:             //
34:             // listBox1
35:             //
36:             this.listBox1.FormattingEnabled = true;
37:             this.listBox1.Location = new System.Drawing.Point(3, 4);
38:             this.listBox1.Name = "listBox1";
39:             this.listBox1.Size = new System.Drawing.Size(324, 485);
```

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```
40:             this.listBox1.TabIndex = 0;
41:             //
42:             // Browse_network
43:             //
44:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
45:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
46:             this.ClientSize = new System.Drawing.Size(330, 491);
47:             this.Controls.Add(this.listBox1);
48:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
49:             this.MaximizeBox = false;
50:             this.Name = "Browse_network";
51:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
52:             this.Text = "Browse for Computer";
53:             this.Load += new System.EventHandler(this.Browse_network_Load);
54:             this.ResumeLayout(false);
55:
56:         }
57:
58:         #endregion
59:
60:         private System.Windows.Forms.ListBox listBox1;
61:     }
62: }
```

Namespaces

Name	Description
Browse (see page 14)	This is namespace Browse.

1.61.10 Calculator.csproj

This is file Calculator.csproj.

1.61.11 Calendar.csproj

This is file Calendar.csproj.

1.61.12 Check .NET Frameworks.csproj

This is file Check .NET Frameworks.csproj.

1.61.13 Check driver.csproj

This is file Check driver.csproj.

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1.61.14 Class1.cs

This is file Class1.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Text;
 5: using System.Threading.Tasks;
 6:
 7: namespace DLL_library
 8: {
 9:     public class ClassFromDLL
10:     {
11:         public string ExampleMethod(string type_something)
12:         {
13:             return "Hello from DLL_library, you typed: " + type_something;
14:         }
15:     }
16: }
```

Namespaces

Name	Description
DLL_library (see page 71)	This is namespace DLL_library.

1.61.15 Color to Gray.csproj

This is file Color to Gray.csproj.

1.61.16 Convert BMP to JPG.csproj

This is file Convert BMP to JPG.csproj.

1.61.17 ConvertToHex.csproj

This is file ConvertToHex.csproj.

1.61.18 Country listing.csproj

This is file Country listing.csproj.

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1.61.19 Create bitmap.csproj

This is file Create bitmap.csproj.

1.61.20 Create desktop shortcut example.csproj

This is file Create desktop shortcut example.csproj.

1.61.21 CreateFile and WriteFile.csproj

This is file CreateFile and WriteFile.csproj.

1.61.22 CSharpExamples.sln

This is file CSharpExamples.sln.

1.61.23 Dialogs.csproj

This is file Dialogs.csproj.

1.61.24 DLL.csproj

This is file DLL.csproj.

1.61.25 DLL_library.csproj

This is file DLL_library.csproj.

1.61.26 Drag and drop.csproj

This is file Drag and drop.csproj.

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1.61.27 Drag_Drop.csproj

This is file Drag_Drop.csproj.

1.61.28 Dynamic button.csproj

This is file Dynamic button.csproj.

1.61.29 Enumerate network resources.csproj

This is file Enumerate network resources.csproj.

1.61.30 EnumerateWindows.csproj

This is file EnumerateWindows.csproj.

1.61.31 FileDates Info.csproj

This is file FileDates Info.csproj.

1.61.32 FileProperties.csproj

This is file FileProperties.csproj.

1.61.33 Firewall.csproj

This is file Firewall.csproj.

1.61.34 FormAdminCheck.cs

This is file FormAdminCheck.cs.

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Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13: // make sure that using System.Security.Principal; is included
14: using System.Security.Principal;
15:
16: namespace Admin_Check
17: {
18:     public partial class FormAdminCheck : Form
19:     {
20:         public FormAdminCheck()
21:         {
22:             InitializeComponent();
23:         }
24:
25:         public static bool IsAdministrator()
26:         {
27:             WindowsIdentity identity = WindowsIdentity.GetCurrent();
28:             WindowsPrincipal principal = new WindowsPrincipal(identity);
29:             return  principal.IsInRole(WindowsBuiltInRole.Administrator);
30:         }
31:
32:         private void button1_Click(object sender, EventArgs e)
33:         {
34:             // check if user is admin or not
35:             string admin = IsAdministrator() ? "User is admin!" : "User is not admin.";
36:             MessageBox.Show(admin);
37:         }
38:         #region basic function for app
39:
40:         private void lblLink_Click(object sender, EventArgs e)
41:         {
42:             Process.Start("www.vclexamples.com");
43:         }
44:
45:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
46:         {
47:             if (keyData == Keys.Escape)
48:             {
49:                 this.Close();
50:                 return true;
51:             }
52:             return base.ProcessCmdKey(ref msg, keyData);
53:         }
54:         #endregion
55:     }
56: }
```

Namespaces

Name	Description
Admin_Check (see page 1)	This is namespace Admin_Check.

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1.61.35 FormAdminCheck.Designer.cs

This is file FormAdminCheck.Designer.cs.

Body Source

```
 1: ?namespace Admin_Check
 2: {
 3:     partial class FormAdminCheck
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(107, 59);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 1;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(75, 23);
50:             this.button1.Name = "button1";
51:             this.button1.Size = new System.Drawing.Size(204, 24);
52:             this.button1.TabIndex = 0;
53:             this.button1.Text = "Check current user";
54:             this.button1.UseVisualStyleBackColor = true;
55:             this.button1.Click += new System.EventHandler(this.button1_Click);
56:             //
57:             // Form1
```

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```
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(362, 88);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
            this.KeyPreview = true;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Check Admin example";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
    }
}

```

Namespaces

Name	Description
Admin_Check (see page 1)	This is namespace Admin_Check.

1.61.36 FormAlwaysOnTop.cs

This is file FormAlwaysOnTop.cs.

Body Source

```
?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.Diagnostics;   // make sure that using System.Diagnostics; is included

namespace Always_on_top
{
    public partial class FormAlwaysOnTop : Form
    {
        public FormAlwaysOnTop()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            TopMost = true;
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }
```

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```
30:     }
31: }
```

Namespaces

Name	Description
Always_on_top (see page 5)	make sure that using System.Diagnostics; is included

1.61.37 FormAlwaysOnTop.Designer.cs

This is file FormAlwaysOnTop.Designer.cs.

Body Source

```
 1: ?namespace Always_on_top
 2: {
 3:     partial class FormAlwaysOnTop
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(129, 63);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 6;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(81, 24);
```

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```
            this.button1.Name = "button1";
            this.button1.Size = new System.Drawing.Size(246, 25);
            this.button1.TabIndex = 5;
            this.button1.Text = "Set this window as \"Always on top\"";
            this.button1.UseVisualStyleBackColor = true;
            this.button1.Click += new System.EventHandler(this.button1_Click);
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(391, 107);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedSingle;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Always on top";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
    }
}

```

Namespaces

Name	Description
Always_on_top (see page 5)	make sure that using System.Diagnostics; is included

1.61.38 FormBrowse.cs

This is file FormBrowse.cs.

Body Source

```
?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 Browse;

// make sure that using System.Diagnostics; is included
using System.Diagnostics;

namespace Template
{
    public partial class FormBrowse : Form
    {
        public FormBrowse()
        {
            InitializeComponent();
        }
```

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```
23:
24:         private void lblLink_Click(object sender, EventArgs e)
25:         {
26:             Process.Start("www.vclexamples.com");
27:         }
28:
29:         #region basic function for app
30:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
31:         {
32:             if (keyData == Keys.Escape)
33:             {
34:                 this.Close();
35:                 return true;
36:             }
37:             return base.ProcessCmdKey(ref msg, keyData);
38:         }
39:         #endregion
40:
41:         private void button2_Click(object sender, EventArgs e)
42:         {
43:             using (Browse_network bf = new Browse_network())
44:             {
45:                 bf.ShowDialog(this);
46:             }
47:         }
48:
49:         private void button1_Click(object sender, EventArgs e)
50:         {
51:             folderBrowserDialog1.ShowDialog();
52:         }
53:     }
54: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.39 FormBrowse.Designer.cs

This is file FormBrowse.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormBrowse
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
```

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```
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.button2 = new System.Windows.Forms.Button();
34:             this.directoryEntry1 = new System.DirectoryServices.DirectoryEntry();
35:             this.directoryEntry2 = new System.DirectoryServices.DirectoryEntry();
36:             this.folderBrowserDialog1 = new System.Windows.Forms.FolderBrowserDialog();
37:             this.SuspendLayout();
38:             //
39:             // lblLink
40:             //
41:             this.lblLink.AutoSize = true;
42:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
43:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
44:             this.lblLink.Location = new System.Drawing.Point(110, 9);
45:             this.lblLink.Name = "lblLink";
46:             this.lblLink.Size = new System.Drawing.Size(139, 16);
47:             this.lblLink.TabIndex = 19;
48:             this.lblLink.Text = "www.vclexamples.com";
49:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
50:             //
51:             // button1
52:             //
53:             this.button1.Location = new System.Drawing.Point(69, 39);
54:             this.button1.Name = "button1";
55:             this.button1.Size = new System.Drawing.Size(122, 25);
56:             this.button1.TabIndex = 18;
57:             this.button1.Text = "Browse for Folder";
58:             this.button1.UseVisualStyleBackColor = true;
59:             this.button1.Click += new System.EventHandler(this.button1_Click);
60:             //
61:             // button2
62:             //
63:             this.button2.Location = new System.Drawing.Point(69, 70);
64:             this.button2.Name = "button2";
65:             this.button2.Size = new System.Drawing.Size(122, 25);
66:             this.button2.TabIndex = 20;
67:             this.button2.Text = "Browse for Computer";
68:             this.button2.UseVisualStyleBackColor = true;
69:             this.button2.Click += new System.EventHandler(this.button2_Click);
70:             //
71:             // Form1
72:             //
73:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
74:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
75:             this.ClientSize = new System.Drawing.Size(261, 110);
76:             this.Controls.Add(this.button2);
77:             this.Controls.Add(this.lblLink);
78:             this.Controls.Add(this.button1);
79:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
80:             this.KeyPreview = true;
81:             this.MaximizeBox = false;
82:             this.Name = "Form1";
83:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
84:             this.Text = "Browse";
85:             this.ResumeLayout(false);
86:             this.PerformLayout();
87:
88:         }
```

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```
 89:
 90:         #endregion
 91:
 92:         private System.Windows.Forms.Label lblLink;
 93:         private System.Windows.Forms.Button button1;
 94:         private System.Windows.Forms.Button button2;
 95:         private System.DirectoryServices.DirectoryEntry directoryEntry1;
 96:         private System.DirectoryServices.DirectoryEntry directoryEntry2;
 97:         private System.Windows.Forms.FolderBrowserDialog folderBrowserDialog1;
 98:     }
 99: }
100:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.40 FormButtonTextAlignment.cs

This is file FormButtonTextAlignment.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: using System.Diagnostics;   // make sure that using System.Diagnostics; is included
11:
12: namespace TButton_text_alignment
13: {
14:     public partial class FormButtonTextAlignment : Form
15:     {
16:         public FormButtonTextAlignment()
17:         {
18:             InitializeComponent();
19:         }
20:
21:         private void lblLink_Click(object sender, EventArgs e)
22:         {
23:             Process.Start("www.vclexamples.com");
24:         }
25:
26:         private void button1_Click(object sender, EventArgs e)
27:         {
28:             button1.TextAlign = ContentAlignment.MiddleLeft;
29:         }
30:     }
31: }
```

Namespaces

Name	Description
TButton_text_alignment (see page 196)	make sure that using System.Diagnostics; is included

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1.61.41 FormButtonTextAlignment.Designer.cs

This is file FormButtonTextAlignment.Designer.cs.

Body Source

```
 1: ?namespace TButton_text_alignment
 2: {
 3:     partial class FormButtonTextAlignment
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(78, 55);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 6;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(45, 18);
50:             this.button1.Name = "button1";
51:             this.button1.Size = new System.Drawing.Size(196, 25);
52:             this.button1.TabIndex = 5;
53:             this.button1.Text = "Align left";
54:             this.button1.UseVisualStyleBackColor = true;
55:             this.button1.Click += new System.EventHandler(this.button1_Click);
56:             //
57:             // Form1
```

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```
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(286, 88);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedSingle;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "TButton text alignment";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
    }
}

```

Namespaces

Name	Description
TButton_text_alignment (see page 196)	make sure that using System.Diagnostics; is included

1.61.42 FormCalculator.cs

This is file FormCalculator.cs.

Body Source

```
?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;

// make sure that using System.Diagnostics; is included
using System.Diagnostics;

namespace Template
{
    public partial class FormCalculator : Form
    {

        public double value_1;
        public double value_2;
        public double result;
        public string equal;

        public FormCalculator()
        {
            InitializeComponent();
        }

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

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```
            Process.Start("www.vclexamples.com");
        }
        #region basic function for app
        protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
        {
            if (keyData == Keys.Escape)
            {
                this.Close();
                return true;
            }
            return base.ProcessCmdKey(ref msg, keyData);
        }
        #endregion

        private void button1_Click(object sender, EventArgs e)
        {
            textBox1.Text = textBox1.Text + button1.Text;
        }

        private void button2_Click(object sender, EventArgs e)
        {
            textBox1.Text = textBox1.Text + button2.Text;
        }

        private void buttonPlus_Click(object sender, EventArgs e)
        {
            value_1 = double.Parse(textBox1.Text);
            textBox1.Text = "";
            equal = "+";
        }

        private void buttonMultiple_Click(object sender, EventArgs e)
        {
            value_1 = double.Parse(textBox1.Text);
            textBox1.Text = "";
            equal = "*";
        }

        private void buttonDivide_Click(object sender, EventArgs e)
        {
            value_1 = double.Parse(textBox1.Text);
            textBox1.Text = "";
            equal = "/";
        }

        private void buttonMinuse_Click(object sender, EventArgs e)
        {
            value_1 = double.Parse(textBox1.Text);
            textBox1.Text = "";
            equal = "-";
        }

        private void buttonClear_Click(object sender, EventArgs e)
        {
            textBox1.Text = "";
        }

        private void button3_Click(object sender, EventArgs e)
        {
            textBox1.Text = textBox1.Text + button3.Text;
        }

        private void button4_Click(object sender, EventArgs e)
        {
            textBox1.Text = textBox1.Text + button4.Text;
        }

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

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```
100:             textBox1.Text = textBox1.Text + button5.Text;
101:         }
102:
103:         private void button6_Click(object sender, EventArgs e)
104:         {
105:             textBox1.Text = textBox1.Text + button6.Text;
106:         }
107:
108:         private void button7_Click(object sender, EventArgs e)
109:         {
110:             textBox1.Text = textBox1.Text + button7.Text;
111:         }
112:
113:         private void button8_Click(object sender, EventArgs e)
114:         {
115:             textBox1.Text = textBox1.Text + button8.Text;
116:         }
117:
118:         private void button9_Click(object sender, EventArgs e)
119:         {
120:             textBox1.Text = textBox1.Text + button9.Text;
121:         }
122:
123:         private void button10_Click(object sender, EventArgs e)
124:         {
125:             textBox1.Text = textBox1.Text + button10.Text;
126:         }
127:
128:         private void buttonPlus_Click_1(object sender, EventArgs e)
129:         {
130:             value_1 = double.Parse(textBox1.Text);
131:             textBox1.Text = "";
132:             equal = "+";
133:         }
134:
135:         private void buttonMinuse_Click_1(object sender, EventArgs e)
136:         {
137:             value_1 = double.Parse(textBox1.Text);
138:             textBox1.Text = "";
139:             equal = "-";
140:         }
141:
142:         private void buttonMultiple_Click_1(object sender, EventArgs e)
143:         {
144:             value_1 = double.Parse(textBox1.Text);
145:             textBox1.Text = "";
146:             equal = "*";
147:         }
148:
149:         private void buttonDivide_Click_1(object sender, EventArgs e)
150:         {
151:             value_1 = double.Parse(textBox1.Text);
152:             textBox1.Text = "";
153:             equal = "/";
154:         }
155:
156:         private void buttonEqual_Click_1(object sender, EventArgs e)
157:         {
158:             switch (equal)
159:             {
160:                 case ("+"):
161:                     value_2 = double.Parse(textBox1.Text);
162:                     result = value_1 + value_2;
163:                     textBox1.Text = result.ToString();
164:                     break;
165:
166:                 case ("-"):
167:                     value_2 = double.Parse(textBox1.Text);
168:                     result = value_1 - value_2;
```

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```
169:                    textBox1.Text = result.ToString();
170:                    break;
171:
172:                case ("*"):
173:                    value_2 = double.Parse(textBox1.Text);
174:                    result = value_1 * value_2;
175:                    textBox1.Text = result.ToString();
176:                    break;
177:
178:                case ("/"):
179:                    value_2 = double.Parse(textBox1.Text);
180:                    result = value_1 / value_2;
181:                    textBox1.Text = result.ToString();
182:                    break;
183:            }
184:        }
185:    }
186: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.43 FormCalculator.Designer.cs

This is file FormCalculator.Designer.cs.

Body Source

```
  1: ?namespace Template
  2: {
  3:     partial class FormCalculator
  4:     {
  5:         /// <summary>
  6:         /// Required designer variable.
  7:         /// </summary>
  8:         private System.ComponentModel.IContainer components = null;
  9:
 10:         /// <summary>
 11:         /// Clean up any resources being used.
 12:         /// </summary>
 13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
 14:         protected override void Dispose(bool disposing)
 15:         {
 16:             if (disposing && (components != null))
 17:             {
 18:                 components.Dispose();
 19:             }
 20:             base.Dispose(disposing);
 21:         }
 22:
 23:         #region Windows Form Designer generated code
 24:
 25:         /// <summary>
 26:         /// Required method for Designer support - do not modify
 27:         /// the contents of this method with the code editor.
 28:         /// </summary>
 29:         private void InitializeComponent()
 30:         {
 31:             this.lblLink = new System.Windows.Forms.Label();
 32:             this.button1 = new System.Windows.Forms.Button();
 33:             this.button2 = new System.Windows.Forms.Button();
 34:             this.textBox1 = new System.Windows.Forms.TextBox();
```

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```
 35:             this.buttonClear = new System.Windows.Forms.Button();
 36:             this.button3 = new System.Windows.Forms.Button();
 37:             this.button4 = new System.Windows.Forms.Button();
 38:             this.button5 = new System.Windows.Forms.Button();
 39:             this.button6 = new System.Windows.Forms.Button();
 40:             this.button7 = new System.Windows.Forms.Button();
 41:             this.button8 = new System.Windows.Forms.Button();
 42:             this.button9 = new System.Windows.Forms.Button();
 43:             this.button10 = new System.Windows.Forms.Button();
 44:             this.buttonPlus = new System.Windows.Forms.Button();
 45:             this.buttonMinuse = new System.Windows.Forms.Button();
 46:             this.buttonMultiple = new System.Windows.Forms.Button();
 47:             this.buttonDivide = new System.Windows.Forms.Button();
 48:             this.buttonEqual = new System.Windows.Forms.Button();
 49:             this.SuspendLayout();
 50:             //
 51:             // lblLink
 52:             //
 53:             this.lblLink.AutoSize = true;
 54:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
 55:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
 56:             this.lblLink.Location = new System.Drawing.Point(19, 10);
 57:             this.lblLink.Name = "lblLink";
 58:             this.lblLink.Size = new System.Drawing.Size(139, 16);
 59:             this.lblLink.TabIndex = 19;
 60:             this.lblLink.Text = "www.vclexamples.com";
 61:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
 62:             //
 63:             // button1
 64:             //
 65:             this.button1.Location = new System.Drawing.Point(12, 55);
 66:             this.button1.Name = "button1";
 67:             this.button1.Size = new System.Drawing.Size(47, 39);
 68:             this.button1.TabIndex = 18;
 69:             this.button1.Text = "1";
 70:             this.button1.UseVisualStyleBackColor = true;
 71:             this.button1.Click += new System.EventHandler(this.button1_Click);
 72:             //
 73:             // button2
 74:             //
 75:             this.button2.Location = new System.Drawing.Point(65, 55);
 76:             this.button2.Name = "button2";
 77:             this.button2.Size = new System.Drawing.Size(47, 39);
 78:             this.button2.TabIndex = 20;
 79:             this.button2.Text = "2";
 80:             this.button2.UseVisualStyleBackColor = true;
 81:             this.button2.Click += new System.EventHandler(this.button2_Click);
 82:             //
 83:             // textBox1
 84:             //
 85:             this.textBox1.Location = new System.Drawing.Point(12, 29);
 86:             this.textBox1.Name = "textBox1";
 87:             this.textBox1.Size = new System.Drawing.Size(153, 20);
 88:             this.textBox1.TabIndex = 35;
 89:             //
 90:             // buttonClear
 91:             //
 92:             this.buttonClear.Location = new System.Drawing.Point(12, 278);
 93:             this.buttonClear.Name = "buttonClear";
 94:             this.buttonClear.Size = new System.Drawing.Size(153, 28);
 95:             this.buttonClear.TabIndex = 36;
 96:             this.buttonClear.Text = "Clear";
 97:             this.buttonClear.UseVisualStyleBackColor = true;
 98:             this.buttonClear.Click += new System.EventHandler(this.buttonClear_Click);
 99:             //
100:             // button3
101:             //
102:             this.button3.Location = new System.Drawing.Point(118, 55);
```

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```
103:             this.button3.Name = "button3";
104:             this.button3.Size = new System.Drawing.Size(47, 39);
105:             this.button3.TabIndex = 37;
106:             this.button3.Text = "3";
107:             this.button3.UseVisualStyleBackColor = true;
108:             this.button3.Click += new System.EventHandler(this.button3_Click);
109:             //
110:             // button4
111:             //
112:             this.button4.Location = new System.Drawing.Point(12, 100);
113:             this.button4.Name = "button4";
114:             this.button4.Size = new System.Drawing.Size(47, 39);
115:             this.button4.TabIndex = 38;
116:             this.button4.Text = "4";
117:             this.button4.UseVisualStyleBackColor = true;
118:             this.button4.Click += new System.EventHandler(this.button4_Click);
119:             //
120:             // button5
121:             //
122:             this.button5.Location = new System.Drawing.Point(65, 100);
123:             this.button5.Name = "button5";
124:             this.button5.Size = new System.Drawing.Size(47, 39);
125:             this.button5.TabIndex = 39;
126:             this.button5.Text = "5";
127:             this.button5.UseVisualStyleBackColor = true;
128:             this.button5.Click += new System.EventHandler(this.button5_Click);
129:             //
130:             // button6
131:             //
132:             this.button6.Location = new System.Drawing.Point(118, 100);
133:             this.button6.Name = "button6";
134:             this.button6.Size = new System.Drawing.Size(47, 39);
135:             this.button6.TabIndex = 40;
136:             this.button6.Text = "6";
137:             this.button6.UseVisualStyleBackColor = true;
138:             this.button6.Click += new System.EventHandler(this.button6_Click);
139:             //
140:             // button7
141:             //
142:             this.button7.Location = new System.Drawing.Point(12, 145);
143:             this.button7.Name = "button7";
144:             this.button7.Size = new System.Drawing.Size(47, 39);
145:             this.button7.TabIndex = 41;
146:             this.button7.Text = "7";
147:             this.button7.UseVisualStyleBackColor = true;
148:             this.button7.Click += new System.EventHandler(this.button7_Click);
149:             //
150:             // button8
151:             //
152:             this.button8.Location = new System.Drawing.Point(65, 145);
153:             this.button8.Name = "button8";
154:             this.button8.Size = new System.Drawing.Size(47, 39);
155:             this.button8.TabIndex = 42;
156:             this.button8.Text = "8";
157:             this.button8.UseVisualStyleBackColor = true;
158:             this.button8.Click += new System.EventHandler(this.button8_Click);
159:             //
160:             // button9
161:             //
162:             this.button9.Location = new System.Drawing.Point(118, 145);
163:             this.button9.Name = "button9";
164:             this.button9.Size = new System.Drawing.Size(47, 39);
165:             this.button9.TabIndex = 43;
166:             this.button9.Text = "9";
167:             this.button9.UseVisualStyleBackColor = true;
168:             this.button9.Click += new System.EventHandler(this.button9_Click);
169:             //
170:             // button10
171:             //
```

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```
172:             this.button10.Location = new System.Drawing.Point(12, 190);
173:             this.button10.Name = "button10";
174:             this.button10.Size = new System.Drawing.Size(47, 39);
175:             this.button10.TabIndex = 44;
176:             this.button10.Text = "0";
177:             this.button10.UseVisualStyleBackColor = true;
178:             this.button10.Click += new System.EventHandler(this.button10_Click);
179:             //
180:             // buttonPlus
181:             //
182:             this.buttonPlus.Location = new System.Drawing.Point(65, 190);
183:             this.buttonPlus.Name = "buttonPlus";
184:             this.buttonPlus.Size = new System.Drawing.Size(47, 39);
185:             this.buttonPlus.TabIndex = 45;
186:             this.buttonPlus.Text = "+";
187:             this.buttonPlus.UseVisualStyleBackColor = true;
188:             this.buttonPlus.Click += new System.EventHandler(this.buttonPlus_Click_1);
189:             //
190:             // buttonMinuse
191:             //
192:             this.buttonMinuse.Location = new System.Drawing.Point(118, 190);
193:             this.buttonMinuse.Name = "buttonMinuse";
194:             this.buttonMinuse.Size = new System.Drawing.Size(47, 39);
195:             this.buttonMinuse.TabIndex = 46;
196:             this.buttonMinuse.Text = "-";
197:             this.buttonMinuse.UseVisualStyleBackColor = true;
198:             this.buttonMinuse.Click += new
System.EventHandler(this.buttonMinuse_Click_1);
199:             //
200:             // buttonMultiple
201:             //
202:             this.buttonMultiple.Location = new System.Drawing.Point(12, 233);
203:             this.buttonMultiple.Name = "buttonMultiple";
204:             this.buttonMultiple.Size = new System.Drawing.Size(47, 39);
205:             this.buttonMultiple.TabIndex = 47;
206:             this.buttonMultiple.Text = "*";
207:             this.buttonMultiple.UseVisualStyleBackColor = true;
208:             this.buttonMultiple.Click += new
System.EventHandler(this.buttonMultiple_Click_1);
209:             //
210:             // buttonDivide
211:             //
212:             this.buttonDivide.Location = new System.Drawing.Point(65, 233);
213:             this.buttonDivide.Name = "buttonDivide";
214:             this.buttonDivide.Size = new System.Drawing.Size(47, 39);
215:             this.buttonDivide.TabIndex = 48;
216:             this.buttonDivide.Text = "/";
217:             this.buttonDivide.UseVisualStyleBackColor = true;
218:             this.buttonDivide.Click += new
System.EventHandler(this.buttonDivide_Click_1);
219:             //
220:             // buttonEqual
221:             //
222:             this.buttonEqual.Location = new System.Drawing.Point(118, 233);
223:             this.buttonEqual.Name = "buttonEqual";
224:             this.buttonEqual.Size = new System.Drawing.Size(47, 39);
225:             this.buttonEqual.TabIndex = 49;
226:             this.buttonEqual.Text = "=";
227:             this.buttonEqual.UseVisualStyleBackColor = true;
228:             this.buttonEqual.Click += new
System.EventHandler(this.buttonEqual_Click_1);
229:             //
230:             // Form1
231:             //
232:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
233:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
234:             this.ClientSize = new System.Drawing.Size(177, 310);
235:             this.Controls.Add(this.buttonEqual);
236:             this.Controls.Add(this.buttonDivide);
```

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```
            this.Controls.Add(this.buttonMultiple);
            this.Controls.Add(this.buttonMinuse);
            this.Controls.Add(this.buttonPlus);
            this.Controls.Add(this.button10);
            this.Controls.Add(this.button9);
            this.Controls.Add(this.button8);
            this.Controls.Add(this.button7);
            this.Controls.Add(this.button6);
            this.Controls.Add(this.button5);
            this.Controls.Add(this.button4);
            this.Controls.Add(this.button3);
            this.Controls.Add(this.buttonClear);
            this.Controls.Add(this.textBox1);
            this.Controls.Add(this.button2);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
            this.KeyPreview = true;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Calc";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.Button button2;
        private System.Windows.Forms.TextBox textBox1;
        private System.Windows.Forms.Button buttonClear;
        private System.Windows.Forms.Button button3;
        private System.Windows.Forms.Button button4;
        private System.Windows.Forms.Button button5;
        private System.Windows.Forms.Button button6;
        private System.Windows.Forms.Button button7;
        private System.Windows.Forms.Button button8;
        private System.Windows.Forms.Button button9;
        private System.Windows.Forms.Button button10;
        private System.Windows.Forms.Button buttonPlus;
        private System.Windows.Forms.Button buttonMinuse;
        private System.Windows.Forms.Button buttonMultiple;
        private System.Windows.Forms.Button buttonDivide;
        private System.Windows.Forms.Button buttonEqual;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.44 FormCalendar.cs

This is file FormCalendar.cs.

Body Source

```
?using System;
using System.Collections.Generic;
using System.ComponentModel;
```

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```
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13:
14: namespace Template
15: {
16:     public partial class FormCalendar : Form
17:     {
18:         public FormCalendar()
19:         {
20:             InitializeComponent();
21:         }
22:
23:         private void lblLink_Click(object sender, EventArgs e)
24:         {
25:             Process.Start("www.vclexamples.com");
26:         }
27:         #region basic function for app
28:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
29:         {
30:             if (keyData == Keys.Escape)
31:             {
32:                 this.Close();
33:                 return true;
34:             }
35:             return base.ProcessCmdKey(ref msg, keyData);
36:         }
37:         #endregion
38:
39:         private void pictureBox1_Click(object sender, EventArgs e)
40:         {
41:             if (groupBox1.Visible == false)
42:             {
43:                 groupBox1.Show();
44:             }
45:             else { groupBox1.Hide(); textBox1.Text = null; }
46:         }
47:
48:         private void monthCalendar1_DateChanged(object sender, DateRangeEventArgs e)
49:         {
50:             textBox1.Text = monthCalendar1.SelectionStart.ToString();
51:         }
52:     }
53: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.45 FormCalendar.Designer.cs

This is file FormCalendar.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormCalendar
```

Created with a commercial version of Doc-O-Matic. In order to make this message disappear you need to register this software. If you have problems registering this software please contact us at support@toolsfactory.com.

```
    {
        /// <summary>
        /// Required designer variable.
        /// </summary>
        private System.ComponentModel.IContainer components = null;

        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
        protected override void Dispose(bool disposing)
        {
            if (disposing && (components != null))
            {
                components.Dispose();
            }
            base.Dispose(disposing);
        }

        #region Windows Form Designer generated code

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        private void InitializeComponent()
        {
            this.lblLink = new System.Windows.Forms.Label();
            this.groupBox1 = new System.Windows.Forms.GroupBox();
            this.monthCalendar1 = new System.Windows.Forms.MonthCalendar();
            this.label1 = new System.Windows.Forms.Label();
            this.textBox1 = new System.Windows.Forms.TextBox();
            this.pictureBox1 = new System.Windows.Forms.PictureBox();
            this.groupBox1.SuspendLayout();
            ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).BeginInit();
            this.SuspendLayout();
            //
            // lblLink
            //
            this.lblLink.AutoSize = true;
            this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
            this.lblLink.ForeColor = System.Drawing.Color.Navy;
            this.lblLink.Location = new System.Drawing.Point(56, 44);
            this.lblLink.Name = "lblLink";
            this.lblLink.Size = new System.Drawing.Size(139, 16);
            this.lblLink.TabIndex = 19;
            this.lblLink.Text = "www.vclexamples.com";
            this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
            //
            // groupBox1
            //
            this.groupBox1.Controls.Add(this.monthCalendar1);
            this.groupBox1.Location = new System.Drawing.Point(25, 63);
            this.groupBox1.Name = "groupBox1";
            this.groupBox1.Size = new System.Drawing.Size(200, 177);
            this.groupBox1.TabIndex = 20;
            this.groupBox1.TabStop = false;
            this.groupBox1.Text = "groupBox1";
            this.groupBox1.Visible = false;
            //
            // monthCalendar1
            //
            this.monthCalendar1.Location = new System.Drawing.Point(0, 11);
            this.monthCalendar1.Name = "monthCalendar1";
            this.monthCalendar1.TabIndex = 21;
            this.monthCalendar1.DateChanged += new
System.Windows.Forms.DateRangeEventHandler(this.monthCalendar1_DateChanged);
```

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```
 70:             //
 71:             // label1
 72:             //
 73:             this.label1.AutoSize = true;
 74:             this.label1.Location = new System.Drawing.Point(15, 20);
 75:             this.label1.Name = "label1";
 76:             this.label1.Size = new System.Drawing.Size(64, 13);
 77:             this.label1.TabIndex = 22;
 78:             this.label1.Text = "Date && time:";
 79:             //
 80:             // textBox1
 81:             //
 82:             this.textBox1.Location = new System.Drawing.Point(79, 17);
 83:             this.textBox1.Name = "textBox1";
 84:             this.textBox1.Size = new System.Drawing.Size(108, 20);
 85:             this.textBox1.TabIndex = 23;
 86:             //
 87:             // pictureBox1
 88:             //
 89:             this.pictureBox1.Image = global::Calendar.Properties.Resources.Calendar;
 90:             this.pictureBox1.Location = new System.Drawing.Point(193, 14);
 91:             this.pictureBox1.Name = "pictureBox1";
 92:             this.pictureBox1.Size = new System.Drawing.Size(33, 23);
 93:             this.pictureBox1.SizeMode =
System.Windows.Forms.PictureBoxSizeMode.StretchImage;
 94:             this.pictureBox1.TabIndex = 24;
 95:             this.pictureBox1.TabStop = false;
 96:             this.pictureBox1.Click += new System.EventHandler(this.pictureBox1_Click);
 97:             //
 98:             // Form1
 99:             //
100:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
101:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
102:             this.ClientSize = new System.Drawing.Size(250, 258);
103:             this.Controls.Add(this.pictureBox1);
104:             this.Controls.Add(this.textBox1);
105:             this.Controls.Add(this.label1);
106:             this.Controls.Add(this.groupBox1);
107:             this.Controls.Add(this.lblLink);
108:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
109:             this.KeyPreview = true;
110:             this.MaximizeBox = false;
111:             this.Name = "Form1";
112:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
113:             this.Text = "Calendar";
114:             this.groupBox1.ResumeLayout(false);
115:             ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).EndInit();
116:             this.ResumeLayout(false);
117:             this.PerformLayout();
118:
119:         }
120:
121:         #endregion
122:
123:         private System.Windows.Forms.Label lblLink;
124:         private System.Windows.Forms.GroupBox groupBox1;
125:         private System.Windows.Forms.MonthCalendar monthCalendar1;
126:         private System.Windows.Forms.Label label1;
127:         private System.Windows.Forms.TextBox textBox1;
128:         private System.Windows.Forms.PictureBox pictureBox1;
129:     }
130: }
131:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

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1.61.46 FormCheckDriver.cs

This is file FormCheckDriver.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that is included reference System.Management
12: // make sure that using System.Management; is included
13: using System.Management;
14: // make sure that using System.Diagnostics; is included
15: using System.Diagnostics;
16:
17: namespace Check_driver
18: {
19:     public partial class FormCheckDriver : Form
20:     {
21:         public FormCheckDriver()
22:         {
23:             InitializeComponent();
24:         }
25:
26:         private void lblLink_Click(object sender, EventArgs e)
27:         {
28:             Process.Start("www.vclexamples.com");
29:         }
30:         private void GetDrivers()
31:         {
32:             System.Management.SelectQuery query = new
System.Management.SelectQuery("Win32_SystemDriver");
33:             System.Management.ManagementObjectSearcher searcher = new
System.Management.ManagementObjectSearcher(query);
34:             af.Items.Clear();
35:             foreach (System.Management.ManagementObject ManageObject in searcher.Get())
36:             {
37:                 af.Items.Add("Name: " + ManageObject["Name"] + " StartMode: " +
ManageObject["StartMode"] + " State: " + ManageObject["State"] + " Description: " +
ManageObject["Description"] + " PathName: " + ManageObject["PathName"]);
38:             }
39:         }
40:
41:         private void button2_Click(object sender, EventArgs e)
42:         {
43:             GetDrivers();
44:         }
45:
46:     }
47: }
```

Namespaces

Name	Description
Check_driver (see page 32)	This is namespace Check_driver.

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1.61.47 FormCheckDriver.Designer.cs

This is file FormCheckDriver.Designer.cs.

Body Source

```
 1: ?namespace Check_driver
 2: {
 3:     partial class FormCheckDriver
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button2 = new System.Windows.Forms.Button();
33:             this.af = new System.Windows.Forms.ListBox();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(491, 490);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 25;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // button2
49:             //
50:             this.button2.Location = new System.Drawing.Point(483, 456);
51:             this.button2.Name = "button2";
52:             this.button2.Size = new System.Drawing.Size(159, 26);
53:             this.button2.TabIndex = 24;
54:             this.button2.Text = "Check drivers";
55:             this.button2.UseVisualStyleBackColor = true;
56:             this.button2.Click += new System.EventHandler(this.button2_Click);
57:             //
```

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```
            // af
            //
            this.af.FormattingEnabled = true;
            this.af.Location = new System.Drawing.Point(4, 4);
            this.af.Name = "af";
            this.af.Size = new System.Drawing.Size(1201, 446);
            this.af.TabIndex = 26;
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(1211, 510);
            this.Controls.Add(this.af);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button2);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Check Windows drivers";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button2;
        private System.Windows.Forms.ListBox af;
    }
}

```

Namespaces

Name	Description
Check_driver (see page 32)	This is namespace Check_driver.

1.61.48 FormCheckFramework.cs

This is file FormCheckFramework.cs.

Body Source

```
?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;
// make sure that using System.Diagnostics; is included
using System.Diagnostics;
// make sure that using Microsoft.Win32.SafeHandles; is included
using Microsoft.Win32.SafeHandles;
// make sure that using Microsoft.Win32; is included
using Microsoft.Win32;

namespace Check.NET_Frameworks
{
    public partial class FormCheckFramework : Form
```

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```
20:     {
21:         public FormCheckFramework()
22:         {
23:             InitializeComponent();
24:         }
25:
26:         private void lblLink_Click(object sender, EventArgs e)
27:         {
28:             Process.Start("www.vclexamples.com");
29:         }
30:         void Keys(RegistryKey hk, string relPath)
31:         {
32:             if (relPath != "")
33:                 relPath += "/";
34:
35:             foreach (var keyname in hk.GetSubKeyNames())
36:             {
37:                 var key = hk.OpenSubKey(keyname, false);
38:
39:                 var keySP = key.GetValue("SP");
40:                 var keyVersion = key.GetValue("Version");
41:                 if (keyVersion != null)
42:                     listBox1.Items.Add(relPath + keyname +
43:                       ": Version " + keyVersion.ToString() +
44:                       ((keySP != null) ? " SP " + keySP.ToString() : "") +
45:                       (1.Equals(key.GetValue("Install")) ? " installed" : ""));
46:
47:                 Keys(key, relPath + keyname);
48:
49:                 key.Close();
50:             }
51:         }
52:
53:         private void button5_Click(object sender, EventArgs e)
54:         {
55:             var hkNDP = Registry.LocalMachine.OpenSubKey(
56:   @"SOFTWARE\Microsoft\NET Framework Setup\NDP", false);
57:             Keys(hkNDP, "");
58:             hkNDP.Close();
59:         }
60:     }
61: }
```

Namespaces

Name	Description
Check (see page 28)	This is namespace Check.

1.61.49 FormCheckFramework.Designer.cs

This is file FormCheckFramework.Designer.cs.

Body Source

```
 1: ?namespace Check.NET_Frameworks
 2: {
 3:     partial class FormCheckFramework
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
```

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```
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button5 = new System.Windows.Forms.Button();
33:             this.listBox1 = new System.Windows.Forms.ListBox();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(222, 9);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 18;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // button5
49:             //
50:             this.button5.Location = new System.Drawing.Point(92, 247);
51:             this.button5.Name = "button5";
52:             this.button5.Size = new System.Drawing.Size(197, 25);
53:             this.button5.TabIndex = 22;
54:             this.button5.Text = "List of .NET Framework versions";
55:             this.button5.UseVisualStyleBackColor = true;
56:             this.button5.Click += new System.EventHandler(this.button5_Click);
57:             //
58:             // listBox1
59:             //
60:             this.listBox1.FormattingEnabled = true;
61:             this.listBox1.Location = new System.Drawing.Point(10, 29);
62:             this.listBox1.Name = "listBox1";
63:             this.listBox1.ScrollAlwaysVisible = true;
64:             this.listBox1.Size = new System.Drawing.Size(351, 212);
65:             this.listBox1.TabIndex = 23;
66:             //
67:             // FormCheckFramework
68:             //
69:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
70:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
71:             this.ClientSize = new System.Drawing.Size(373, 277);
72:             this.Controls.Add(this.listBox1);
73:             this.Controls.Add(this.button5);
74:             this.Controls.Add(this.lblLink);
75:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
76:             this.MaximizeBox = false;
77:             this.Name = "FormCheckFramework";
78:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
```

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```
            this.Text = "Check .NET Frameworks example";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button5;
        private System.Windows.Forms.ListBox listBox1;
    }
}

```

Namespaces

Name	Description
Check (see page 28)	This is namespace Check.

1.61.50 FormColorToGray.cs

This is file FormColorToGray.cs.

Body Source

```
?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.Diagnostics;
using System.IO;
using System.Threading;
// make sure that using System.Drawing.Imaging; is included
using System.Drawing.Imaging;

namespace Color_to_Gray
{
    public partial class FormColorToGray : Form
    {
        Bitmap bit;
        Image file;
        public FormColorToGray()
        {
            InitializeComponent();
        }

        Bitmap grayScaleBP = new System.Drawing.Bitmap(2, 2,
System.Drawing.Imaging.PixelFormat.Format16bppGrayScale);

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("http://www.vclexamples.com/");
        }

        private void button1_Click(object sender, EventArgs e)
        {
            if (pictureBox1.Image == null)
            {
                return;
```

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```
39:             }
40:             pictureBox1.Image = bit;
41:             for (int x = 0; x < bit.Width; x++)
42:             {
43:                 for (int y = 0; y < bit.Height; y++)
44:                 {
45:                     Color originalColor = bit.GetPixel(x, y);
46:                     int grayScale = (int)((originalColor.R * .3) + (originalColor.G *
.59) + (originalColor.B * .11));
47:                     Color newColor = Color.FromArgb(grayScale, grayScale, grayScale);
48:                     bit.SetPixel(x, y, newColor);
49:                 }
50:             }
51:             pictureBox1.Image = bit;
52:         }
53:
54:         private void button2_Click(object sender, EventArgs e)
55:         {
56:             openFileDialog1.FileName = "";
57:             DialogResult dr = openFileDialog1.ShowDialog();
58:
59:             if (dr == DialogResult.OK)
60:             {
61:                 file = Image.FromFile(openFileDialog1.FileName.ToString());
62:                 pictureBox1.Image = file;
63:                 bit = new Bitmap(openFileDialog1.FileName.ToString());
64:             }
65:
66:         }
67:     }
68: }
```

Namespaces

Name	Description
Color_to_Gray (see page 37)	This is namespace Color_to_Gray.

1.61.51 FormColorToGray.Designer.cs

This is file FormColorToGray.Designer.cs.

Body Source

```
 1: ?namespace Color_to_Gray
 2: {
 3:     partial class FormColorToGray
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
```

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```
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.pictureBox1 = new System.Windows.Forms.PictureBox();
34:             this.button2 = new System.Windows.Forms.Button();
35:             this.openFileDialog1 = new System.Windows.Forms.OpenFileDialog();
36:             ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).BeginInit();
37:             this.SuspendLayout();
38:             //
39:             // lblLink
40:             //
41:             this.lblLink.AutoSize = true;
42:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
43:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
44:             this.lblLink.Location = new System.Drawing.Point(90, 240);
45:             this.lblLink.Name = "lblLink";
46:             this.lblLink.Size = new System.Drawing.Size(139, 16);
47:             this.lblLink.TabIndex = 18;
48:             this.lblLink.Text = "www.vclexamples.com";
49:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
50:             //
51:             // button1
52:             //
53:             this.button1.Location = new System.Drawing.Point(168, 202);
54:             this.button1.Name = "button1";
55:             this.button1.Size = new System.Drawing.Size(136, 25);
56:             this.button1.TabIndex = 17;
57:             this.button1.Text = "ColorToGray";
58:             this.button1.UseVisualStyleBackColor = true;
59:             this.button1.Click += new System.EventHandler(this.button1_Click);
60:             //
61:             // pictureBox1
62:             //
63:             this.pictureBox1.Location = new System.Drawing.Point(62, 12);
64:             this.pictureBox1.Name = "pictureBox1";
65:             this.pictureBox1.Size = new System.Drawing.Size(193, 178);
66:             this.pictureBox1.SizeMode =
System.Windows.Forms.PictureBoxSizeMode.StretchImage;
67:             this.pictureBox1.TabIndex = 19;
68:             this.pictureBox1.TabStop = false;
69:             //
70:             // button2
71:             //
72:             this.button2.Location = new System.Drawing.Point(12, 202);
73:             this.button2.Name = "button2";
74:             this.button2.Size = new System.Drawing.Size(136, 25);
75:             this.button2.TabIndex = 0;
76:             this.button2.Text = "Open";
77:             this.button2.UseVisualStyleBackColor = true;
78:             this.button2.Click += new System.EventHandler(this.button2_Click);
79:             //
80:             // openFileDialog1
81:             //
82:             this.openFileDialog1.FileName = "openFileDialog1";
83:             //
84:             // Form1
85:             //
86:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
87:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
88:             this.ClientSize = new System.Drawing.Size(316, 264);
```

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```
            this.Controls.Add(this.button2);
            this.Controls.Add(this.pictureBox1);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Color to Gray";
            ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).EndInit();
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.PictureBox pictureBox1;
        private System.Windows.Forms.Button button2;
        private System.Windows.Forms.OpenFileDialog openFileDialog1;
    }
}

```

Namespaces

Name	Description
Color_to_Gray (see page 37)	This is namespace Color_to_Gray.

1.61.52 FormConvertBmpToJpg.cs

This is file FormConvertBmpToJpg.cs.

Body Source

```
?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;
// make sure that using System.Diagnostics; is included
using System.Diagnostics;
// make sure that using System.IO; for read and write bytes
using System.IO;
// make sure that using System.Drawing.Imaging; for drawin image
using System.Drawing.Imaging;

namespace Convert_BMP_to_JPG
{
    public partial class FormConvertBmpToJpg : Form
    {
        public FormConvertBmpToJpg()
        {
            InitializeComponent();
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
```

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```
29:         }
30:
31:         private void button1_Click(object sender, EventArgs e)
32:         {
33:             // set Filename to blank
34:             openFileDialog1.FileName = "";
35:             // fileter onyl bmp files
36:             openFileDialog1.Filter = "BMP files (*.bmp)|*.bmp";
37:             if (openFileDialog1.ShowDialog() == DialogResult.OK)
38:             {
39:                 byte[] raw = System.IO.File.ReadAllBytes(openFileDialog1.FileName);
40:                 Path.GetDirectoryName(openFileDialog1.FileName);
41:                 using (Image img = Image.FromStream(new MemoryStream(raw)))
42:                 {
43:                     img.Save(openFileDialog1.InitialDirectory +
openFileDialog1.FileName.Replace(".bmp", ".jpg"), ImageFormat.Jpeg);
44:                 }
45:             }
46:         }
47:     }
48: }
```

Namespaces

Name	Description
Convert_BMP_to_JPG (see page 41)	This is namespace Convert_BMP_to_JPG.

1.61.53 FormConvertBmpToJpg.Designer.cs

This is file FormConvertBmpToJpg.Designer.cs.

Body Source

```
 1: ?namespace Convert_BMP_to_JPG
 2: {
 3:     partial class FormConvertBmpToJpg
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
```

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```
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.openFileDialog1 = new System.Windows.Forms.OpenFileDialog();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(55, 15);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 18;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // button1
49:             //
50:             this.button1.Location = new System.Drawing.Point(37, 47);
51:             this.button1.Name = "button1";
52:             this.button1.Size = new System.Drawing.Size(183, 25);
53:             this.button1.TabIndex = 17;
54:             this.button1.Text = "Choose a bitmap...";
55:             this.button1.UseVisualStyleBackColor = true;
56:             this.button1.Click += new System.EventHandler(this.button1_Click);
57:             //
58:             // openFileDialog1
59:             //
60:             this.openFileDialog1.FileName = "openFileDialog1";
61:             //
62:             // Form1
63:             //
64:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
65:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
66:             this.ClientSize = new System.Drawing.Size(252, 84);
67:             this.Controls.Add(this.lblLink);
68:             this.Controls.Add(this.button1);
69:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
70:             this.MaximizeBox = false;
71:             this.Name = "Form1";
72:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
73:             this.Text = "Convert BMP to JPG";
74:             this.ResumeLayout(false);
75:             this.PerformLayout();
76:
77:         }
78:
79:         #endregion
80:
81:         private System.Windows.Forms.Label lblLink;
82:         private System.Windows.Forms.Button button1;
83:         private System.Windows.Forms.OpenFileDialog openFileDialog1;
84:     }
85: }
86:
```

Namespaces

Name	Description
Convert_BMP_to_JPG (see page 41)	This is namespace Convert_BMP_to_JPG.

1.61.54 FormConvertToHex.cs

This is file FormConvertToHex.cs.

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Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13:
14: namespace Template
15: {
16:     public partial class FormConvertToHex : Form
17:     {
18:         public FormConvertToHex()
19:         {
20:             InitializeComponent();
21:         }
22:
23:         private void lblLink_Click(object sender, EventArgs e)
24:         {
25:             Process.Start("www.vclexamples.com");
26:         }
27:         #region basic function for app
28:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
29:         {
30:             if (keyData == Keys.Escape)
31:             {
32:                 this.Close();
33:                 return true;
34:             }
35:             return base.ProcessCmdKey(ref msg, keyData);
36:         }
37:         #endregion
38:
39:         private void button1_Click(object sender, EventArgs e)
40:         {
41:             ConvertToHex(richTextBox1.Text);
42:         }
43:
44:         public void ConvertToHex(string asciiString)
45:         {
46:             string hex = "";
47:             foreach (char c in asciiString)
48:             {
49:                 int tmp = c;
50:                 hex += String.Format("{0:x2}",
(uint)System.Convert.ToUInt32(tmp.ToString()));
51:             }
52:             richTextBox2.Text = hex.ToString();
53:         }
54:
55:     }
56: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

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1.61.55 FormConvertToHex.Designer.cs

This is file FormConvertToHex.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormConvertToHex
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.richTextBox1 = new System.Windows.Forms.RichTextBox();
34:             this.richTextBox2 = new System.Windows.Forms.RichTextBox();
35:             this.SuspendLayout();
36:             //
37:             // lblLink
38:             //
39:             this.lblLink.AutoSize = true;
40:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
41:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
42:             this.lblLink.Location = new System.Drawing.Point(121, 9);
43:             this.lblLink.Name = "lblLink";
44:             this.lblLink.Size = new System.Drawing.Size(139, 16);
45:             this.lblLink.TabIndex = 19;
46:             this.lblLink.Text = "www.vclexamples.com";
47:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
48:             //
49:             // button1
50:             //
51:             this.button1.Location = new System.Drawing.Point(124, 168);
52:             this.button1.Name = "button1";
53:             this.button1.Size = new System.Drawing.Size(139, 24);
54:             this.button1.TabIndex = 18;
55:             this.button1.Text = "Convert to hex";
56:             this.button1.UseVisualStyleBackColor = true;
57:             this.button1.Click += new System.EventHandler(this.button1_Click);
```

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```
            //
            // richTextBox1
            //
            this.richTextBox1.Location = new System.Drawing.Point(6, 31);
            this.richTextBox1.Name = "richTextBox1";
            this.richTextBox1.Size = new System.Drawing.Size(183, 131);
            this.richTextBox1.TabIndex = 21;
            this.richTextBox1.Text = "";
            //
            // richTextBox2
            //
            this.richTextBox2.Location = new System.Drawing.Point(195, 31);
            this.richTextBox2.Name = "richTextBox2";
            this.richTextBox2.Size = new System.Drawing.Size(183, 131);
            this.richTextBox2.TabIndex = 22;
            this.richTextBox2.Text = "";
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(382, 196);
            this.Controls.Add(this.richTextBox2);
            this.Controls.Add(this.richTextBox1);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
            this.KeyPreview = true;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Convert to hex";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.RichTextBox richTextBox1;
        private System.Windows.Forms.RichTextBox richTextBox2;
    }
}
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.56 FormCountryListing.cs

This is file FormCountryListing.cs.

Body Source

```
?using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
```

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```
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: // make sure that using System.Diagnostics; is included
11: using System.Diagnostics;
12: using System.Globalization;
13:
14: namespace Country_listing
15: {
16:     public partial class FormCountryListing : Form
17:     {
18:         List<string> cultureList = new List<string>();
19:         CultureInfo[] cultures = CultureInfo.GetCultures(CultureTypes.SpecificCultures);
20:         RegionInfo region;
21:
22:         public FormCountryListing()
23:         {
24:             InitializeComponent();
25:         }
26:
27:         private void lblLink_Click(object sender, EventArgs e)
28:         {
29:             Process.Start("www.vclexamples.com");
30:         }
31:
32:         private void Form1_Load(object sender, EventArgs e)
33:         {
34:             foreach (CultureInfo culture in cultures)
35:             {
36:                 region = new RegionInfo(culture.LCID);
37:
38:                 if (!(cultureList.Contains(region.EnglishName)))
39:                 {
40:                     cultureList.Add(region.EnglishName);
41:                     comboBox1.Items.Add(region.EnglishName + " (" +
region.ISOCurrencySymbol + ")");
42:                    //  cultureList.Add(region.ISOCurrencySymbol);
43:                     // comboBox1.Items.Add(region.ISOCurrencySymbol);
44:                 }
45:             }
46:         }
47:     }
48: }
```

Namespaces

Name	Description
Country_listing (see page 48)	This is namespace Country_listing.

1.61.57 FormCountryListing.Designer.cs

This is file FormCountryListing.Designer.cs.

Body Source

```
 1: ?namespace Country_listing
 2: {
 3:     partial class FormCountryListing
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
```

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```
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.comboBox1 = new System.Windows.Forms.ComboBox();
32:             this.label1 = new System.Windows.Forms.Label();
33:             this.lblLink = new System.Windows.Forms.Label();
34:             this.SuspendLayout();
35:             //
36:             // comboBox1
37:             //
38:             this.comboBox1.FormattingEnabled = true;
39:             this.comboBox1.Location = new System.Drawing.Point(10, 28);
40:             this.comboBox1.Name = "comboBox1";
41:             this.comboBox1.Size = new System.Drawing.Size(272, 21);
42:             this.comboBox1.Sorted = true;
43:             this.comboBox1.TabIndex = 0;
44:             //
45:             // label1
46:             //
47:             this.label1.AutoSize = true;
48:             this.label1.Location = new System.Drawing.Point(9, 9);
49:             this.label1.Name = "label1";
50:             this.label1.Size = new System.Drawing.Size(84, 13);
51:             this.label1.TabIndex = 1;
52:             this.label1.Text = "Select a country";
53:             //
54:             // lblLink
55:             //
56:             this.lblLink.AutoSize = true;
57:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
58:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
59:             this.lblLink.Location = new System.Drawing.Point(73, 56);
60:             this.lblLink.Name = "lblLink";
61:             this.lblLink.Size = new System.Drawing.Size(139, 16);
62:             this.lblLink.TabIndex = 19;
63:             this.lblLink.Text = "www.vclexamples.com";
64:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
65:             //
66:             // Form1
67:             //
68:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
69:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
70:             this.ClientSize = new System.Drawing.Size(294, 81);
71:             this.Controls.Add(this.lblLink);
72:             this.Controls.Add(this.label1);
73:             this.Controls.Add(this.comboBox1);
74:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
75:             this.MaximizeBox = false;
76:             this.Name = "Form1";
77:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
78:             this.Text = "Country listing";
```

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```
            this.Load += new System.EventHandler(this.Form1_Load);
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.ComboBox comboBox1;
        private System.Windows.Forms.Label label1;
        private System.Windows.Forms.Label lblLink;
    }
}

```

Namespaces

Name	Description
Country_listing (see page 48)	This is namespace Country_listing.

1.61.58 FormCreateBitmap.cs

This is file FormCreateBitmap.cs.

Body Source

```
?using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Reflection;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

// make sure that using System.Linq.Expressions; is included
using System.Linq.Expressions;
// make sure that using System.Diagnostics; is included
using System.Diagnostics;

namespace CreateBitmap
{
    public partial class FormCreateBitmap : Form
    {
        public FormCreateBitmap()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {
        }
        static string GetNameOf<T>(Expression<Func<T>> property)
        {
            return (property.Body as MemberExpression).Member.Name;
        }

        private void button2_Click(object sender, EventArgs e)
        {
            // draw resources on form
            CreateGraphics().DrawImage(Properties.Resources.Koala, new Point(44, 10));
            // make new bit object
            Bitmap bit = new Bitmap(Properties.Resources.Koala);
```

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```
            // find name of resources
            var name = GetNameOf(() => Properties.Resources.Koala);
            // save image to "C:" directory
            bit.Save("C:\\" + name + ".jpg");
            MessageBox.Show(name + " is saved to C:");
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }
    }
}
```

Namespaces

Name	Description
CreateBitmap (see page 56)	This is namespace CreateBitmap.

1.61.59 FormCreateBitmap.Designer.cs

This is file FormCreateBitmap.Designer.cs.

Body Source

```
?namespace CreateBitmap
{
    partial class FormCreateBitmap
    {
        /// <summary>
        /// Required designer variable.
        /// </summary>
        private System.ComponentModel.IContainer components = null;

        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
        protected override void Dispose(bool disposing)
        {
            if (disposing && (components != null))
            {
                components.Dispose();
            }
            base.Dispose(disposing);
        }

        #region Windows Form Designer generated code

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        private void InitializeComponent()
        {
            this.lblLink = new System.Windows.Forms.Label();
            this.button2 = new System.Windows.Forms.Button();
            this.SuspendLayout();
            //
            // lblLink
            //
            this.lblLink.AutoSize = true;
            this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
```

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```
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(73, 96);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 23;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button2
48:             //
49:             this.button2.Location = new System.Drawing.Point(148, 28);
50:             this.button2.Name = "button2";
51:             this.button2.Size = new System.Drawing.Size(64, 47);
52:             this.button2.TabIndex = 22;
53:             this.button2.Text = "Save";
54:             this.button2.UseVisualStyleBackColor = true;
55:             this.button2.Click += new System.EventHandler(this.button2_Click);
56:             //
57:             // Form1
58:             //
59:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
60:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
61:             this.ClientSize = new System.Drawing.Size(284, 123);
62:             this.Controls.Add(this.lblLink);
63:             this.Controls.Add(this.button2);
64:             this.MaximizeBox = false;
65:             this.MinimizeBox = false;
66:             this.Name = "Form1";
67:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
68:             this.Text = "Create bitmap";
69:             this.Load += new System.EventHandler(this.Form1_Load);
70:             this.ResumeLayout(false);
71:             this.PerformLayout();
72:
73:         }
74:
75:         #endregion
76:
77:         private System.Windows.Forms.Label lblLink;
78:         private System.Windows.Forms.Button button2;
79:     }
80: }
81:
```

Namespaces

Name	Description
CreateBitmap (see page 56)	This is namespace CreateBitmap.

1.61.60 FormCreateShortcut.cs

This is file FormCreateShortcut.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: // make sure that using System.Diagnostics; is included
```

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```
11: using System.Diagnostics;
12: // make sure include reference Windows Script Host Object
13: // make sure that using IWshRuntimeLibrary; is included
14: using IWshRuntimeLibrary;
15: using System.IO;
16:
17: namespace Create_desktop_shortcut_example
18: {
19:     public partial class FormCreateShortcut : Form
20:     {
21:         public FormCreateShortcut()
22:         {
23:             InitializeComponent();
24:         }
25:
26:         private void ShortToDesktop(string linkName)
27:         {
28:             string deskDir =
Environment.GetFolderPath(Environment.SpecialFolder.DesktopDirectory);
29:
30:             using (StreamWriter writer = new StreamWriter(deskDir + "\\" + linkName +
".url"))
31:             {
32:                 string app = System.Reflection.Assembly.GetExecutingAssembly().Location;
33:                 writer.WriteLine("[InternetShortcut]");
34:                 writer.WriteLine("URL=file:///" + app);
35:                 writer.WriteLine("IconIndex=0");
36:                 string icon = app.Replace('\\', '/');
37:                 writer.WriteLine("IconFile=" + icon);
38:                 writer.Flush();
39:             }
40:         }
41:
42:         private void lblLink_Click(object sender, EventArgs e)
43:         {
44:
45:             Process.Start("www.vclexamples.com");
46:         }
47:
48:         private void button1_Click(object sender, EventArgs e)
49:         {
50:             ShortToDesktop(System.AppDomain.CurrentDomain.FriendlyName);
51:         }
52:     }
53: }
```

Namespaces

Name	Description
Create_desktop_shortcut_example (see page 52)	This is namespace Create_desktop_shortcut_example.

1.61.61 FormCreateShortcut.Designer.cs

This is file FormCreateShortcut.Designer.cs.

Body Source

```
1: ?namespace Create_desktop_shortcut_example
2: {
3:     partial class FormCreateShortcut
4:     {
5:         /// <summary>
6:         /// Required designer variable.
7:         /// </summary>
```

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```
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(98, 42);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 20;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(23, 8);
50:             this.button1.Name = "button1";
51:             this.button1.Size = new System.Drawing.Size(298, 25);
52:             this.button1.TabIndex = 19;
53:             this.button1.Text = "Create desktop shorcut example";
54:             this.button1.UseVisualStyleBackColor = true;
55:             this.button1.Click += new System.EventHandler(this.button1_Click);
56:             //
57:             // Form1
58:             //
59:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
60:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
61:             this.ClientSize = new System.Drawing.Size(342, 64);
62:             this.Controls.Add(this.lblLink);
63:             this.Controls.Add(this.button1);
64:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
65:             this.MaximizeBox = false;
66:             this.Name = "Form1";
67:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
68:             this.Text = "Create desktop shortcut example";
69:             this.ResumeLayout(false);
70:             this.PerformLayout();
71:
72:         }
73:
74:         #endregion
```

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```
75:
76:         private System.Windows.Forms.Label lblLink;
77:         private System.Windows.Forms.Button button1;
78:     }
79: }
80:
```

Namespaces

Name	Description
Create_desktop_shortcut_example (see page 52)	This is namespace Create_desktop_shortcut_example.

1.61.62 FormCreateWriteFile.cs

This is file FormCreateWriteFile.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13: // make sure that using System.IO; is included
14: using System.IO;
15:
16:
17: namespace CreateFile_and_WriteFile
18: {
19:     public partial class FormCreateWriteFile : Form
20:     {
21:         public FormCreateWriteFile()
22:         {
23:             InitializeComponent();
24:         }
25:
26:         private void lblLink_Click(object sender, EventArgs e)
27:         {
28:             Process.Start("www.vclexamples.com");
29:         }
30:
31:         private void button1_Click(object sender, EventArgs e)
32:         {
33:             string filepath = "c:\\CreateFileExample.txt";
34:             using (var fs = File.Create(filepath))
35:             {
36:                 foreach (var a in richTextBox1.Text)
37:                 {
38:                     fs.WriteByte((byte)a);
39:                 }
40:             }
41:             if (File.Exists(filepath))
42:             {
43:                 Process.Start(filepath);
44:             }
45:         }
46:     }
```

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```
47: }
```

Namespaces

Name	Description
CreateFile_and_WriteFile (see page 60)	This is namespace CreateFile_and_WriteFile.

1.61.63 FormCreateWriteFile.Designer.cs

This is file FormCreateWriteFile.Designer.cs.

Body Source

```
 1: ?namespace CreateFile_and_WriteFile
 2: {
 3:     partial class FormCreateWriteFile
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.richTextBox1 = new System.Windows.Forms.RichTextBox();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(12, 111);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 26;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // button1
49:             //
50:             this.button1.Location = new System.Drawing.Point(187, 107);
```

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```
            this.button1.Name = "button1";
            this.button1.Size = new System.Drawing.Size(94, 23);
            this.button1.TabIndex = 1;
            this.button1.Text = "Save to file";
            this.button1.UseVisualStyleBackColor = true;
            this.button1.Click += new System.EventHandler(this.button1_Click);
            //
            // richTextBox1
            //
            this.richTextBox1.Location = new System.Drawing.Point(6, 6);
            this.richTextBox1.Name = "richTextBox1";
            this.richTextBox1.Size = new System.Drawing.Size(274, 95);
            this.richTextBox1.TabIndex = 0;
            this.richTextBox1.Text = "This is example of writting text ...";
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(288, 136);
            this.Controls.Add(this.richTextBox1);
            this.Controls.Add(this.button1);
            this.Controls.Add(this.lblLink);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "CreateFile & WriteFile";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.RichTextBox richTextBox1;
    }
}

```

Namespaces

Name	Description
CreateFile_and_WriteFile (see page 60)	This is namespace CreateFile_and_WriteFile.

1.61.64 FormDialog.cs

This is file FormDialog.cs.

Body Source

```
?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 Dialogs
{
```

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```
13:     public partial class FormDialog : Form
14:     {
15:         public FormDialog()
16:         {
17:             InitializeComponent();
18:         }
19:
20:         private void fontToolStripMenuItem_Click(object sender, EventArgs e)
21:         {
22:             // let me show font dialog
23:             DialogResult result = fontDialog1.ShowDialog();
24:             // if OK was pressed
25:             if (result == DialogResult.OK)
26:             {
27:                 // take font
28:                 Font font = fontDialog1.Font;
29:                 // set font
30:                 this.richTextBox1.Font = font;
31:             }
32:         }
33:
34:         private void exitToolStripMenuItem_Click(object sender, EventArgs e)
35:         {
36:             Application.Exit();
37:         }
38:
39:         private void saveasToolStripMenuItem_Click(object sender, EventArgs e)
40:         {
41:             saveFileDialog1.Filter = "Text Document(*.txt)|*.txt|All Files(*.*)|*.*";
42:             if (saveFileDialog1.ShowDialog() == DialogResult.OK)
43:                 richTextBox1.SaveFile(saveFileDialog1.FileName,
RichTextBoxStreamType.PlainText);
44:             this.Text = saveFileDialog1.FileName;
45:         }
46:
47:         private void newToolStripMenuItem_Click(object sender, EventArgs e)
48:         {
49:             richTextBox1.Clear();
50:         }
51:     }
52: }
```

Namespaces

Name	Description
Dialogs (see page 65)	This is namespace Dialogs.

1.61.65 FormDialog.Designer.cs

This is file FormDialog.Designer.cs.

Body Source

```
 1: ?namespace Dialogs
 2: {
 3:     partial class FormDialog
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
```

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```
 13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
 14:         protected override void Dispose(bool disposing)
 15:         {
 16:             if (disposing && (components != null))
 17:             {
 18:                 components.Dispose();
 19:             }
 20:             base.Dispose(disposing);
 21:         }
 22:
 23:         #region Windows Form Designer generated code
 24:
 25:         /// <summary>
 26:         /// Required method for Designer support - do not modify
 27:         /// the contents of this method with the code editor.
 28:         /// </summary>
 29:         private void InitializeComponent()
 30:         {
 31:             this.richTextBox1 = new System.Windows.Forms.RichTextBox();
 32:             this.menuStrip1 = new System.Windows.Forms.MenuStrip();
 33:             this.fileToolStripMenuItem = new System.Windows.Forms.ToolStripMenuItem();
 34:             this.newToolStripMenuItem = new System.Windows.Forms.ToolStripMenuItem();
 35:             this.saveasToolStripMenuItem = new
System.Windows.Forms.ToolStripMenuItem();
 36:             this.exitToolStripMenuItem = new System.Windows.Forms.ToolStripMenuItem();
 37:             this.formatToolStripMenuItem = new
System.Windows.Forms.ToolStripMenuItem();
 38:             this.fontToolStripMenuItem = new System.Windows.Forms.ToolStripMenuItem();
 39:             this.fontDialog1 = new System.Windows.Forms.FontDialog();
 40:             this.saveFileDialog1 = new System.Windows.Forms.SaveFileDialog();
 41:             this.menuStrip1.SuspendLayout();
 42:             this.SuspendLayout();
 43:             //
 44:             // richTextBox1
 45:             //
 46:             this.richTextBox1.Dock = System.Windows.Forms.DockStyle.Fill;
 47:             this.richTextBox1.Location = new System.Drawing.Point(0, 24);
 48:             this.richTextBox1.Name = "richTextBox1";
 49:             this.richTextBox1.Size = new System.Drawing.Size(611, 297);
 50:             this.richTextBox1.TabIndex = 0;
 51:             this.richTextBox1.Text = "";
 52:             //
 53:             // menuStrip1
 54:             //
 55:             this.menuStrip1.Items.AddRange(new System.Windows.Forms.ToolStripItem[] {
 56:             this.fileToolStripMenuItem,
 57:             this.formatToolStripMenuItem});
 58:             this.menuStrip1.Location = new System.Drawing.Point(0, 0);
 59:             this.menuStrip1.Name = "menuStrip1";
 60:             this.menuStrip1.Size = new System.Drawing.Size(611, 24);
 61:             this.menuStrip1.TabIndex = 1;
 62:             this.menuStrip1.Text = "menuStrip1";
 63:             //
 64:             // fileToolStripMenuItem
 65:             //
 66:             this.fileToolStripMenuItem.DropDownItems.AddRange(new
System.Windows.Forms.ToolStripItem[] {
 67:             this.newToolStripMenuItem,
 68:             this.saveasToolStripMenuItem,
 69:             this.exitToolStripMenuItem});
 70:             this.fileToolStripMenuItem.Name = "fileToolStripMenuItem";
 71:             this.fileToolStripMenuItem.Size = new System.Drawing.Size(37, 20);
 72:             this.fileToolStripMenuItem.Text = "&File";
 73:             //
 74:             // newToolStripMenuItem
 75:             //
 76:             this.newToolStripMenuItem.Name = "newToolStripMenuItem";
 77:             this.newToolStripMenuItem.Size = new System.Drawing.Size(152, 22);
```

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```
 78:             this.newToolStripMenuItem.Text = "&New";
 79:             this.newToolStripMenuItem.Click += new
System.EventHandler(this.newToolStripMenuItem_Click);
 80:             //
 81:             // saveasToolStripMenuItem
 82:             //
 83:             this.saveasToolStripMenuItem.Name = "saveasToolStripMenuItem";
 84:             this.saveasToolStripMenuItem.Size = new System.Drawing.Size(152, 22);
 85:             this.saveasToolStripMenuItem.Text = "Save &as";
 86:             this.saveasToolStripMenuItem.Click += new
System.EventHandler(this.saveasToolStripMenuItem_Click);
 87:             //
 88:             // exitToolStripMenuItem
 89:             //
 90:             this.exitToolStripMenuItem.Name = "exitToolStripMenuItem";
 91:             this.exitToolStripMenuItem.Size = new System.Drawing.Size(152, 22);
 92:             this.exitToolStripMenuItem.Text = "E&xit";
 93:             this.exitToolStripMenuItem.Click += new
System.EventHandler(this.exitToolStripMenuItem_Click);
 94:             //
 95:             // formatToolStripMenuItem
 96:             //
 97:             this.formatToolStripMenuItem.DropDownItems.AddRange(new
System.Windows.Forms.ToolStripItem[] {
 98:             this.fontToolStripMenuItem});
 99:             this.formatToolStripMenuItem.Name = "formatToolStripMenuItem";
100:             this.formatToolStripMenuItem.Size = new System.Drawing.Size(57, 20);
101:             this.formatToolStripMenuItem.Text = "F&ormat";
102:             //
103:             // fontToolStripMenuItem
104:             //
105:             this.fontToolStripMenuItem.Name = "fontToolStripMenuItem";
106:             this.fontToolStripMenuItem.Size = new System.Drawing.Size(152, 22);
107:             this.fontToolStripMenuItem.Text = "&Font";
108:             this.fontToolStripMenuItem.Click += new
System.EventHandler(this.fontToolStripMenuItem_Click);
109:             //
110:             // Form1
111:             //
112:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
113:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
114:             this.ClientSize = new System.Drawing.Size(611, 321);
115:             this.Controls.Add(this.richTextBox1);
116:             this.Controls.Add(this.menuStrip1);
117:             this.MainMenuStrip = this.menuStrip1;
118:             this.Name = "Form1";
119:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
120:             this.Text = "Dialogs - www.vclexamples.com";
121:             this.menuStrip1.ResumeLayout(false);
122:             this.menuStrip1.PerformLayout();
123:             this.ResumeLayout(false);
124:             this.PerformLayout();
125:
126:         }
127:
128:         #endregion
129:
130:         private System.Windows.Forms.RichTextBox richTextBox1;
131:         private System.Windows.Forms.MenuStrip menuStrip1;
132:         private System.Windows.Forms.ToolStripMenuItem fileToolStripMenuItem;
133:         private System.Windows.Forms.ToolStripMenuItem newToolStripMenuItem;
134:         private System.Windows.Forms.ToolStripMenuItem saveasToolStripMenuItem;
135:         private System.Windows.Forms.ToolStripMenuItem exitToolStripMenuItem;
136:         private System.Windows.Forms.ToolStripMenuItem formatToolStripMenuItem;
137:         private System.Windows.Forms.ToolStripMenuItem fontToolStripMenuItem;
138:         private System.Windows.Forms.FontDialog fontDialog1;
139:         private System.Windows.Forms.SaveFileDialog saveFileDialog1;
140:     }
141: }
```

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142:

Namespaces

Name	Description
Dialogs (see page 65)	This is namespace Dialogs.

1.61.66 FormDll.cs

This is file FormDll.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13:
14: // make sure that using DLL_library; & added references from DLL_library project
("DLL_library.dll")
15: using DLL_library;
16:
17: namespace Template
18: {
19:     public partial class FormDll : Form
20:     {
21:         public FormDll()
22:         {
23:             InitializeComponent();
24:         }
25:
26:         private void lblLink_Click(object sender, EventArgs e)
27:         {
28:             Process.Start("www.vclexamples.com");
29:         }
30:         #region basic function for app
31:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
32:         {
33:             if (keyData == Keys.Escape)
34:             {
35:                 this.Close();
36:                 return true;
37:             }
38:             return base.ProcessCmdKey(ref msg, keyData);
39:         }
40:         #endregion
41:
42:         private void button1_Click(object sender, EventArgs e)
43:         {
44:             ClassFromDLL dll = new ClassFromDLL();
45:             MessageBox.Show(dll.ExampleMethod("This is typed from DLL!!!"));
46:         }
47:     }
48: }
```

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Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.67 FormDll.Designer.cs

This is file FormDll.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormDll
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(122, 13);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 19;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(75, 50);
50:             this.button1.Name = "button1";
51:             this.button1.Size = new System.Drawing.Size(129, 28);
```

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```
            this.button1.TabIndex = 18;
            this.button1.Text = "Load from DLL";
            this.button1.UseVisualStyleBackColor = true;
            this.button1.Click += new System.EventHandler(this.button1_Click);
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(275, 106);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
            this.KeyPreview = true;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "DLL example";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.68 FormDragAndDrop.cs

This is file FormDragAndDrop.cs.

Body Source

```
?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.IO; // IO it is needed for working with File object
using System.Diagnostics;   // make sure that using System.Diagnostics; is included


namespace Drag_and_drop
{
    public partial class FormDragAndDrop : Form
    {
        public FormDragAndDrop()
        {
            InitializeComponent();

            // put AllowDrop to true
            this.AllowDrop = true;
```

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```
24:             // declare and initialize new DragEventHandler
25:             this.DragEnter += new DragEventHandler(Form1_DragEnter);
26:             this.DragDrop += new DragEventHandler(Form1_DragDrop);
27:
28:             #region disable maximizing
29: // Define the border style of the form to a dialog box.
30:             FormBorderStyle = FormBorderStyle.FixedDialog;
31:             // Set the MaximizeBox to false to remove the maximize box.
32:             MaximizeBox = false;
33:             // Set the MinimizeBox to false to remove the minimize box.
34:             MinimizeBox = false;
35:             // Set the start position of the form to the center of the screen.
36:             StartPosition = FormStartPosition.CenterScreen;
37: #endregion
38:         }
39:
40:         void Form1_DragEnter(object sender, DragEventArgs e)
41:         {
42:             // define DragEvents Effect to copy
43:             if (e.Data.GetDataPresent(DataFormats.FileDrop)) e.Effect =
DragDropEffects.Copy;
44:         }
45:
46:         void Form1_DragDrop(object sender, DragEventArgs e)
47:         {
48:             // when the File is Dropped fill the array (files) with DragEventsArgs
data's
49:             string[] files = (string[])e.Data.GetData(DataFormats.FileDrop);
50:             foreach (string file in files)
51:             {
52:                 // replace basic file location of one slash to double slash
53:                 textBox1.Text = File.ReadAllText(file.ToString().Replace("\\", "\\\\"));
54:             }
55:         }
56:
57:         private void lblLink_Click(object sender, EventArgs e)
58:         {
59:             Process.Start("www.vclexamples.com");
60:         }
61:     }
62: }
```

Namespaces

Name	Description
Drag_and_drop (see page 72)	make sure that using System.Diagnostics; is included

1.61.69 FormDragAndDrop.Designer.cs

This is file FormDragAndDrop.Designer.cs.

Body Source

```
 1: ?namespace Drag_and_drop
 2: {
 3:     partial class FormDragAndDrop
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
```

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```
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.label1 = new System.Windows.Forms.Label();
33:             this.textBox1 = new System.Windows.Forms.TextBox();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(576, 7);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 3;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // label1
49:             //
50:             this.label1.AutoSize = true;
51:             this.label1.Location = new System.Drawing.Point(12, 9);
52:             this.label1.Name = "label1";
53:             this.label1.Size = new System.Drawing.Size(207, 13);
54:             this.label1.TabIndex = 5;
55:             this.label1.Text = "Use drag and drop to drag file into memo...";
56:             //
57:             // textBox1
58:             //
59:             this.textBox1.Dock = System.Windows.Forms.DockStyle.Bottom;
60:             this.textBox1.Location = new System.Drawing.Point(0, 28);
61:             this.textBox1.Multiline = true;
62:             this.textBox1.Name = "textBox1";
63:             this.textBox1.ScrollBars = System.Windows.Forms.ScrollBars.Both;
64:             this.textBox1.Size = new System.Drawing.Size(727, 364);
65:             this.textBox1.TabIndex = 6;
66:             //
67:             // Form1
68:             //
69:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
70:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
71:             this.AutoSizeMode = System.Windows.Forms.AutoSizeMode.GrowAndShrink;
72:             this.ClientSize = new System.Drawing.Size(727, 392);
73:             this.Controls.Add(this.label1);
74:             this.Controls.Add(this.lblLink);
75:             this.Controls.Add(this.textBox1);
76:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
77:             this.Name = "Form1";
78:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
79:             this.Text = "Drag & Drop files example";
```

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```
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Label label1;
        private System.Windows.Forms.TextBox textBox1;
    }
}

```

Namespaces

Name	Description
Drag_and_drop (see page 72)	make sure that using System.Diagnostics; is included

1.61.70 FormDragDrop.cs

This is file FormDragDrop.cs.

Body Source

```
?using System;
using System.Diagnostics;
// make sure that using System.Runtime.InteropServices; is included
using System.Runtime.InteropServices;
using System.Windows.Forms;

namespace CD_Out_in
{
    public partial class frmExamples : Form
    {
        // DLLImport calling every .dll's winmm.dll, and function mciSendStringA
        [DllImport("winmm.dll", EntryPoint = "mciSendStringA")]

        /*
        Here is are implementation of function "mciSendStringA", and we call it "msciSendString", be sure that you have same arguments in prototype like original function have
        */
        public static extern int msciSendString(string lpstrCommand, string lpstrReturnString, int uReturnLength, IntPtr hwndCallback);

        public frmExamples()
        {
            InitializeComponent();
        }

        private void btnOpen_Click(object sender, EventArgs e)
        {
            // in case that you use virtual drives please make sure your
            // physical CD/DVD drive is listed first
            // this opens cd/dvd
            msciSendString("set CDAudio door open", "", 127, IntPtr.Zero);
        }

        private void btnClose_Click(object sender, EventArgs e)
        {
            // this closes the cd/dvd
            try
            {
                msciSendString("set CDAudio door closed", "", 0, IntPtr.Zero);
```

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```
38:             }
39:             catch (Exception ena)
40:             {
41:                 MessageBox.Show(ena.ToString());
42:                 throw;
43:             }
44:
45:         }
46:
47:         private void lblLink_Click(object sender, EventArgs e)
48:         {
49:             Process.Start("www.vclexamples.com");
50:         }
51:     }
52: }
```

Namespaces

Name	Description
CD_Out_in (see page 24)	This is namespace CD_Out_in.

1.61.71 FormDragDrop.Designer.cs

This is file FormDragDrop.Designer.cs.

Body Source

```
 1: ?namespace CD_Out_in
 2: {
 3:     partial class frmExamples
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.btnOpen = new System.Windows.Forms.Button();
32:             this.btnClose = new System.Windows.Forms.Button();
33:             this.lblLink = new System.Windows.Forms.Label();
34:             this.SuspendLayout();
35:             //
36:             // btnOpen
37:             //
```

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```
38:             this.btnOpen.Location = new System.Drawing.Point(119, 25);
39:             this.btnOpen.Name = "btnOpen";
40:             this.btnOpen.Size = new System.Drawing.Size(153, 25);
41:             this.btnOpen.TabIndex = 0;
42:             this.btnOpen.Text = "CD Out";
43:             this.btnOpen.UseVisualStyleBackColor = true;
44:             this.btnOpen.Click += new System.EventHandler(this.btnOpen_Click);
45:             //
46:             // btnClose
47:             //
48:             this.btnClose.Location = new System.Drawing.Point(119, 58);
49:             this.btnClose.Name = "btnClose";
50:             this.btnClose.Size = new System.Drawing.Size(153, 25);
51:             this.btnClose.TabIndex = 1;
52:             this.btnClose.Text = "CD in";
53:             this.btnClose.UseVisualStyleBackColor = true;
54:             this.btnClose.Click += new System.EventHandler(this.btnClose_Click);
55:             //
56:             // lblLink
57:             //
58:             this.lblLink.AutoSize = true;
59:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
60:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
61:             this.lblLink.Location = new System.Drawing.Point(247, 99);
62:             this.lblLink.Name = "lblLink";
63:             this.lblLink.Size = new System.Drawing.Size(139, 16);
64:             this.lblLink.TabIndex = 2;
65:             this.lblLink.Text = "www.vclexamples.com";
66:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
67:             //
68:             // frmExamples
69:             //
70:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
71:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
72:             this.ClientSize = new System.Drawing.Size(393, 121);
73:             this.Controls.Add(this.lblLink);
74:             this.Controls.Add(this.btnClose);
75:             this.Controls.Add(this.btnOpen);
76:             this.Name = "frmExamples";
77:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
78:             this.Text = "CD out/in example";
79:             this.ResumeLayout(false);
80:             this.PerformLayout();
81:
82:         }
83:
84:         #endregion
85:
86:         private System.Windows.Forms.Button btnOpen;
87:         private System.Windows.Forms.Button btnClose;
88:         private System.Windows.Forms.Label lblLink;
89:     }
90: }
91:
```

Namespaces

Name	Description
CD_Out_in (see page 24)	This is namespace CD_Out_in.

1.61.72 FormDynamicButton.cs

This is file FormDynamicButton.cs.

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Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Windows.Forms;
 9:
10: namespace Dynamic_button
11: {
12:     public partial class FormDynamicButton : Form
13:     {
14:         public FormDynamicButton()
15:         {
16:             InitializeComponent();
17:         }
18:
19:         void newButton_Clicked(object sender, EventArgs e)
20:         {
21:             for (int i = 0; i < 5; i++)
22:             {
23:                 Button button = new Button();
24:                 button.Location = new Point(100, 30 * i + 10);
25:                 button.Click += new EventHandler(buttonclickedoneevent);
26:                 button.Tag = i;
27:                 button.Text = i.ToString();
28:                 this.Controls.Add(button);
29:             }
30:         }
31:
32:         void buttonclickedoneevent(object sender, EventArgs e)
33:         {
34:             Button button = sender as Button;
35:             if (button != null)
36:             {
37:                 for (int i = 0; i < 5; i++)
38:                 {
39:                     if (button.Text == i.ToString())
40:                     {
41:                         MessageBox.Show(i.ToString());
42:                         return;
43:                     }
44:                 }
45:             }
46:         }
47:
48:         void createbuttons(object sender, EventArgs e)
49:         {
50:             Button newButton = new Button();
51:             newButton.Click += new EventHandler(newButton_Clicked);
52:         }
53:
54:         private void button2_Click(object sender, EventArgs e)
55:         {
56:             for (int i = 0; i < 5; i++)
57:             {
58:                 Button button = new Button();
59:                 button.Location = new Point(Height/2, 30 * i + 10);
60:                 button.Click += new EventHandler(createbuttons);
61:                 button.Tag = i;
62:                 button.Text = i.ToString();
63:                 this.Controls.Add(button);
64:             }
65:         }
66:     }
```

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```
67: }
```

Namespaces

Name	Description
Dynamic_button (see page 77)	This is namespace Dynamic_button.

1.61.73 FormDynamicButton.Designer.cs

This is file FormDynamicButton.Designer.cs.

Body Source

```
 1: ?namespace Dynamic_button
 2: {
 3:     partial class FormDynamicButton
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.button2 = new System.Windows.Forms.Button();
32:             this.SuspendLayout();
33:             //
34:             // button2
35:             //
36:             this.button2.Location = new System.Drawing.Point(76, 160);
37:             this.button2.Name = "button2";
38:             this.button2.Size = new System.Drawing.Size(157, 36);
39:             this.button2.TabIndex = 1;
40:             this.button2.Text = "Create";
41:             this.button2.UseVisualStyleBackColor = true;
42:             this.button2.Click += new System.EventHandler(this.button2_Click);
43:             //
44:             // Form1
45:             //
46:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
47:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
48:             this.ClientSize = new System.Drawing.Size(315, 208);
49:             this.Controls.Add(this.button2);
50:             this.Name = "Form1";
51:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
```

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```
52:             this.Text = "Dynamic buttons";
53:             this.ResumeLayout(false);
54:
55:         }
56:
57:         #endregion
58:
59:         private System.Windows.Forms.Button button2;
60:     }
61: }
62:
```

Namespaces

Name	Description
Dynamic_button (see page 77)	This is namespace Dynamic_button.

1.61.74 FormEnumerateNetwork.cs

This is file FormEnumerateNetwork.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure to indlude reference System.Management; and using System.Management; is
included
12:
13: using System.Management;
14:
15: // make sure that using System.Diagnostics; is included
16: using System.Diagnostics;
17: using Enumerate_network_resources;
18:
19: namespace Enumerate_network_resources
20: {
21:     public partial class FormEnumerateNetwork : Form
22:     {
23:         public FormEnumerateNetwork()
24:         {
25:             InitializeComponent();
26:         }
27:
28:         private void lblLink_Click(object sender, EventArgs e)
29:         {
30:             Process.Start("www.vclexamples.com");
31:         }
32:
33:         public List<String> ListOfComputers()
34:         {
35:             List<String> ComputersNames = new List<String>();
36:             String Computers = "Computer";
37:             System.DirectoryServices.DirectoryEntry _WinNTDirectoryEntries = new
System.DirectoryServices.DirectoryEntry("WinNT:");
38:             foreach (System.DirectoryServices.DirectoryEntry _AvailDomains in
_WinNTDirectoryEntries.Children)
39:             {
```

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```
40:                 foreach (System.DirectoryServices.DirectoryEntry _PCNameEntry in
_AvailDomains.Children)
41:                 {
42:                     if
(_PCNameEntry.SchemaClassName.ToLower().Contains(Computers.ToLower()))
43:                     {
44:                         ComputersNames.Add(_PCNameEntry.Name);
45:                         listBox1.Items.Add(_PCNameEntry.Name.ToString());
46:                     }
47:                 }
48:             }
49:             return ComputersNames;
50:         }
51:
52:         private void button2_Click(object sender, EventArgs e)
53:         {
54:             ListOfComputers();
55:         }
56:     }
57: }
```

Namespaces

Name	Description
Enumerate_network_resources (see page 81)	This is namespace Enumerate_network_resources.

1.61.75 FormEnumerateNetwork.Designer.cs

This is file FormEnumerateNetwork.Designer.cs.

Body Source

```
 1: ?namespace Enumerate_network_resources
 2: {
 3:     partial class FormEnumerateNetwork
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button2 = new System.Windows.Forms.Button();
```

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```
33:             this.listBox1 = new System.Windows.Forms.ListBox();
34:             this.directoryEntry1 = new System.DirectoryServices.DirectoryEntry();
35:             this.SuspendLayout();
36:             //
37:             // lblLink
38:             //
39:             this.lblLink.AutoSize = true;
40:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
41:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
42:             this.lblLink.Location = new System.Drawing.Point(98, 238);
43:             this.lblLink.Name = "lblLink";
44:             this.lblLink.Size = new System.Drawing.Size(139, 16);
45:             this.lblLink.TabIndex = 27;
46:             this.lblLink.Text = "www.vclexamples.com";
47:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
48:             //
49:             // button2
50:             //
51:             this.button2.Location = new System.Drawing.Point(11, 261);
52:             this.button2.Name = "button2";
53:             this.button2.Size = new System.Drawing.Size(306, 24);
54:             this.button2.TabIndex = 26;
55:             this.button2.Text = "Enumerate network resources";
56:             this.button2.UseVisualStyleBackColor = true;
57:             this.button2.Click += new System.EventHandler(this.button2_Click);
58:             //
59:             // listBox1
60:             //
61:             this.listBox1.FormattingEnabled = true;
62:             this.listBox1.Location = new System.Drawing.Point(5, 6);
63:             this.listBox1.Name = "listBox1";
64:             this.listBox1.Size = new System.Drawing.Size(319, 225);
65:             this.listBox1.TabIndex = 28;
66:             //
67:             // Form1
68:             //
69:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
70:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
71:             this.ClientSize = new System.Drawing.Size(329, 295);
72:             this.Controls.Add(this.listBox1);
73:             this.Controls.Add(this.lblLink);
74:             this.Controls.Add(this.button2);
75:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
76:             this.MaximizeBox = false;
77:             this.Name = "Form1";
78:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
79:             this.Text = "Enumerate network resources";
80:             this.ResumeLayout(false);
81:             this.PerformLayout();
82:
83:         }
84:
85:         #endregion
86:
87:         private System.Windows.Forms.Label lblLink;
88:         private System.Windows.Forms.Button button2;
89:         private System.Windows.Forms.ListBox listBox1;
90:         private System.DirectoryServices.DirectoryEntry directoryEntry1;
91:     }
92: }
93:
```

Namespaces

Name	Description
Enumerate_network_resources (see page 81)	This is namespace Enumerate_network_resources.

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1.61.76 FormEnumerateWindows.cs

This is file FormEnumerateWindows.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: using System.Diagnostics;   // make sure that using System.Diagnostics; is included
11: using System.Runtime.InteropServices;   // namespace for DLL import
12:
13: namespace EnumerateWindows
14: {
15:     public partial class FormEnumerateWindows : Form
16:     {
17:         protected delegate bool EnumWindowsProc(IntPtr hWnd, IntPtr lParam);
18:         [DllImport("user32.dll", CharSet = CharSet.Unicode)]
19:         protected static extern int GetWindowText(IntPtr hWnd, StringBuilder strText,
int maxCount);
20:         [DllImport("user32.dll", CharSet = CharSet.Unicode)]
21:         protected static extern int GetWindowTextLength(IntPtr hWnd);
22:         [DllImport("user32.dll")]
23:         protected static extern bool EnumWindows(EnumWindowsProc enumProc, IntPtr
lParam);
24:         [DllImport("user32.dll")]
25:         protected static extern bool IsWindowVisible(IntPtr hWnd);
26:         public FormEnumerateWindows()
27:         {
28:             InitializeComponent();
29:         }
30:
31:         protected bool EnumWindows(IntPtr hWnd, IntPtr lParam)
32:         {
33:             int size = GetWindowTextLength(hWnd);
34:             if (size++ > 0 && IsWindowVisible(hWnd))
35:             {
36:                 StringBuilder sb = new StringBuilder(size);
37:                 GetWindowText(hWnd, sb, size);
38:                 this.ListBox1.Items.Add(sb.ToString());
39:             }
40:             return true;
41:         }
42:
43:         private void lblLink_Click(object sender, EventArgs e)
44:         {
45:             Process.Start("www.vclexamples.com");
46:         }
47:
48:         private void Button1_Click(object sender, EventArgs e)
49:         {
50:             EnumWindows(new EnumWindowsProc(EnumWindows), IntPtr.Zero);
51:         }
52:     }
53: }
```

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Namespaces

Name	Description
EnumerateWindows (see page 86)	namespace for DLL (see page 69) import

1.61.77 FormEnumerateWindows.Designer.cs

This is file FormEnumerateWindows.Designer.cs.

Body Source

```
 1: ?namespace EnumerateWindows
 2: {
 3:     partial class FormEnumerateWindows
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.Label1 = new System.Windows.Forms.Label();
33:             this.ListBox1 = new System.Windows.Forms.ListBox();
34:             this.Button1 = new System.Windows.Forms.Button();
35:             this.SuspendLayout();
36:             //
37:             // lblLink
38:             //
39:             this.lblLink.AutoSize = true;
40:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
41:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
42:             this.lblLink.Location = new System.Drawing.Point(147, 9);
43:             this.lblLink.Name = "lblLink";
44:             this.lblLink.Size = new System.Drawing.Size(139, 16);
45:             this.lblLink.TabIndex = 8;
46:             this.lblLink.Text = "www.vclexamples.com";
47:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
48:             //
49:             // Label1
50:             //
51:             this.Label1.AutoSize = true;
```

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```
52:             this.Label1.Location = new System.Drawing.Point(4, 30);
53:             this.Label1.Name = "Label1";
54:             this.Label1.Size = new System.Drawing.Size(51, 13);
55:             this.Label1.TabIndex = 7;
56:             this.Label1.Text = "Windows";
57:             //
58:             // ListBox1
59:             //
60:             this.ListBox1.FormattingEnabled = true;
61:             this.ListBox1.Location = new System.Drawing.Point(5, 46);
62:             this.ListBox1.Name = "ListBox1";
63:             this.ListBox1.Size = new System.Drawing.Size(281, 160);
64:             this.ListBox1.TabIndex = 6;
65:             //
66:             // Button1
67:             //
68:             this.Button1.Location = new System.Drawing.Point(68, 212);
69:             this.Button1.Name = "Button1";
70:             this.Button1.Size = new System.Drawing.Size(169, 25);
71:             this.Button1.TabIndex = 5;
72:             this.Button1.Text = "Enumerate windows";
73:             this.Button1.UseVisualStyleBackColor = true;
74:             this.Button1.Click += new System.EventHandler(this.Button1_Click);
75:             //
76:             // Form1
77:             //
78:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
79:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
80:             this.ClientSize = new System.Drawing.Size(291, 246);
81:             this.Controls.Add(this.lblLink);
82:             this.Controls.Add(this.Label1);
83:             this.Controls.Add(this.ListBox1);
84:             this.Controls.Add(this.Button1);
85:             this.Name = "Form1";
86:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
87:             this.Text = "Enumerate windows example";
88:             this.ResumeLayout(false);
89:             this.PerformLayout();
90:
91:         }
92:
93:         #endregion
94:
95:         private System.Windows.Forms.Label lblLink;
96:         internal System.Windows.Forms.Label Label1;
97:         internal System.Windows.Forms.ListBox ListBox1;
98:         internal System.Windows.Forms.Button Button1;
99:     }
100: }
101:
```

Namespaces

Name	Description
EnumerateWindows (see page 86)	namespace for DLL (see page 69) import

1.61.78 FormFileDates.cs

This is file FormFileDates.cs.

Body Source

```
1: ?using System;
2: using System.Collections.Generic;
3: using System.ComponentModel;
```

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```
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Windows.Forms;
 9: // make sure that using System.Runtime.InteropServices; is included
10: using System.Runtime.InteropServices;
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13: // make sure that using System.IO; is included
14: using System.IO;
15:
16: namespace FileDates_Info
17: {
18:     public partial class FormFileDates : Form
19:     {
20:         public FormFileDates()
21:         {
22:             InitializeComponent();
23:         }
24:
25:         private void Form1_Load(object sender, EventArgs e)
26:         {
27:
28:         }
29:
30:         public void FileDataInfo(string file) {
31:
32:             FileInfo info = new FileInfo(file);
33:
34:             DateTime time = info.CreationTime;
35:
36:             time = info.LastWriteTime;
37:
38:             listBox1.Items.Add(time.ToString());
39:
40:             time = info.LastAccessTime;
41:
42:            //  MessageBox.Show(time.ToString());
43:
44:            //
45:           //   Console.WriteLine(time.ToString());
46:
47:             listBox1.Items.Add(time.ToString());
48:         }
49:
50:         private void lblLink_Click(object sender, EventArgs e)
51:         {
52:             Process.Start("www.vclexamples.com");
53:         }
54:
55:         private void button1_Click(object sender, EventArgs e)
56:         {
57:             if (openFileDialog1.ShowDialog() == DialogResult.OK)
58:             {
59:                 FileDataInfo(Path.GetFullPath(openFileDialog1.FileName));
60:             }
61:         }
62:     }
63: }
```

Namespaces

Name	Description
FileDates_Info (see page 92)	This is namespace FileDates_Info.

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1.61.79 FormFileDates.Designer.cs

This is file FormFileDates.Designer.cs.

Body Source

```
 1: ?namespace FileDates_Info
 2: {
 3:     partial class FormFileDates
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.listBox1 = new System.Windows.Forms.ListBox();
34:             this.openFileDialog1 = new System.Windows.Forms.OpenFileDialog();
35:             this.SuspendLayout();
36:             //
37:             // lblLink
38:             //
39:             this.lblLink.AutoSize = true;
40:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
41:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
42:             this.lblLink.Location = new System.Drawing.Point(56, 7);
43:             this.lblLink.Name = "lblLink";
44:             this.lblLink.Size = new System.Drawing.Size(139, 16);
45:             this.lblLink.TabIndex = 7;
46:             this.lblLink.Text = "www.vclexamples.com";
47:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
48:             //
49:             // button1
50:             //
51:             this.button1.Location = new System.Drawing.Point(12, 116);
52:             this.button1.Name = "button1";
53:             this.button1.Size = new System.Drawing.Size(228, 27);
54:             this.button1.TabIndex = 6;
55:             this.button1.Text = "FileDates Info";
56:             this.button1.UseVisualStyleBackColor = true;
57:             this.button1.Click += new System.EventHandler(this.button1_Click);
```

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```
58:             //
59:             // listBox1
60:             //
61:             this.listBox1.FormattingEnabled = true;
62:             this.listBox1.Location = new System.Drawing.Point(12, 28);
63:             this.listBox1.Name = "listBox1";
64:             this.listBox1.Size = new System.Drawing.Size(228, 82);
65:             this.listBox1.TabIndex = 9;
66:             //
67:             // openFileDialog1
68:             //
69:             this.openFileDialog1.FileName = "openFileDialog1";
70:             //
71:             // Form1
72:             //
73:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
74:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
75:             this.ClientSize = new System.Drawing.Size(256, 158);
76:             this.Controls.Add(this.listBox1);
77:             this.Controls.Add(this.lblLink);
78:             this.Controls.Add(this.button1);
79:             this.MaximizeBox = false;
80:             this.Name = "Form1";
81:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
82:             this.Text = "FileDates Info";
83:             this.Load += new System.EventHandler(this.Form1_Load);
84:             this.ResumeLayout(false);
85:             this.PerformLayout();
86:
87:         }
88:
89:         #endregion
90:
91:         private System.Windows.Forms.Label lblLink;
92:         private System.Windows.Forms.Button button1;
93:         private System.Windows.Forms.ListBox listBox1;
94:         private System.Windows.Forms.OpenFileDialog openFileDialog1;
95:     }
96: }
97:
```

Namespaces

Name	Description
FileDates_Info (see page 92)	This is namespace FileDates_Info.

1.61.80 FormFileProperties.cs

This is file FormFileProperties.cs.

Body Source

```
 1: ?using System;
 2: // make sure that using System.Diagnostics; is included
 3: using System.Diagnostics;
 4: using System.IO;
 5: using System.Runtime.InteropServices;
 6: using System.Windows.Forms;
 7:
 8: namespace Template
 9: {
10:     public partial class FormFileProperties : Form
11:     {
12:         [DllImport("shell32.dll", CharSet = CharSet.Auto)]
13:         static extern bool ShellExecuteEx(ref SHELLEXECUTEINFO lpExecInfo);
```

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```
14:
15:         [StructLayout(LayoutKind.Sequential, CharSet = CharSet.Auto)]
16:         public struct SHELLEXECUTEINFO
17:         {
18:             public int cbSize;
19:             public uint fMask;
20:             public IntPtr hwnd;
21:             [MarshalAs(UnmanagedType.LPTStr)]
22:             public string lpVerb;
23:             [MarshalAs(UnmanagedType.LPTStr)]
24:             public string lpFile;
25:             [MarshalAs(UnmanagedType.LPTStr)]
26:             public string lpParameters;
27:             [MarshalAs(UnmanagedType.LPTStr)]
28:             public string lpDirectory;
29:             public int nShow;
30:             public IntPtr hInstApp;
31:             public IntPtr lpIDList;
32:             [MarshalAs(UnmanagedType.LPTStr)]
33:             public string lpClass;
34:             public IntPtr hkeyClass;
35:             public uint dwHotKey;
36:             public IntPtr hIcon;
37:             public IntPtr hProcess;
38:         }
39:
40:         private const int SW_SHOW = 5;
41:         private const uint SEE_MASK_INVOKEIDLIST = 12;
42:
43:         public FormFileProperties()
44:         {
45:             InitializeComponent();
46:         }
47:
48:         public static bool ShowFileProperties(string Filename)
49:         {
50:             SHELLEXECUTEINFO info = new SHELLEXECUTEINFO();
51:             info.cbSize = System.Runtime.InteropServices.Marshal.SizeOf(info);
52:             info.lpVerb = "properties";
53:             info.lpFile = Filename;
54:             info.nShow = SW_SHOW;
55:             info.fMask = SEE_MASK_INVOKEIDLIST;
56:             return ShellExecuteEx(ref info);
57:         }
58:
59:         private void lblLink_Click(object sender, EventArgs e)
60:         {
61:             Process.Start("www.vclexamples.com");
62:         }
63:         #region basic function for app
64:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
65:         {
66:             if (keyData == Keys.Escape)
67:             {
68:                 this.Close();
69:                 return true;
70:             }
71:             return base.ProcessCmdKey(ref msg, keyData);
72:         }
73:         #endregion
74:
75:         private void button1_Click(object sender, EventArgs e)
76:         {
77:             if (openFileDialog1.ShowDialog() == DialogResult.OK)
78:             {
79:                 ShowFileProperties(Path.GetFullPath(openFileDialog1.FileName));
80:             }
81:         }
82:     }
```

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```
83: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.81 FormFileProperties.Designer.cs

This is file FormFileProperties.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormFileProperties
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.openFileDialog1 = new System.Windows.Forms.OpenFileDialog();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(126, 9);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 19;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // button1
49:             //
50:             this.button1.Location = new System.Drawing.Point(80, 36);
```

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```
            this.button1.Name = "button1";
            this.button1.Size = new System.Drawing.Size(135, 24);
            this.button1.TabIndex = 18;
            this.button1.Text = "Select a file...";
            this.button1.UseVisualStyleBackColor = true;
            this.button1.Click += new System.EventHandler(this.button1_Click);
            //
            // openFileDialog1
            //
            this.openFileDialog1.FileName = "openFileDialog1";
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(304, 69);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
            this.KeyPreview = true;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "File properties example";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.OpenFileDialog openFileDialog1;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.82 FormFirewall.cs

This is file FormFirewall.cs.

Body Source

```
?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;

// make sure that using System.Diagnostics; is included
using System.Diagnostics;

using System.Threading;

namespace Template
```

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```
17: {
18:     public partial class FormFirewall : Form
19:     {
20:         public FormFirewall()
21:         {
22:             InitializeComponent();
23:          }
24:
25:         private void lblLink_Click(object sender, EventArgs e)
26:         {
27:             Process.Start("www.vclexamples.com");
28:         }
29:         #region basic function for app
30:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
31:         {
32:             if (keyData == Keys.Escape)
33:             {
34:                 this.Close();
35:                 return true;
36:             }
37:             return base.ProcessCmdKey(ref msg, keyData);
38:         }
39:         #endregion
40:
41:         private void button1_Click(object sender, EventArgs e)
42:         {
43:             Process firewall = new Process();
44:             firewall.StartInfo.FileName = "cmd.exe";
firewall.StartInfo.WorkingDirectory = @"\windows\system32\";
45:             firewall.StartInfo.Arguments = "/c netsh firewall set opmode mode=enable";
46:             firewall.Start();
47:         }
48:
49:         private void button2_Click(object sender, EventArgs e)
50:         {
51:             Process firewall = new Process();
52:             firewall.StartInfo.FileName = "cmd.exe";
firewall.StartInfo.WorkingDirectory = @"\windows\system32\";
53:             firewall.StartInfo.Arguments = "/c netsh firewall set opmode mode=disable";
54:             firewall.Start();
55:         }
56:     }
57: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.83 FormFirewall.Designer.cs

This is file FormFirewall.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormFirewall
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
```

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```
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.button2 = new System.Windows.Forms.Button();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(64, 19);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 19;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // button1
49:             //
50:             this.button1.Location = new System.Drawing.Point(52, 78);
51:             this.button1.Name = "button1";
52:             this.button1.Size = new System.Drawing.Size(179, 24);
53:             this.button1.TabIndex = 18;
54:             this.button1.Text = "Enable firewall";
55:             this.button1.UseVisualStyleBackColor = true;
56:             this.button1.Click += new System.EventHandler(this.button1_Click);
57:             //
58:             // button2
59:             //
60:             this.button2.Location = new System.Drawing.Point(52, 48);
61:             this.button2.Name = "button2";
62:             this.button2.Size = new System.Drawing.Size(179, 24);
63:             this.button2.TabIndex = 20;
64:             this.button2.Text = "Disable firewall";
65:             this.button2.UseVisualStyleBackColor = true;
66:             this.button2.Click += new System.EventHandler(this.button2_Click);
67:             //
68:             // Form1
69:             //
70:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
71:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
72:             this.ClientSize = new System.Drawing.Size(278, 118);
73:             this.Controls.Add(this.button2);
74:             this.Controls.Add(this.lblLink);
75:             this.Controls.Add(this.button1);
76:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
77:             this.KeyPreview = true;
```

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```
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Firewall example";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.Button button2;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.84 FormGetComputerName.cs

This is file FormGetComputerName.cs.

Body Source

```
?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.Diagnostics;

namespace Get_computer_name
{
    public partial class FormGetComputerName : Form
    {
        public FormGetComputerName()
        {
            InitializeComponent();
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }

        private void button1_Click(object sender, EventArgs e)
        {
            MessageBox.Show("Computer name: " +
System.Environment.MachineName.ToString(), "GetComputername");
        }
    }
}
```

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Namespaces

Name	Description
Get_computer_name (see page 102)	This is namespace Get_computer_name.

1.61.85 FormGetComputerName.Designer.cs

This is file FormGetComputerName.Designer.cs.

Body Source

```
 1: ?namespace Get_computer_name
 2: {
 3:     partial class FormGetComputerName
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(55, 54);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 20;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(31, 18);
50:             this.button1.Name = "button1";
51:             this.button1.Size = new System.Drawing.Size(183, 25);
```

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```
52:             this.button1.TabIndex = 19;
53:             this.button1.Text = "Get computer name";
54:             this.button1.UseVisualStyleBackColor = true;
55:             this.button1.Click += new System.EventHandler(this.button1_Click);
56:             //
57:             // Form1
58:             //
59:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
60:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
61:             this.ClientSize = new System.Drawing.Size(242, 85);
62:             this.Controls.Add(this.lblLink);
63:             this.Controls.Add(this.button1);
64:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
65:             this.MaximizeBox = false;
66:             this.Name = "Form1";
67:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
68:             this.Text = "Get computer name";
69:             this.ResumeLayout(false);
70:             this.PerformLayout();
71:
72:         }
73:
74:         #endregion
75:
76:         private System.Windows.Forms.Label lblLink;
77:         private System.Windows.Forms.Button button1;
78:     }
79: }
80:
```

Namespaces

Name	Description
Get_computer_name (see page 102)	This is namespace Get_computer_name.

1.61.86 FormGetFreeSpace.cs

This is file FormGetFreeSpace.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: using System.Runtime.InteropServices;   // make sure that using
System.Runtime.InteropServices; is included
11: using System.Diagnostics;   // make sure that using System.Diagnostics; is included
12:
13: namespace GetDiskFreeSpace_example
14: {
15:     public partial class FormGetFreeSpace : Form
16:     {
17:         public FormGetFreeSpace()
18:         {
19:             InitializeComponent();
20:             comboBox1.SelectedIndex = 2;
21:         }
22:
23:         private void button1_Click(object sender, EventArgs e)
```

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```
24:         {
25:             ulong avail = 0, total = 0, totalfree = 0;
26:             // read size
27:             GetDiskSizeTotal(comboBox1.SelectedItem.ToString(), out  avail, out total,
out  totalfree);
28:             // write size in label
29:             label1.Text = "Avaliable disk space (for this user): " +
ConvertBytesToMegabytes(avail).ToString() + " MB";
30:             label2.Text = "Total disk space: " +
ConvertBytesToMegabytes(GetDiskSizeTotal(comboBox1.SelectedItem.ToString(), out avail, out
total, out totalfree)) + " MB";
31:             label3.Text = "Free disk space: " +
ConvertBytesToMegabytes(avail).ToString() + " MB";
32:         }
33:
34:         ulong ConvertBytesToMegabytes(ulong bytes)
35:         {
36:             return (bytes / 1024) / 1024;
37:         }
38:
39:         public ulong GetDiskSizeTotal(string volumeName, out ulong avail, out ulong
total, out ulong totalfree)
40:         {
41:             MyClass.GetDiskFreeSpaceEx(volumeName, out avail, out total, out totalfree);
42:             return total;
43:         }
44:
45:         public ulong GetDiskSize(string volumeName)
46:         {
47:             ulong avail = 0;
48:             ulong total = 0;
49:             ulong totalfree = 0;
50:             MyClass.GetDiskFreeSpaceEx(volumeName, out avail, out total, out totalfree);
51:             return total;
52:         }
53:
54:         private void lblLink_Click(object sender, EventArgs e)
55:         {
56:             Process.Start("www.vclexamples.com");
57:         }
58:     }
59:     public class MyClass
60:     {
61:         // import from kernel32.dll function GetDiskFreeSpaceEx (total amount)
62:         [DllImport("kernel32.dll", SetLastError = true, CharSet = CharSet.Auto)]
63:         [return: MarshalAs(UnmanagedType.Bool)]
64:         internal static extern bool GetDiskFreeSpaceEx(string lpDirectoryName,
65:           out ulong lpFreeBytesAvailable,
66:           out ulong lpTotalNumberOfBytes,
67:           out ulong lpTotalNumberOfFreeBytes);
68:
69:         // import from kernel32.dll function GetDiskFreeSpaceEx
70:         [DllImport("kernel32.dll", SetLastError = true, CharSet = CharSet.Auto)]
71:         [return: MarshalAs(UnmanagedType.Bool)]
72:         internal static extern bool GetDiskFreeSpace(ulong GetDiskFreeSpace, out ulong
lpSectorsPerCluster, out ulong lpBytesPerSector, out ulong lpNumberOfFreeClusters, out
ulong lpTotalNumberOfClusters);
73:     }
74: }
```

Namespaces

Name	Description
GetDiskFreeSpace_example (see page 111)	make sure that using System.Diagnostics; is included

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1.61.87 FormGetFreeSpace.Designer.cs

This is file FormGetFreeSpace.Designer.cs.

Body Source

```
 1: ?namespace GetDiskFreeSpace_example
 2: {
 3:     partial class FormGetFreeSpace
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.button1 = new System.Windows.Forms.Button();
32:             this.label1 = new System.Windows.Forms.Label();
33:             this.label2 = new System.Windows.Forms.Label();
34:             this.label3 = new System.Windows.Forms.Label();
35:             this.lblLink = new System.Windows.Forms.Label();
36:             this.comboBox1 = new System.Windows.Forms.ComboBox();
37:             this.SuspendLayout();
38:             //
39:             // button1
40:             //
41:             this.button1.Location = new System.Drawing.Point(32, 79);
42:             this.button1.Name = "button1";
43:             this.button1.Size = new System.Drawing.Size(161, 25);
44:             this.button1.TabIndex = 7;
45:             this.button1.Text = "Get disk free space (drive C)";
46:             this.button1.UseVisualStyleBackColor = true;
47:             this.button1.Click += new System.EventHandler(this.button1_Click);
48:             //
49:             // label1
50:             //
51:             this.label1.AutoSize = true;
52:             this.label1.Location = new System.Drawing.Point(19, 10);
53:             this.label1.Name = "label1";
54:             this.label1.Size = new System.Drawing.Size(173, 13);
55:             this.label1.TabIndex = 8;
56:             this.label1.Text = "Avaliable disk space (for this user): ";
57:             //
58:             // label2
```

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```
 59:             //
 60:             this.label2.AutoSize = true;
 61:             this.label2.Location = new System.Drawing.Point(19, 34);
 62:             this.label2.Name = "label2";
 63:             this.label2.Size = new System.Drawing.Size(88, 13);
 64:             this.label2.TabIndex = 9;
 65:             this.label2.Text = "Total disk space:";
 66:             //
 67:             // label3
 68:             //
 69:             this.label3.AutoSize = true;
 70:             this.label3.Location = new System.Drawing.Point(19, 58);
 71:             this.label3.Name = "label3";
 72:             this.label3.Size = new System.Drawing.Size(85, 13);
 73:             this.label3.TabIndex = 10;
 74:             this.label3.Text = "Free disk space:";
 75:             //
 76:             // lblLink
 77:             //
 78:             this.lblLink.AutoSize = true;
 79:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
 80:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
 81:             this.lblLink.Location = new System.Drawing.Point(67, 109);
 82:             this.lblLink.Name = "lblLink";
 83:             this.lblLink.Size = new System.Drawing.Size(139, 16);
 84:             this.lblLink.TabIndex = 11;
 85:             this.lblLink.Text = "www.vclexamples.com";
 86:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
 87:             //
 88:             // comboBox1
 89:             //
 90:             this.comboBox1.FormattingEnabled = true;
 91:             this.comboBox1.Items.AddRange(new object[] {
 92:             "a:",
 93:             "b:",
 94:             "c:",
 95:             "d:",
 96:             "e:",
 97:             "f:",
 98:             "g:",
 99:             "h:",
100:             "i:",
101:             "j:",
102:             "k:",
103:             "l:",
104:             "m:",
105:             "n:",
106:             "o:",
107:             "p:",
108:             "r:",
109:             "s:",
110:             "t:",
111:             "u:",
112:             "v:",
113:             "z:",
114:             "q:",
115:             "w:"});
116:             this.comboBox1.Location = new System.Drawing.Point(199, 80);
117:             this.comboBox1.Name = "comboBox1";
118:             this.comboBox1.Size = new System.Drawing.Size(37, 21);
119:             this.comboBox1.TabIndex = 12;
120:             //
121:             // Form1
122:             //
123:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
124:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
125:             this.ClientSize = new System.Drawing.Size(267, 134);
126:             this.Controls.Add(this.comboBox1);
```

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```
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.label3);
            this.Controls.Add(this.label2);
            this.Controls.Add(this.label1);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedSingle;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "GetDiskFreeSpace example";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.Label label1;
        private System.Windows.Forms.Label label2;
        private System.Windows.Forms.Label label3;
        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.ComboBox comboBox1;
    }
}

```

Namespaces

Name	Description
GetDiskFreeSpace_example (see page 111)	make sure that using System.Diagnostics; is included

1.61.88 FormGetProcessorType.cs

This is file FormGetProcessorType.cs.

Body Source

```
?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.Diagnostics;

namespace Get_processor_type
{
    public partial class FormGetProcessorType : Form
    {
        public FormGetProcessorType()
        {
            InitializeComponent();
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }

        private void button1_Click(object sender, EventArgs e)
        {
```

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```
28:             MessageBox.Show(
System.Environment.GetEnvironmentVariable("PROCESSOR_IDENTIFIER") );
29:         }
30:     }
31: }
```

Namespaces

Name	Description
Get_processor_type (see page 106)	This is namespace Get_processor_type.

1.61.89 FormGetProcessorType.Designer.cs

This is file FormGetProcessorType.Designer.cs.

Body Source

```
 1: ?namespace Get_processor_type
 2: {
 3:     partial class FormGetProcessorType
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(69, 66);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 20;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
```

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```
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(51, 28);
50:             this.button1.Name = "button1";
51:             this.button1.Size = new System.Drawing.Size(183, 25);
52:             this.button1.TabIndex = 19;
53:             this.button1.Text = "Get processor type";
54:             this.button1.UseVisualStyleBackColor = true;
55:             this.button1.Click += new System.EventHandler(this.button1_Click);
56:             //
57:             // Form1
58:             //
59:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
60:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
61:             this.ClientSize = new System.Drawing.Size(274, 96);
62:             this.Controls.Add(this.lblLink);
63:             this.Controls.Add(this.button1);
64:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
65:             this.MaximizeBox = false;
66:             this.Name = "Form1";
67:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
68:             this.Text = "Get processor type";
69:             this.ResumeLayout(false);
70:             this.PerformLayout();
71:
72:         }
73:
74:         #endregion
75:
76:         private System.Windows.Forms.Label lblLink;
77:         private System.Windows.Forms.Button button1;
78:     }
79: }
80:
```

Namespaces

Name	Description
Get_processor_type (see page 106)	This is namespace Get_processor_type.

1.61.90 FormHttpWinRar.cs

This is file FormHttpWinRar.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: using System.Net;   // make sure that using System.Net; is included
11: using System.Diagnostics;   // make sure that using System.Diagnostics; is included
12:
13: namespace HTTP_Download_WinRar_example
14: {
15:     public partial class FormHttpWinRar : Form
16:     {
17:         public FormHttpWinRar()
18:         {
19:             InitializeComponent();
```

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```
20:         }
21:
22:         WebClient webClient = new WebClient();
23:
24:         private void button1_Click(object sender, EventArgs e)
25:         {
26:             webClient.DownloadProgressChanged += new
DownloadProgressChangedEventHandler(webClient_DownloadProgressChanged);
27:             webClient.DownloadFileCompleted += new
AsyncCompletedEventHandler(webclient_DownloadFileCompleted);
28:             // start download
29:             webClient.DownloadFileAsync(new Uri(textBox1.Text),
@"C:\\MYRAR.EXE");
30:         }
31:
32:         private void lblLink_Click(object sender, EventArgs e)
33:         {
34:             Process.Start("www.vclexamples.com");
35:         }
36:
37:         void webClient_DownloadProgressChanged(object sender,
DownloadProgressChangedEventArgs e)
38:         {
39:             double bytesIn = double.Parse(e.BytesReceived.ToString());
40:             double totalBytes = double.Parse(e.TotalBytesToReceive.ToString());
41:             double percentage = bytesIn / totalBytes * 100;
42:             progressBar1.Value = int.Parse(Math.Truncate(percentage).ToString());
43:         }
44:
45:         void webclient_DownloadFileCompleted(object sender, AsyncCompletedEventArgs e)
46:         {
47:             MessageBox.Show("Saved as C:\\MYRAR.EXE", "Httpdownload");
48:         }
49:
50:     }
51: }
```

Namespaces

Name	Description
HTTP_Download_WinRar_example (see page 116)	make sure that using System.Diagnostics; is included

1.61.91 FormHttpWinRar.Designer.cs

This is file FormHttpWinRar.Designer.cs.

Body Source

```
 1: ?namespace HTTP_Download_WinRar_example
 2: {
 3:     partial class FormHttpWinRar
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
```

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```
            if (disposing && (components != null))
            {
                components.Dispose();
            }
            base.Dispose(disposing);
        }

        #region Windows Form Designer generated code

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        private void InitializeComponent()
        {
            this.lblLink = new System.Windows.Forms.Label();
            this.button1 = new System.Windows.Forms.Button();
            this.textBox1 = new System.Windows.Forms.TextBox();
            this.label1 = new System.Windows.Forms.Label();
            this.progressBar1 = new System.Windows.Forms.ProgressBar();
            this.SuspendLayout();
            //
            // lblLink
            //
            this.lblLink.AutoSize = true;
            this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
            this.lblLink.ForeColor = System.Drawing.Color.Navy;
            this.lblLink.Location = new System.Drawing.Point(320, 12);
            this.lblLink.Name = "lblLink";
            this.lblLink.Size = new System.Drawing.Size(139, 16);
            this.lblLink.TabIndex = 6;
            this.lblLink.Text = "www.vclexamples.com";
            this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
            //
            // button1
            //
            this.button1.Location = new System.Drawing.Point(384, 34);
            this.button1.Name = "button1";
            this.button1.Size = new System.Drawing.Size(71, 25);
            this.button1.TabIndex = 5;
            this.button1.Text = "Download";
            this.button1.UseVisualStyleBackColor = true;
            this.button1.Click += new System.EventHandler(this.button1_Click);
            //
            // textBox1
            //
            this.textBox1.Location = new System.Drawing.Point(12, 37);
            this.textBox1.Name = "textBox1";
            this.textBox1.Size = new System.Drawing.Size(366, 20);
            this.textBox1.TabIndex = 7;
            this.textBox1.Text = "http://www.rarlab.com/rar/winrar-x64-393.exe";
            //
            // label1
            //
            this.label1.AutoSize = true;
            this.label1.Location = new System.Drawing.Point(12, 15);
            this.label1.Name = "label1";
            this.label1.Size = new System.Drawing.Size(77, 13);
            this.label1.TabIndex = 8;
            this.label1.Text = "Download link:";
            //
            // progressBar1
            //
            this.progressBar1.Location = new System.Drawing.Point(12, 63);
            this.progressBar1.Name = "progressBar1";
            this.progressBar1.Size = new System.Drawing.Size(443, 23);
            this.progressBar1.TabIndex = 9;
            //
```

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```
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(467, 91);
            this.Controls.Add(this.progressBar1);
            this.Controls.Add(this.label1);
            this.Controls.Add(this.textBox1);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedSingle;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Indy HTTP Download WinRar example";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.TextBox textBox1;
        private System.Windows.Forms.Label label1;
        private System.Windows.Forms.ProgressBar progressBar1;
    }
}

```

Namespaces

Name	Description
HTTP_Download_WinRar_example (see page 116)	make sure that using System.Diagnostics; is included

1.61.92 FormIpAddress.cs

This is file FormIpAddress.cs.

Body Source

```
?using System;
using System.IO;    // need namespace System.IO;
using System.Linq;
using System.Net;   // need namespace System.Net;
using System.Net.Sockets;   // need namespace System.Net.Sockets;
using System.Windows.Forms;

namespace IP_Adress
{
    public partial class FormIpAddress : Form
    {
        public FormIpAddress()
        {
            InitializeComponent();
            // MessageBox.Show(GetPublicIP().ToString());
            // listBox1.Items.Add(LocalIPAddress().ToString());
            label2.Text = GetPublicIP().ToString();
            localIPAddress();
        }

        public void localIPAddress()
        {
```

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```
23:             //To get the local IP address
24:             string sHostName = Dns.GetHostName();
25:             IPHostEntry ipE = Dns.GetHostByName(sHostName);
26:             IPAddress[] IpA = ipE.AddressList;
27:             for (int i = 0; i < IpA.Length; i++)
28:             {
29:                 listBox1.Items.Add(IpA[i].ToString());
30:             }
31:         }
32:
33:         private IPAddress LocalIPAddress1()
34:         {
35:             if (!System.Net.NetworkInformation.NetworkInterface.GetIsNetworkAvailable())
36:             {
37:                 return null;
38:             }
39:
40:             IPHostEntry host = Dns.GetHostEntry(Dns.GetHostName());
41:
42:             return host
43:                 .AddressList
44:                 .FirstOrDefault(ip => ip.AddressFamily == AddressFamily.InterNetwork);
45:         }
46:
47:         public string GetPublicIP()
48:         {
49:             String direction = "";
50:             WebRequest request = WebRequest.Create("http://checkip.dyndns.org/");
51:             using (WebResponse response = request.GetResponse())
52:             using (StreamReader stream = new StreamReader(response.GetResponseStream()))
53:             {
54:                 direction = stream.ReadToEnd();
55:             }
56:
57:             //Search for the ip in the html
58:             int first = direction.IndexOf("Address: ") + 9;
59:             int last = direction.LastIndexOf("</body>");
60:             direction = direction.Substring(first, last - first);
61:
62:             return direction;
63:         }
64:
65:         public string LocalIPAddress()
66:         {
67:             IPHostEntry host;
68:             string localIP = "";
69:             host = Dns.GetHostEntry(Dns.GetHostName());
70:             foreach (IPAddress ip in host.AddressList)
71:             {
72:                 if (ip.AddressFamily == AddressFamily.InterNetwork)
73:                 {
74:                     localIP = ip.ToString();
75:                     break;
76:                 }
77:             }
78:             return localIP;
79:         }
80:
81:     }
82: }
```

Namespaces

Name	Description
IP_Adress (see page 121)	This is namespace IP_Adress.

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1.61.93 FormIpAddress.Designer.cs

This is file FormIpAddress.Designer.cs.

Body Source

```
 1: ?namespace IP_Adress
 2: {
 3:     partial class FormIpAddress
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.label1 = new System.Windows.Forms.Label();
32:             this.label2 = new System.Windows.Forms.Label();
33:             this.label3 = new System.Windows.Forms.Label();
34:             this.listBox1 = new System.Windows.Forms.ListBox();
35:             this.SuspendLayout();
36:             //
37:             // label1
38:             //
39:             this.label1.AutoSize = true;
40:             this.label1.Location = new System.Drawing.Point(110, 127);
41:             this.label1.Name = "label1";
42:             this.label1.Size = new System.Drawing.Size(53, 13);
43:             this.label1.TabIndex = 1;
44:             this.label1.Text = "Online IP:";
45:             //
46:             // label2
47:             //
48:             this.label2.AutoSize = true;
49:             this.label2.Location = new System.Drawing.Point(169, 127);
50:             this.label2.Name = "label2";
51:             this.label2.Size = new System.Drawing.Size(35, 13);
52:             this.label2.TabIndex = 2;
53:             this.label2.Text = "label2";
54:             //
55:             // label3
56:             //
57:             this.label3.AutoSize = true;
58:             this.label3.Location = new System.Drawing.Point(110, 9);
```

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```
            this.label3.Name = "label3";
            this.label3.Size = new System.Drawing.Size(59, 13);
            this.label3.TabIndex = 3;
            this.label3.Text = "Local IP(\'s)";
            //
            // listBox1
            //
            this.listBox1.FormattingEnabled = true;
            this.listBox1.Location = new System.Drawing.Point(113, 30);
            this.listBox1.Name = "listBox1";
            this.listBox1.Size = new System.Drawing.Size(151, 82);
            this.listBox1.TabIndex = 4;
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(395, 154);
            this.Controls.Add(this.listBox1);
            this.Controls.Add(this.label3);
            this.Controls.Add(this.label2);
            this.Controls.Add(this.label1);
            this.Name = "Form1";
            this.Text = "IP Adresses";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label label1;
        private System.Windows.Forms.Label label2;
        private System.Windows.Forms.Label label3;
        private System.Windows.Forms.ListBox listBox1;

    }
}

```

Namespaces

Name	Description
IP_Adress (see page 121)	This is namespace IP_Adress.

1.61.94 FormIsLaptop.cs

This is file FormIsLaptop.cs.

Body Source

```
?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;

// make sure that using System.Diagnostics; is included
using System.Diagnostics;
using System.Management;

```

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```
15: // add reference system.management (.NET directory)
16:
17: namespace Template
18: {
19:     public partial class FormIsLaptop : Form
20:     {
21:         public FormIsLaptop()
22:         {
23:             InitializeComponent();
24:         }
25:         public enum ChassisTypes
26:         {
27:             Other = 1,
28:             Unknown,
29:             Desktop,
30:             LowProfileDesktop,
31:             PizzaBox,
32:             MiniTower,
33:             Tower,
34:             Portable,
35:             Laptop,
36:             Notebook,
37:             Handheld,
38:             DockingStation,
39:             AllInOne,
40:             SubNotebook,
41:             SpaceSaving,
42:             LunchBox,
43:             MainSystemChassis,
44:             ExpansionChassis,
45:             SubChassis,
46:             BusExpansionChassis,
47:             PeripheralChassis,
48:             StorageChassis,
49:             RackMountChassis,
50:             SealedCasePC
51:         }
52:
53:         public static ChassisTypes GetCurrentChassisType()
54:         {
55:             ManagementClass systemEnclosures = new
ManagementClass("Win32_SystemEnclosure");
56:             foreach (ManagementObject obj in systemEnclosures.GetInstances())
57:             {
58:                 foreach (int i in (UInt16[])(obj["ChassisTypes"]))
59:                 {
60:                     if (i > 0 && i < 25)
61:                     {
62:                         return (ChassisTypes)i;
63:                     }
64:                 }
65:             }
66:             return ChassisTypes.Unknown;
67:         }
68:
69:         private void lblLink_Click(object sender, EventArgs e)
70:         {
71:             Process.Start("www.vclexamples.com");
72:         }
73:         #region basic function for app
74:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
75:         {
76:             if (keyData == Keys.Escape)
77:             {
78:                 this.Close();
79:                 return true;
80:             }
81:             return base.ProcessCmdKey(ref msg, keyData);
82:         }
```

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```
83:         #endregion
84:
85:         private void button1_Click(object sender, EventArgs e)
86:         {
87:             MessageBox.Show(GetCurrentChassisType().ToString());
88:         }
89:     }
90: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.95 FormIsLaptop.Designer.cs

This is file FormIsLaptop.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormIsLaptop
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.label1 = new System.Windows.Forms.Label();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(167, 9);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
```

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```
44:             this.lblLink.TabIndex = 19;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // button1
49:             //
50:             this.button1.Location = new System.Drawing.Point(107, 56);
51:             this.button1.Name = "button1";
52:             this.button1.Size = new System.Drawing.Size(109, 24);
53:             this.button1.TabIndex = 18;
54:             this.button1.Text = "Check";
55:             this.button1.UseVisualStyleBackColor = true;
56:             this.button1.Click += new System.EventHandler(this.button1_Click);
57:             //
58:             // label1
59:             //
60:             this.label1.AutoSize = true;
61:             this.label1.Location = new System.Drawing.Point(27, 35);
62:             this.label1.Name = "label1";
63:             this.label1.Size = new System.Drawing.Size(263, 13);
64:             this.label1.TabIndex = 20;
65:             this.label1.Text = "Are you running this application on a laptop computer?";
66:             //
67:             // Form1
68:             //
69:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
70:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
71:             this.ClientSize = new System.Drawing.Size(318, 87);
72:             this.Controls.Add(this.label1);
73:             this.Controls.Add(this.lblLink);
74:             this.Controls.Add(this.button1);
75:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
76:             this.KeyPreview = true;
77:             this.MaximizeBox = false;
78:             this.Name = "Form1";
79:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
80:             this.Text = "Runnin on laptop?";
81:             this.ResumeLayout(false);
82:             this.PerformLayout();
83:
84:         }
85:
86:         #endregion
87:
88:         private System.Windows.Forms.Label lblLink;
89:         private System.Windows.Forms.Button button1;
90:         private System.Windows.Forms.Label label1;
91:     }
92: }
93:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.96 FormItemColor.cs

This is file FormItemColor.cs.

Body Source

```
1: ?using System;
2: using System.Collections.Generic;
3: using System.ComponentModel;
```

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```
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13:
14: namespace Template
15: {
16:     public partial class FormItemColor : Form
17:     {
18:         public FormItemColor()
19:         {
20:             InitializeComponent();
21:             listBox1.DrawMode = DrawMode.OwnerDrawFixed;
22:             listBox1.DrawItem += listBox1_DrawItem;
23:         }
24:
25:         private void lblLink_Click(object sender, EventArgs e)
26:         {
27:             Process.Start("www.vclexamples.com");
28:         }
29:         #region basic function for app
30:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
31:         {
32:             if (keyData == Keys.Escape)
33:             {
34:                 this.Close();
35:                 return true;
36:             }
37:             return base.ProcessCmdKey(ref msg, keyData);
38:         }
39:         #endregion
40:
41:         private void listBox1_DrawItem(object sender, DrawItemEventArgs e)
42:         {
43:             e.DrawBackground();
44:             Graphics g = e.Graphics;
45:
46:             Color color = Color.Blue;
47:
48:             for (int i = 0; i < listBox1.Items.Count; i++)
49:             {
50:                     g.DrawString("ListBoxItem", e.Font, new SolidBrush(color), new
PointF(e.Bounds.X, e.Bounds.Y));
51:                 }
52:             e.DrawFocusRectangle();
53:         }
54:
55:     }
56: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.97 FormItemColor.Designer.cs

This is file FormItemColor.Designer.cs.

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Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormItemColor
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.listBox1 = new System.Windows.Forms.ListBox();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(101, 140);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 19;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // listBox1
48:             //
49:             this.listBox1.FormattingEnabled = true;
50:             this.listBox1.Items.AddRange(new object[] {
51:             "ListBox Item0",
52:             "ListBox Item1",
53:             "ListBox Item2",
54:             "ListBox Item3",
55:             "ListBox Item4"});
56:             this.listBox1.Location = new System.Drawing.Point(23, 12);
57:             this.listBox1.Name = "listBox1";
58:             this.listBox1.Size = new System.Drawing.Size(282, 121);
59:             this.listBox1.TabIndex = 21;
60:             this.listBox1.DrawItem += new
System.Windows.Forms.DrawItemEventHandler(this.listBox1_DrawItem);
61:             //
62:             // Form1
63:             //
```

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```
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(331, 165);
            this.Controls.Add(this.listBox1);
            this.Controls.Add(this.lblLink);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
            this.KeyPreview = true;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "ListBox ItemColor";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.ListBox listBox1;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.98 FormListBoxImages.cs

This is file FormListBoxImages.cs.

Body Source

```
?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;

// make sure that using System.Diagnostics; is included
using System.Diagnostics;

namespace Template
{
    public partial class FormListBoxImages : Form
    {
        public FormListBoxImages()
        {
            InitializeComponent();
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }
        #region basic function for app
        protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
        {
            if (keyData == Keys.Escape)
```

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```
31:             {
32:                 this.Close();
33:                 return true;
34:             }
35:             return base.ProcessCmdKey(ref msg, keyData);
36:         }
37:         #endregion
38:
39:         private void FormListBoxImages_Load(object sender, EventArgs e)
40:         {
41:            //  CustomDrawListBox c = new CustomDrawListBox();
42:           //   c.Visible = true;
43:         }
44:
45:     }
46:     public class CustomDrawListBox : ListBox
47:     {
48:
49:         public CustomDrawListBox()
50:         {
51:             this.DrawMode = DrawMode.OwnerDrawVariable; // We're using custom drawing.
52:             this.ItemHeight = 40; // Set the item height to 40.
53:         }
54:
55:         protected override void OnDrawItem(DrawItemEventArgs e)
56:         {
57:             // Make sure we're not trying to draw something that isn't there.
58:             if (e.Index >= this.Items.Count || e.Index <= -1)
59:                 return;
60:
61:             // Get the item object.
62:             object item = this.Items[e.Index];
63:             if (item == null)
64:                 return;
65:
66:             // Draw the background color depending on
67:             // if the item is selected or not.
68:             if ((e.State & DrawItemState.Selected) == DrawItemState.Selected)
69:             {
70:                 // The item is selected.
71:                 // We want a blue background color.
72:                 e.Graphics.FillRectangle(new SolidBrush(Color.Blue), e.Bounds);
73:             }
74:             else
75:             {
76:                 // The item is NOT selected.
77:                 // We want a white background color.
78:                 e.Graphics.FillRectangle(new SolidBrush(Color.White), e.Bounds);
79:             }
80:
81:             // Draw the item.
82:             string text = item.ToString();
83:             SizeF stringSize = e.Graphics.MeasureString(text, this.Font);
84:             e.Graphics.DrawString(text, this.Font, new SolidBrush(Color.White),
85:                 new PointF(5, e.Bounds.Y + (e.Bounds.Height - stringSize.Height) / 2));
86:         }
87:     }
88: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

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1.61.99 FormListBoxImages.Designer.cs

This is file FormListBoxImages.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormListBoxImages
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.components = new System.ComponentModel.Container();
32:             System.ComponentModel.ComponentResourceManager resources = new
System.ComponentModel.ComponentResourceManager(typeof(FormListBoxImages));
33:             System.Windows.Forms.ListViewItem listViewItem1 = new
System.Windows.Forms.ListViewItem("", "Icon_7.ico");
34:             System.Windows.Forms.ListViewItem listViewItem2 = new
System.Windows.Forms.ListViewItem("", "Icon_9.ico");
35:             System.Windows.Forms.ListViewItem listViewItem3 = new
System.Windows.Forms.ListViewItem("", "Icon_3.ico");
36:             System.Windows.Forms.ListViewItem listViewItem4 = new
System.Windows.Forms.ListViewItem("", "Icon_4.ico");
37:             System.Windows.Forms.ListViewItem listViewItem5 = new
System.Windows.Forms.ListViewItem("", "Icon_102.ico");
38:             System.Windows.Forms.ListViewItem listViewItem6 = new
System.Windows.Forms.ListViewItem("", "Icon_107.ico");
39:             System.Windows.Forms.ListViewItem listViewItem7 = new
System.Windows.Forms.ListViewItem("", "Icon_105.ico");
40:             System.Windows.Forms.ListViewItem listViewItem8 = new
System.Windows.Forms.ListViewItem("", "Icon_42.ico");
41:             System.Windows.Forms.ListViewItem listViewItem9 = new
System.Windows.Forms.ListViewItem("", "Icon_28.ico");
42:             System.Windows.Forms.ListViewItem listViewItem10 = new
System.Windows.Forms.ListViewItem("", "Icon_35.ico");
43:             System.Windows.Forms.ListViewItem listViewItem11 = new
System.Windows.Forms.ListViewItem("", "Icon_43.ico");
44:             System.Windows.Forms.ListViewItem listViewItem12 = new
System.Windows.Forms.ListViewItem("", "Icon_24.ico");
45:             this.lblLink = new System.Windows.Forms.Label();
```

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```
 46:             this.imageList1 = new System.Windows.Forms.ImageList(this.components);
 47:             this.listView1 = new System.Windows.Forms.ListView();
 48:             this.SuspendLayout();
 49:             //
 50:             // lblLink
 51:             //
 52:             this.lblLink.AutoSize = true;
 53:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
 54:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
 55:             this.lblLink.Location = new System.Drawing.Point(69, 169);
 56:             this.lblLink.Name = "lblLink";
 57:             this.lblLink.Size = new System.Drawing.Size(139, 16);
 58:             this.lblLink.TabIndex = 19;
 59:             this.lblLink.Text = "www.vclexamples.com";
 60:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
 61:             //
 62:             // imageList1
 63:             //
 64:             this.imageList1.ImageStream =
((System.Windows.Forms.ImageListStreamer)(resources.GetObject("imageList1.ImageStream")));
 65:             this.imageList1.TransparentColor = System.Drawing.Color.Transparent;
 66:             this.imageList1.Images.SetKeyName(0, "Icon_1.ico");
 67:             this.imageList1.Images.SetKeyName(1, "Icon_2.ico");
 68:             this.imageList1.Images.SetKeyName(2, "Icon_3.ico");
 69:             this.imageList1.Images.SetKeyName(3, "Icon_4.ico");
 70:             this.imageList1.Images.SetKeyName(4, "Icon_5.ico");
 71:             this.imageList1.Images.SetKeyName(5, "Icon_6.ico");
 72:             this.imageList1.Images.SetKeyName(6, "Icon_7.ico");
 73:             this.imageList1.Images.SetKeyName(7, "Icon_8.ico");
 74:             this.imageList1.Images.SetKeyName(8, "Icon_9.ico");
 75:             this.imageList1.Images.SetKeyName(9, "Icon_10.ico");
 76:             this.imageList1.Images.SetKeyName(10, "Icon_11.ico");
 77:             this.imageList1.Images.SetKeyName(11, "Icon_12.ico");
 78:             this.imageList1.Images.SetKeyName(12, "Icon_13.ico");
 79:             this.imageList1.Images.SetKeyName(13, "Icon_14.ico");
 80:             this.imageList1.Images.SetKeyName(14, "Icon_15.ico");
 81:             this.imageList1.Images.SetKeyName(15, "Icon_16.ico");
 82:             this.imageList1.Images.SetKeyName(16, "Icon_17.ico");
 83:             this.imageList1.Images.SetKeyName(17, "Icon_18.ico");
 84:             this.imageList1.Images.SetKeyName(18, "Icon_19.ico");
 85:             this.imageList1.Images.SetKeyName(19, "Icon_20.ico");
 86:             this.imageList1.Images.SetKeyName(20, "Icon_21.ico");
 87:             this.imageList1.Images.SetKeyName(21, "Icon_22.ico");
 88:             this.imageList1.Images.SetKeyName(22, "Icon_23.ico");
 89:             this.imageList1.Images.SetKeyName(23, "Icon_24.ico");
 90:             this.imageList1.Images.SetKeyName(24, "Icon_25.ico");
 91:             this.imageList1.Images.SetKeyName(25, "Icon_26.ico");
 92:             this.imageList1.Images.SetKeyName(26, "Icon_27.ico");
 93:             this.imageList1.Images.SetKeyName(27, "Icon_28.ico");
 94:             this.imageList1.Images.SetKeyName(28, "Icon_29.ico");
 95:             this.imageList1.Images.SetKeyName(29, "Icon_30.ico");
 96:             this.imageList1.Images.SetKeyName(30, "Icon_31.ico");
 97:             this.imageList1.Images.SetKeyName(31, "Icon_32.ico");
 98:             this.imageList1.Images.SetKeyName(32, "Icon_33.ico");
 99:             this.imageList1.Images.SetKeyName(33, "Icon_34.ico");
100:             this.imageList1.Images.SetKeyName(34, "Icon_35.ico");
101:             this.imageList1.Images.SetKeyName(35, "Icon_36.ico");
102:             this.imageList1.Images.SetKeyName(36, "Icon_37.ico");
103:             this.imageList1.Images.SetKeyName(37, "Icon_38.ico");
104:             this.imageList1.Images.SetKeyName(38, "Icon_39.ico");
105:             this.imageList1.Images.SetKeyName(39, "Icon_40.ico");
106:             this.imageList1.Images.SetKeyName(40, "Icon_41.ico");
107:             this.imageList1.Images.SetKeyName(41, "Icon_42.ico");
108:             this.imageList1.Images.SetKeyName(42, "Icon_43.ico");
109:             this.imageList1.Images.SetKeyName(43, "Icon_44.ico");
110:             this.imageList1.Images.SetKeyName(44, "Icon_45.ico");
111:             this.imageList1.Images.SetKeyName(45, "Icon_46.ico");
112:             this.imageList1.Images.SetKeyName(46, "Icon_47.ico");
```

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```
113:            this.imageList1.Images.SetKeyName(47, "Icon_48.ico");
114:            this.imageList1.Images.SetKeyName(48, "Icon_49.ico");
115:            this.imageList1.Images.SetKeyName(49, "Icon_50.ico");
116:            this.imageList1.Images.SetKeyName(50, "Icon_51.ico");
117:            this.imageList1.Images.SetKeyName(51, "Icon_52.ico");
118:            this.imageList1.Images.SetKeyName(52, "Icon_53.ico");
119:            this.imageList1.Images.SetKeyName(53, "Icon_54.ico");
120:            this.imageList1.Images.SetKeyName(54, "Icon_55.ico");
121:            this.imageList1.Images.SetKeyName(55, "Icon_56.ico");
122:            this.imageList1.Images.SetKeyName(56, "Icon_57.ico");
123:            this.imageList1.Images.SetKeyName(57, "Icon_58.ico");
124:            this.imageList1.Images.SetKeyName(58, "Icon_59.ico");
125:            this.imageList1.Images.SetKeyName(59, "Icon_60.ico");
126:            this.imageList1.Images.SetKeyName(60, "Icon_61.ico");
127:            this.imageList1.Images.SetKeyName(61, "Icon_62.ico");
128:            this.imageList1.Images.SetKeyName(62, "Icon_63.ico");
129:            this.imageList1.Images.SetKeyName(63, "Icon_64.ico");
130:            this.imageList1.Images.SetKeyName(64, "Icon_65.ico");
131:            this.imageList1.Images.SetKeyName(65, "Icon_66.ico");
132:            this.imageList1.Images.SetKeyName(66, "Icon_67.ico");
133:            this.imageList1.Images.SetKeyName(67, "Icon_68.ico");
134:            this.imageList1.Images.SetKeyName(68, "Icon_69.ico");
135:            this.imageList1.Images.SetKeyName(69, "Icon_70.ico");
136:            this.imageList1.Images.SetKeyName(70, "Icon_71.ico");
137:            this.imageList1.Images.SetKeyName(71, "Icon_72.ico");
138:            this.imageList1.Images.SetKeyName(72, "Icon_73.ico");
139:            this.imageList1.Images.SetKeyName(73, "Icon_74.ico");
140:            this.imageList1.Images.SetKeyName(74, "Icon_75.ico");
141:            this.imageList1.Images.SetKeyName(75, "Icon_76.ico");
142:            this.imageList1.Images.SetKeyName(76, "Icon_77.ico");
143:            this.imageList1.Images.SetKeyName(77, "Icon_78.ico");
144:            this.imageList1.Images.SetKeyName(78, "Icon_79.ico");
145:            this.imageList1.Images.SetKeyName(79, "Icon_80.ico");
146:            this.imageList1.Images.SetKeyName(80, "Icon_81.ico");
147:            this.imageList1.Images.SetKeyName(81, "Icon_82.ico");
148:            this.imageList1.Images.SetKeyName(82, "Icon_83.ico");
149:            this.imageList1.Images.SetKeyName(83, "Icon_84.ico");
150:            this.imageList1.Images.SetKeyName(84, "Icon_85.ico");
151:            this.imageList1.Images.SetKeyName(85, "Icon_86.ico");
152:            this.imageList1.Images.SetKeyName(86, "Icon_87.ico");
153:            this.imageList1.Images.SetKeyName(87, "Icon_88.ico");
154:            this.imageList1.Images.SetKeyName(88, "Icon_89.ico");
155:            this.imageList1.Images.SetKeyName(89, "Icon_90.ico");
156:            this.imageList1.Images.SetKeyName(90, "Icon_91.ico");
157:            this.imageList1.Images.SetKeyName(91, "Icon_92.ico");
158:            this.imageList1.Images.SetKeyName(92, "Icon_93.ico");
159:            this.imageList1.Images.SetKeyName(93, "Icon_94.ico");
160:            this.imageList1.Images.SetKeyName(94, "Icon_95.ico");
161:            this.imageList1.Images.SetKeyName(95, "Icon_96.ico");
162:            this.imageList1.Images.SetKeyName(96, "Icon_97.ico");
163:            this.imageList1.Images.SetKeyName(97, "Icon_98.ico");
164:            this.imageList1.Images.SetKeyName(98, "Icon_99.ico");
165:            this.imageList1.Images.SetKeyName(99, "Icon_100.ico");
166:            this.imageList1.Images.SetKeyName(100, "Icon_101.ico");
167:            this.imageList1.Images.SetKeyName(101, "Icon_102.ico");
168:            this.imageList1.Images.SetKeyName(102, "Icon_103.ico");
169:            this.imageList1.Images.SetKeyName(103, "Icon_104.ico");
170:            this.imageList1.Images.SetKeyName(104, "Icon_105.ico");
171:            this.imageList1.Images.SetKeyName(105, "Icon_106.ico");
172:            this.imageList1.Images.SetKeyName(106, "Icon_107.ico");
173:            this.imageList1.Images.SetKeyName(107, "Icon_108.ico");
174:            //
175:            // listView1
176:            //
177:            this.listView1.Items.AddRange(new System.Windows.Forms.ListViewItem[] {
178:            listViewItem1,
179:            listViewItem2,
180:            listViewItem3,
181:            listViewItem4,
```

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```
182:             listViewItem5,
183:             listViewItem6,
184:             listViewItem7,
185:             listViewItem8,
186:             listViewItem9,
187:             listViewItem10,
188:             listViewItem11,
189:             listViewItem12});
190:             this.listView1.LargeImageList = this.imageList1;
191:             this.listView1.Location = new System.Drawing.Point(3, 3);
192:             this.listView1.Name = "listView1";
193:             this.listView1.Size = new System.Drawing.Size(267, 160);
194:             this.listView1.SmallImageList = this.imageList1;
195:             this.listView1.TabIndex = 20;
196:             this.listView1.UseCompatibleStateImageBehavior = false;
197:             //
198:             // Form1
199:             //
200:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
201:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
202:             this.ClientSize = new System.Drawing.Size(271, 189);
203:             this.Controls.Add(this.listView1);
204:             this.Controls.Add(this.lblLink);
205:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
206:             this.KeyPreview = true;
207:             this.MaximizeBox = false;
208:             this.Name = "Form1";
209:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
210:             this.Text = "ListBox images";
211:             this.Load += new System.EventHandler(this.FormListBoxImages_Load);
212:             this.ResumeLayout(false);
213:             this.PerformLayout();
214:
215:         }
216:
217:         #endregion
218:
219:         private System.Windows.Forms.Label lblLink;
220:         private System.Windows.Forms.ImageList imageList1;
221:         private System.Windows.Forms.ListView listView1;
222:     }
223: }
224:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.100 FormMessageBoxes.cs

This is file FormMessageBoxes.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: using System.Diagnostics;   // make sure that using System.Diagnostics; is included
```

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```
11:
12: namespace MessageBoxes
13: {
14:     public partial class FormMessageBoxes : Form
15:     {
16:         public FormMessageBoxes()
17:         {
18:             InitializeComponent();
19:             comboBox1.SelectedIndex = 0;
20:         }
21:
22:         private void button1_Click(object sender, EventArgs e)
23:         {
24:             foreach (var item in comboBox1.Items)
25:             {
26:                 if (comboBox1.SelectedIndex == 0)
27:                 {   // no icon
28:                     MessageBox.Show(textBox1.Text, "MessageBox", MessageBoxButtons.OK);
break;
29:                 }
30:                 if (comboBox1.SelectedIndex == 1)
31:                 {   // info icon ...
32:                     MessageBox.Show(textBox1.Text, "MessageBox", MessageBoxButtons.OK,
MessageBoxIcon.Information); break;
33:                 }
34:                 if (comboBox1.SelectedIndex == 2)
35:                 {   // question icon
36:                     MessageBox.Show(textBox1.Text, "MessageBox", MessageBoxButtons.OK,
MessageBoxIcon.Question); break;
37:                 }
38:                 if (comboBox1.SelectedIndex == 3)
39:                 {   // warning icon
40:                     MessageBox.Show(textBox1.Text, "MessageBox", MessageBoxButtons.OK,
MessageBoxIcon.Warning); break;
41:                 }
42:                 if (comboBox1.SelectedIndex == 4)
43:                 {   // error icon
44:                     MessageBox.Show(textBox1.Text, "MessageBox", MessageBoxButtons.OK,
MessageBoxIcon.Error); break;
45:                 }
46:             }
47:         }
48:
49:         private void lblLink_Click(object sender, EventArgs e)
50:         {
51:             Process.Start("www.vclexamples.com");
52:         }
53:
54:         private void button2_Click(object sender, EventArgs e)
55:         {
56:             DialogResult d = MessageBox.Show("Choose Yes or No", "MsgBox result",
MessageBoxButtons.YesNo, MessageBoxIcon.Question);
57:             if (d == DialogResult.Yes)
58:             {
59:                 MessageBox.Show("Your choice: YES", "MessageBoxExample",
MessageBoxButtons.OK, MessageBoxIcon.Question);
60:             }
61:             if (d == DialogResult.No)
62:             {
63:                 MessageBox.Show("Your choice: NO", "MessageBoxExample",
MessageBoxButtons.OK, MessageBoxIcon.Question);
64:             }
65:         }
66:     }
67: }
```

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Namespaces

Name	Description
MessageBoxes (see page 133)	make sure that using System.Diagnostics; is included

1.61.101 FormMessageBoxes.Designer.cs

This is file FormMessageBoxes.Designer.cs.

Body Source

```
 1: ?namespace MessageBoxes
 2: {
 3:     partial class FormMessageBoxes
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.textBox1 = new System.Windows.Forms.TextBox();
33:             this.label2 = new System.Windows.Forms.Label();
34:             this.comboBox1 = new System.Windows.Forms.ComboBox();
35:             this.label1 = new System.Windows.Forms.Label();
36:             this.button2 = new System.Windows.Forms.Button();
37:             this.button1 = new System.Windows.Forms.Button();
38:             this.SuspendLayout();
39:             //
40:             // lblLink
41:             //
42:             this.lblLink.AutoSize = true;
43:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
44:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
45:             this.lblLink.Location = new System.Drawing.Point(163, 7);
46:             this.lblLink.Name = "lblLink";
47:             this.lblLink.Size = new System.Drawing.Size(139, 16);
48:             this.lblLink.TabIndex = 16;
49:             this.lblLink.Text = "www.vclexamples.com";
50:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
51:             //
```

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```
52:             // textBox1
53:             //
54:             this.textBox1.Location = new System.Drawing.Point(5, 70);
55:             this.textBox1.Multiline = true;
56:             this.textBox1.Name = "textBox1";
57:             this.textBox1.Size = new System.Drawing.Size(289, 55);
58:             this.textBox1.TabIndex = 15;
59:             this.textBox1.Text = "Custom text message";
60:             //
61:             // label2
62:             //
63:             this.label2.AutoSize = true;
64:             this.label2.Location = new System.Drawing.Point(2, 54);
65:             this.label2.Name = "label2";
66:             this.label2.Size = new System.Drawing.Size(31, 13);
67:             this.label2.TabIndex = 14;
68:             this.label2.Text = "Body";
69:             //
70:             // comboBox1
71:             //
72:             this.comboBox1.FormattingEnabled = true;
73:             this.comboBox1.Items.AddRange(new object[] {
74:             "None",
75:             "Information",
76:             "Question",
77:             "Warning",
78:             "Stop"});
79:             this.comboBox1.Location = new System.Drawing.Point(5, 28);
80:             this.comboBox1.Name = "comboBox1";
81:             this.comboBox1.Size = new System.Drawing.Size(290, 21);
82:             this.comboBox1.TabIndex = 13;
83:             //
84:             // label1
85:             //
86:             this.label1.AutoSize = true;
87:             this.label1.Location = new System.Drawing.Point(2, 12);
88:             this.label1.Name = "label1";
89:             this.label1.Size = new System.Drawing.Size(28, 13);
90:             this.label1.TabIndex = 12;
91:             this.label1.Text = "Icon";
92:             //
93:             // button2
94:             //
95:             this.button2.Location = new System.Drawing.Point(11, 162);
96:             this.button2.Name = "button2";
97:             this.button2.Size = new System.Drawing.Size(280, 25);
98:             this.button2.TabIndex = 11;
99:             this.button2.Text = "MessageBox results";
100:            this.button2.UseVisualStyleBackColor = true;
101:            this.button2.Click += new System.EventHandler(this.button2_Click);
102:            //
103:            // button1
104:            //
105:            this.button1.Location = new System.Drawing.Point(96, 131);
106:            this.button1.Name = "button1";
107:            this.button1.Size = new System.Drawing.Size(112, 25);
108:            this.button1.TabIndex = 10;
109:            this.button1.Text = "See MessageBox";
110:            this.button1.UseVisualStyleBackColor = true;
111:            this.button1.Click += new System.EventHandler(this.button1_Click);
112:            //
113:            // Form1
114:            //
115:            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
116:            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
117:            this.ClientSize = new System.Drawing.Size(304, 194);
118:            this.Controls.Add(this.lblLink);
119:            this.Controls.Add(this.textBox1);
120:            this.Controls.Add(this.label2);
```

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```
121:             this.Controls.Add(this.comboBox1);
122:             this.Controls.Add(this.label1);
123:             this.Controls.Add(this.button2);
124:             this.Controls.Add(this.button1);
125:             this.Name = "Form1";
126:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
127:             this.Text = "Messagebox example";
128:             this.ResumeLayout(false);
129:             this.PerformLayout();
130:
131:         }
132:
133:         #endregion
134:
135:         private System.Windows.Forms.Label lblLink;
136:         private System.Windows.Forms.TextBox textBox1;
137:         private System.Windows.Forms.Label label2;
138:         private System.Windows.Forms.ComboBox comboBox1;
139:         private System.Windows.Forms.Label label1;
140:         private System.Windows.Forms.Button button2;
141:         private System.Windows.Forms.Button button1;
142:     }
143: }
144:
```

Namespaces

Name	Description
MessageBoxes (see page 133)	make sure that using System.Diagnostics; is included

1.61.102 FormMonitorStandBy.cs

This is file FormMonitorStandBy.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Windows.Forms;
 9: using System.Runtime.InteropServices;
10: using System.Diagnostics;
11:
12: namespace Monitor_StandBy_example
13: {
14:     public partial class FormMonitorStandBy : Form
15:     {
16:         private int SC_MONITORPOWER = 0xF170;
17:         private uint WM_SYSCOMMAND = 0x0112;
18:
19:         [DllImport("user32.dll")]
20:         static extern IntPtr SendMessage(IntPtr hWnd, uint Msg, IntPtr wParam, IntPtr
lParam);
21:         public FormMonitorStandBy()
22:         {
23:             InitializeComponent();
24:         }
25:
26:         private void lblLink_Click(object sender, EventArgs e)
27:         {
28:             Process.Start("www.vclexamples.com");
```

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```
29:         }
30:
31:         private void button1_Click(object sender, EventArgs e)
32:         {
33:             SendMessage(this.Handle, WM_SYSCOMMAND, (IntPtr)SC_MONITORPOWER, (IntPtr)2);
34:         }
35:     }
36: }
```

Namespaces

Name	Description
Monitor_StandBy_example (see page 138)	This is namespace Monitor_StandBy_example.

1.61.103 FormMonitorStandBy.Designer.cs

This is file FormMonitorStandBy.Designer.cs.

Body Source

```
 1: ?namespace Monitor_StandBy_example
 2: {
 3:     partial class FormMonitorStandBy
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.button1 = new System.Windows.Forms.Button();
32:             this.lblLink = new System.Windows.Forms.Label();
33:             this.SuspendLayout();
34:             //
35:             // button1
36:             //
37:             this.button1.Location = new System.Drawing.Point(42, 42);
38:             this.button1.Name = "button1";
39:             this.button1.Size = new System.Drawing.Size(169, 48);
40:             this.button1.TabIndex = 0;
41:             this.button1.Text = "Go to StandBy";
42:             this.button1.UseVisualStyleBackColor = true;
43:             this.button1.Click += new System.EventHandler(this.button1_Click);
44:             //
```

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```
            // lblLink
            //
            this.lblLink.AutoSize = true;
            this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
            this.lblLink.ForeColor = System.Drawing.Color.Navy;
            this.lblLink.Location = new System.Drawing.Point(63, 18);
            this.lblLink.Name = "lblLink";
            this.lblLink.Size = new System.Drawing.Size(139, 16);
            this.lblLink.TabIndex = 5;
            this.lblLink.Text = "www.vclexamples.com";
            this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(258, 102);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Monitor StandBy example";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.Label lblLink;
    }
}

```

Namespaces

Name	Description
Monitor_StandBy_example (see page 138)	This is namespace Monitor_StandBy_example.

1.61.104 FormMousePosition.cs

This is file FormMousePosition.cs.

Body Source

```
?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;

// make sure that using System.Diagnostics; is included
using System.Diagnostics;

// make sure that using System.Runtime.InteropServices; is included
using System.Runtime.InteropServices;

```

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```
17: namespace Template
18: {
19:     public partial class FormMousePosition : Form
20:     {
21:         [StructLayout(LayoutKind.Sequential)]
22:         public struct POINT
23:         {
24:             public int X;
25:             public int Y;
26:
27:             public static implicit operator Point(POINT point)
28:             {
29:                 return new Point(point.X, point.Y);
30:             }
31:         }
32:
33:         [DllImport("user32.dll")]
34:         public static extern bool GetCursorPos(out POINT lpPoint);
35:
36:         public static Point GetCursorPosition()
37:         {
38:             POINT lpPoint;
39:             GetCursorPos(out lpPoint);
40:             //bool success = User32.GetCursorPos(out lpPoint);
41:             // if (!success)
42:
43:             return lpPoint;
44:         }
45:
46:         public FormMousePosition()
47:         {
48:             InitializeComponent();
49:         }
50:
51:         private void lblLink_Click(object sender, EventArgs e)
52:         {
53:             Process.Start("www.vclexamples.com");
54:         }
55:         #region basic function for app
56:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
57:         {
58:             if (keyData == Keys.Escape)
59:             {
60:                 this.Close();
61:                 return true;
62:             }
63:             return base.ProcessCmdKey(ref msg, keyData);
64:         }
65:         #endregion
66:
67:         private void FormMousePosition_MouseMove(object sender, MouseEventArgs e)
68:         {
69:             label1.Text = GetCursorPosition().ToString();
70:         }
71:     }
72: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.105 FormMousePosition.Designer.cs

This is file FormMousePosition.Designer.cs.

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Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormMousePosition
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.label1 = new System.Windows.Forms.Label();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.Anchor = System.Windows.Forms.AnchorStyles.Top;
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(256, 9);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 19;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // label1
49:             //
50:             this.label1.Anchor = System.Windows.Forms.AnchorStyles.Bottom;
51:             this.label1.AutoSize = true;
52:             this.label1.Font = new System.Drawing.Font("Arial", 20.25F,
((System.Drawing.FontStyle)((System.Drawing.FontStyle.Bold |
System.Drawing.FontStyle.Italic))));
53:             this.label1.Location = new System.Drawing.Point(234, 438);
54:             this.label1.Name = "label1";
55:             this.label1.Size = new System.Drawing.Size(90, 32);
56:             this.label1.TabIndex = 21;
57:             this.label1.Text = "label1";
58:             //
59:             // Form1
60:             //
61:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
62:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
```

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```
63:             this.ClientSize = new System.Drawing.Size(688, 479);
64:             this.Controls.Add(this.label1);
65:             this.Controls.Add(this.lblLink);
66:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
67:             this.KeyPreview = true;
68:             this.Name = "Form1";
69:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
70:             this.Text = "GetMousePosition";
71:             this.MouseMove += new
System.Windows.Forms.MouseEventHandler(this.FormMousePosition_MouseMove);
72:             this.ResumeLayout(false);
73:             this.PerformLayout();
74:
75:         }
76:
77:         #endregion
78:
79:         private System.Windows.Forms.Label lblLink;
80:         private System.Windows.Forms.Label label1;
81:     }
82: }
83:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.106 FormMutex.cs

This is file FormMutex.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading;
 9: using System.Threading.Tasks;
10: using System.Windows.Forms;
11:
12: namespace Mutex_example
13: {
14:     public partial class FormMutex : Form
15:     {
16:         public FormMutex()
17:         {
18:             InitializeComponent();
19:             if (!IsSingleInstance())
20:             {
21:                 label1.Text = "There are more instance!";
22:             }
23:             else
24:             {
25:                 label1.Text = "Only one instance!" ;
26:             }
27:             // Put label in center
28:             label1.Location = new Point(this.Size.Width / 2 - this.label1.Width / 2,
this.Size.Height / 2 - this.label1.Height);
29:         }
30:         // Declare Mutex object
```

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```
31:         public Mutex mutex;
32:         public bool IsSingleInstance()
33:         {
34:             try
35:             {
36:                 // Open existing mutex
37:                 Mutex.OpenExisting("Mutex");
38:             }
39:             catch
40:             {
41:                 // Run new instance if app don't exist
42:                 mutex = new Mutex(true, "Mutex");
43:
44:                 // App start normally
45:                 return true;
46:             }
47:             // Return false is app is already opened
48:             return false;
49:         }
50:
51:         private void Form1_Resize(object sender, EventArgs e)
52:         {
53:             // Keep label on center
54:             label1.Location = new Point(this.Size.Width / 2 - this.label1.Width / 2,
this.Size.Height / 2 - this.label1.Height);
55:         }
56:     }
57: }
```

Namespaces

Name	Description
Mutex_example (see page 144)	This is namespace Mutex_example.

1.61.107 FormMutex.Designer.cs

This is file FormMutex.Designer.cs.

Body Source

```
 1: ?namespace Mutex_example
 2: {
 3:     partial class FormMutex
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
```

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```
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.label1 = new System.Windows.Forms.Label();
32:             this.SuspendLayout();
33:             //
34:             // label1
35:             //
36:             this.label1.AutoSize = true;
37:             this.label1.Font = new System.Drawing.Font("Microsoft Sans Serif", 15.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
38:             this.label1.Location = new System.Drawing.Point(108, 75);
39:             this.label1.Name = "label1";
40:             this.label1.Size = new System.Drawing.Size(71, 25);
41:             this.label1.TabIndex = 0;
42:             this.label1.Text = "Mutex";
43:             this.label1.TextAlign = System.Drawing.ContentAlignment.BottomCenter;
44:             //
45:             // Form1
46:             //
47:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
48:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
49:             this.ClientSize = new System.Drawing.Size(379, 275);
50:             this.Controls.Add(this.label1);
51:             this.MaximizeBox = false;
52:             this.Name = "Form1";
53:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
54:             this.Text = "Mutex";
55:             this.Resize += new System.EventHandler(this.Form1_Resize);
56:             this.ResumeLayout(false);
57:             this.PerformLayout();
58:
59:         }
60:
61:         #endregion
62:
63:         private System.Windows.Forms.Label label1;
64:     }
65: }
66:
```

Namespaces

Name	Description
Mutex_example (see page 144)	This is namespace Mutex_example.

1.61.108 FormOsFunctions.cs

This is file FormOsFunctions.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: using System.Runtime.InteropServices;   // make sure that using
```

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```
System.Runtime.InteropServices; is included
using System.Diagnostics;   // make sure that using System.Diagnostics; is included

namespace OS_functions
{
    public partial class FormOsFunctions : Form
    {
        public FormOsFunctions()
        {
            InitializeComponent();
        }
        [DllImport("user32.dll")]
        public static extern int ExitWindowsEx(int operationFlag, int operationReason);

        private void button1_Click(object sender, EventArgs e)
        {
            // Log off  the System
            ExitWindowsEx(0, 0);
        }

        private void button3_Click(object sender, EventArgs e)
        {
            // Shut Down the System
            ExitWindowsEx(1, 0);
        }

        private void button2_Click(object sender, EventArgs e)
        {
            // Restart the System
            ExitWindowsEx(2, 0);
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }
    }
}
```

Namespaces

Name	Description
OS_functions (see page 150)	make sure that using System.Diagnostics; is included

1.61.109 FormOsFunctions.Designer.cs

This is file FormOsFunctions.Designer.cs.

Body Source

```
?namespace OS_functions
{
    partial class FormOsFunctions
    {
        /// <summary>
        /// Required designer variable.
        /// </summary>
        private System.ComponentModel.IContainer components = null;

        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
        protected override void Dispose(bool disposing)
```

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```
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.button2 = new System.Windows.Forms.Button();
34:             this.button3 = new System.Windows.Forms.Button();
35:             this.SuspendLayout();
36:             //
37:             // lblLink
38:             //
39:             this.lblLink.AutoSize = true;
40:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
41:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
42:             this.lblLink.Location = new System.Drawing.Point(111, 10);
43:             this.lblLink.Name = "lblLink";
44:             this.lblLink.Size = new System.Drawing.Size(139, 16);
45:             this.lblLink.TabIndex = 5;
46:             this.lblLink.Text = "www.vclexamples.com";
47:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
48:             //
49:             // button1
50:             //
51:             this.button1.Location = new System.Drawing.Point(85, 33);
52:             this.button1.Name = "button1";
53:             this.button1.Size = new System.Drawing.Size(196, 25);
54:             this.button1.TabIndex = 6;
55:             this.button1.Text = "Log off current user";
56:             this.button1.UseVisualStyleBackColor = true;
57:             this.button1.Click += new System.EventHandler(this.button1_Click);
58:             //
59:             // button2
60:             //
61:             this.button2.Location = new System.Drawing.Point(85, 63);
62:             this.button2.Name = "button2";
63:             this.button2.Size = new System.Drawing.Size(196, 25);
64:             this.button2.TabIndex = 7;
65:             this.button2.Text = "Restart computer";
66:             this.button2.UseVisualStyleBackColor = true;
67:             this.button2.Click += new System.EventHandler(this.button2_Click);
68:             //
69:             // button3
70:             //
71:             this.button3.Location = new System.Drawing.Point(85, 92);
72:             this.button3.Name = "button3";
73:             this.button3.Size = new System.Drawing.Size(196, 25);
74:             this.button3.TabIndex = 8;
75:             this.button3.Text = "Shut down";
76:             this.button3.UseVisualStyleBackColor = true;
77:             this.button3.Click += new System.EventHandler(this.button3_Click);
78:             //
79:             // Form1
80:             //
81:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
82:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
```

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```
 83:             this.ClientSize = new System.Drawing.Size(367, 129);
 84:             this.Controls.Add(this.button3);
 85:             this.Controls.Add(this.button2);
 86:             this.Controls.Add(this.button1);
 87:             this.Controls.Add(this.lblLink);
 88:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedSingle;
 89:             this.MaximizeBox = false;
 90:             this.Name = "Form1";
 91:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
 92:             this.Text = "OS functions";
 93:             this.ResumeLayout(false);
 94:             this.PerformLayout();
 95:
 96:         }
 97:
 98:         #endregion
 99:
100:         private System.Windows.Forms.Label lblLink;
101:         private System.Windows.Forms.Button button1;
102:         private System.Windows.Forms.Button button2;
103:         private System.Windows.Forms.Button button3;
104:     }
105: }
106:
```

Namespaces

Name	Description
OS_functions (see page 150)	make sure that using System.Diagnostics; is included

1.61.110 FormPanelGradient.cs

This is file FormPanelGradient.cs.

Body Source

```
  1: ?using System;
  2: using System.Collections.Generic;
  3: using System.ComponentModel;
  4: using System.Data;
  5: using System.Drawing;
  6: using System.Linq;
  7: using System.Text;
  8: using System.Threading.Tasks;
  9: using System.Windows.Forms;
 10:
 11: // make sure that using System.Drawing.Drawing2D; is included
 12: using System.Drawing.Drawing2D;
 13:
 14: // make sure that using System.Diagnostics; is included
 15: using System.Diagnostics;
 16:
 17: namespace Template
 18: {
 19:     public partial class FormPanelGradient : Form
 20:     {
 21:         public FormPanelGradient()
 22:         {
 23:             InitializeComponent();
 24:         }
 25:
 26:         private void lblLink_Click(object sender, EventArgs e)
 27:         {
 28:             Process.Start("www.vclexamples.com");
 29:         }
```

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```
30:         #region basic function for app
31:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
32:         {
33:             if (keyData == Keys.Escape)
34:             {
35:                 this.Close();
36:                 return true;
37:             }
38:             return base.ProcessCmdKey(ref msg, keyData);
39:         }
40:         #endregion
41:
42:         private void button1_Click(object sender, EventArgs e)
43:         {
44:             Brush brush = new LinearGradientBrush(panel1.ClientRectangle, Color.Black,
Color.White, LinearGradientMode.ForwardDiagonal);
45:             panel1.CreateGraphics().FillRectangle(brush, panel1.ClientRectangle);
46:         }
47:     }
48: }
49:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.111 FormPanelGradient.Designer.cs

This is file FormPanelGradient.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormPanelGradient
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
```

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```
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.panel1 = new System.Windows.Forms.Panel();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(124, 160);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 19;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // button1
49:             //
50:             this.button1.Location = new System.Drawing.Point(113, 183);
51:             this.button1.Name = "button1";
52:             this.button1.Size = new System.Drawing.Size(164, 24);
53:             this.button1.TabIndex = 18;
54:             this.button1.Text = "Make gradient";
55:             this.button1.UseVisualStyleBackColor = true;
56:             this.button1.Click += new System.EventHandler(this.button1_Click);
57:             //
58:             // panel1
59:             //
60:             this.panel1.Location = new System.Drawing.Point(7, 2);
61:             this.panel1.Name = "panel1";
62:             this.panel1.Size = new System.Drawing.Size(369, 151);
63:             this.panel1.TabIndex = 20;
64:             //
65:             // Form1
66:             //
67:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
68:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
69:             this.ClientSize = new System.Drawing.Size(381, 212);
70:             this.Controls.Add(this.panel1);
71:             this.Controls.Add(this.lblLink);
72:             this.Controls.Add(this.button1);
73:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
74:             this.KeyPreview = true;
75:             this.MaximizeBox = false;
76:             this.Name = "Form1";
77:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
78:             this.Text = "Gradient panel";
79:             this.ResumeLayout(false);
80:             this.PerformLayout();
81:
82:         }
83:
84:         #endregion
85:
86:         private System.Windows.Forms.Label lblLink;
87:         private System.Windows.Forms.Button button1;
88:         private System.Windows.Forms.Panel panel1;
89:     }
90: }
91:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

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1.61.112 FormPing.cs

This is file FormPing.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Windows.Forms;
 9: // make sure that using System.Runtime.InteropServices; is included
10: using System.Diagnostics;
11: // make sure that using System.Net.NetworkInformation; is included
12: using System.Net.NetworkInformation;
13: // make sure that using System.Threading; is included for method Sleep
14: using System.Threading;
15:
16: namespace Ping_example
17: {
18:     public partial class FormPing : Form
19:     {
20:         public FormPing()
21:         {
22:             InitializeComponent();
23:         }
24:
25:         private void lblLink_Click(object sender, EventArgs e)
26:         {
27:             Process.Start("www.vclexamples.com");
28:         }
29:
30:         private void button1_Click(object sender, EventArgs e)
31:         {
32:             for (int i = 0; i < 4; ++i)
33:             {
34:                 // Thread.Sleep(500);
35:                 using (Ping p = new Ping())
36:                 {
37:                     // label1.Text = p.Send("www.google.com").RoundtripTime.ToString()
+ "ms";
38:
listView1.Items.Add(p.Send("www.google.com").RoundtripTime.ToString() + "ms\n");
39:                 }
40:             }
41:
42:         }
43:     }
44: }
```

Namespaces

Name	Description
Ping_example (see page 156)	This is namespace Ping_example.

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1.61.113 FormPing.Designer.cs

This is file FormPing.Designer.cs.

Body Source

```
 1: ?namespace Ping_example
 2: {
 3:     partial class FormPing
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.label1 = new System.Windows.Forms.Label();
32:             this.textBox1 = new System.Windows.Forms.TextBox();
33:             this.button1 = new System.Windows.Forms.Button();
34:             this.listView1 = new System.Windows.Forms.ListView();
35:             this.lblLink = new System.Windows.Forms.Label();
36:             this.SuspendLayout();
37:             //
38:             // label1
39:             //
40:             this.label1.AutoSize = true;
41:             this.label1.Location = new System.Drawing.Point(12, 11);
42:             this.label1.Name = "label1";
43:             this.label1.Size = new System.Drawing.Size(29, 13);
44:             this.label1.TabIndex = 0;
45:             this.label1.Text = "Host";
46:             //
47:             // textBox1
48:             //
49:             this.textBox1.Location = new System.Drawing.Point(47, 9);
50:             this.textBox1.Name = "textBox1";
51:             this.textBox1.Size = new System.Drawing.Size(220, 20);
52:             this.textBox1.TabIndex = 1;
53:             this.textBox1.Text = "www.google.com";
54:             //
55:             // button1
56:             //
57:             this.button1.Location = new System.Drawing.Point(276, 7);
58:             this.button1.Name = "button1";
```

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```
 59:             this.button1.Size = new System.Drawing.Size(75, 23);
 60:             this.button1.TabIndex = 0;
 61:             this.button1.Text = "Ping";
 62:             this.button1.UseVisualStyleBackColor = true;
 63:             this.button1.Click += new System.EventHandler(this.button1_Click);
 64:             //
 65:             // listView1
 66:             //
 67:             this.listView1.Location = new System.Drawing.Point(12, 35);
 68:             this.listView1.Name = "listView1";
 69:             this.listView1.Size = new System.Drawing.Size(339, 116);
 70:             this.listView1.TabIndex = 3;
 71:             this.listView1.UseCompatibleStateImageBehavior = false;
 72:             //
 73:             // lblLink
 74:             //
 75:             this.lblLink.AutoSize = true;
 76:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
 77:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
 78:             this.lblLink.Location = new System.Drawing.Point(108, 157);
 79:             this.lblLink.Name = "lblLink";
 80:             this.lblLink.Size = new System.Drawing.Size(139, 16);
 81:             this.lblLink.TabIndex = 6;
 82:             this.lblLink.Text = "www.vclexamples.com";
 83:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
 84:             //
 85:             // Form1
 86:             //
 87:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
 88:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
 89:             this.ClientSize = new System.Drawing.Size(363, 179);
 90:             this.Controls.Add(this.lblLink);
 91:             this.Controls.Add(this.listView1);
 92:             this.Controls.Add(this.button1);
 93:             this.Controls.Add(this.textBox1);
 94:             this.Controls.Add(this.label1);
 95:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedSingle;
 96:             this.MaximizeBox = false;
 97:             this.Name = "Form1";
 98:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
 99:             this.Text = "Ping example";
100:             this.ResumeLayout(false);
101:             this.PerformLayout();
102:
103:         }
104:
105:         #endregion
106:
107:         private System.Windows.Forms.Label label1;
108:         private System.Windows.Forms.TextBox textBox1;
109:         private System.Windows.Forms.Button button1;
110:         private System.Windows.Forms.ListView listView1;
111:         private System.Windows.Forms.Label lblLink;
112:     }
113: }
114:
```

Namespaces

Name	Description
Ping_example (see page 156)	This is namespace Ping_example.

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1.61.114 FormPrint.cs

This is file FormPrint.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13:
14: // make sure that using System.IO; is included
15: using System.IO;
16:
17: // make sure that using System.Drawing.Printing; is included
18: using System.Drawing.Printing;
19:
20: namespace Template
21: {
22:     public partial class FormPrint : Form
23:     {
24:         private Font Verdana11FontSize;
25:         private StreamReader Reader;
26:
27:         public FormPrint()
28:         {
29:             InitializeComponent();
30:         }
31:
32:         private void lblLink_Click(object sender, EventArgs e)
33:         {
34:             Process.Start("www.vclexamples.com");
35:         }
36:         #region basic function for app
37:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
38:         {
39:             if (keyData == Keys.Escape)
40:             {
41:                 this.Close();
42:                 return true;
43:             }
44:             return base.ProcessCmdKey(ref msg, keyData);
45:         }
46:         #endregion
47:
48:         private void button1_Click(object sender, EventArgs e)
49:         {
50:             string filename = textBox1.Text.ToString();
51:             Reader = new StreamReader(filename);
52:             Verdana11FontSize = new Font("Verdana", 10);
53:             PrintDocument pd = new PrintDocument();
54:             pd.PrintPage += new PrintPageEventHandler(this.PrintTextFileHandler);
55:             pd.Print();
56:             if (Reader != null)
57:                 Reader.Close();
58:         }
59:
```

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```
 60:         private void button2_Click(object sender, EventArgs e)
 61:         {
 62:             string filename = textBox1.Text.ToString();
 63:             Reader = new StreamReader(filename);
 64:             Verdana11FontSize = new Font("Verdana", 10);
 65:             PrintDocument pd = new PrintDocument();
 66:             pd.PrintPage += new PrintPageEventHandler(this.PrintTextFileHandler);
 67:             pd.Print();
 68:             if (Reader != null)
 69:                 Reader.Close();
 70:         }
 71:
 72:         private void PrintTextFileHandler(object sender, PrintPageEventArgs
PrinterArgs)
 73:         {
 74:             Graphics g = PrinterArgs.Graphics;
 75:             float linesPerPage = 0;
 76:             float yPos = 0;
 77:             int count = 0;
 78:             float leftMargin = PrinterArgs.MarginBounds.Left;
 79:             float topMargin = PrinterArgs.MarginBounds.Top;
 80:             string line = null;
 81:
 82:             linesPerPage = PrinterArgs.MarginBounds.Height /
 83:             Verdana11FontSize.GetHeight(g);
 84:             while (count < linesPerPage && ((line = Reader.ReadLine()) != null))
 85:             {
 86:                 yPos = topMargin + (count *
 87:                 Verdana11FontSize.GetHeight(g));
 88:                 g.DrawString(line, Verdana11FontSize, Brushes.Black,
 89:                 leftMargin, yPos, new StringFormat());
 90:                 count++;
 91:             }
 92:
 93:             if (line != null)
 94:             {
 95:                 PrinterArgs.HasMorePages = true;
 96:             }
 97:             else
 98:             {
 99:                 PrinterArgs.HasMorePages = false;
100:             }
101:         }
102:
103:     }
104: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.115 FormPrint.Designer.cs

This is file FormPrint.Designer.cs.

Body Source

```
  1: ?namespace Template
  2: {
  3:     partial class FormPrint
  4:     {
  5:         /// <summary>
  6:         /// Required designer variable.
  7:         /// </summary>
```

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```
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.button2 = new System.Windows.Forms.Button();
34:             this.textBox1 = new System.Windows.Forms.TextBox();
35:             this.SuspendLayout();
36:             //
37:             // lblLink
38:             //
39:             this.lblLink.Anchor = System.Windows.Forms.AnchorStyles.Top;
40:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
41:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
42:             this.lblLink.Location = new System.Drawing.Point(133, 9);
43:             this.lblLink.Name = "lblLink";
44:             this.lblLink.Size = new System.Drawing.Size(147, 16);
45:             this.lblLink.TabIndex = 19;
46:             this.lblLink.Text = "www.vclexamples.com";
47:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
48:             //
49:             // button1
50:             //
51:             this.button1.Location = new System.Drawing.Point(343, 29);
52:             this.button1.Name = "button1";
53:             this.button1.Size = new System.Drawing.Size(82, 24);
54:             this.button1.TabIndex = 18;
55:             this.button1.Text = "Print";
56:             this.button1.UseVisualStyleBackColor = true;
57:             this.button1.Click += new System.EventHandler(this.button1_Click);
58:             //
59:             // button2
60:             //
61:             this.button2.Location = new System.Drawing.Point(255, 29);
62:             this.button2.Name = "button2";
63:             this.button2.Size = new System.Drawing.Size(82, 24);
64:             this.button2.TabIndex = 20;
65:             this.button2.Text = "Browse";
66:             this.button2.UseVisualStyleBackColor = true;
67:             this.button2.Click += new System.EventHandler(this.button2_Click);
68:             //
69:             // textBox1
70:             //
71:             this.textBox1.Location = new System.Drawing.Point(12, 32);
72:             this.textBox1.Name = "textBox1";
73:             this.textBox1.Size = new System.Drawing.Size(237, 20);
74:             this.textBox1.TabIndex = 21;
```

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```
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(432, 70);
            this.Controls.Add(this.textBox1);
            this.Controls.Add(this.button2);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
            this.KeyPreview = true;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Print";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.Button button2;
        private System.Windows.Forms.TextBox textBox1;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.116 FormProgressBar.cs

This is file FormProgressBar.cs.

Body Source

```
?using System;
// make sure that using System.Diagnostics; is included
using System.Diagnostics;
using System.Drawing;
using System.Windows.Forms;

namespace Template
{
    public partial class FormProgressBar : Form
    {
        public FormProgressBar()
        {
            InitializeComponent();
        }

        int StartPos = 0;
        string TextToShow = "Catch me if you can :)";
        int Position = 20;

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }
```

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```
24:         #region basic function for app
25:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
26:         {
27:             if (keyData == Keys.Escape)
28:             {
29:                 this.Close();
30:                 return true;
31:             }
32:             return base.ProcessCmdKey(ref msg, keyData);
33:         }
34:         #endregion
35:
36:         private void timer1_Tick(object sender, EventArgs e)
37:         {
38:             this.Refresh();
39:             Graphics gra = this.CreateGraphics();
40:             gra.CompositingQuality =
System.Drawing.Drawing2D.CompositingQuality.HighQuality;
41:             gra.DrawString(TextToShow, new Font("Arial", Position), new
SolidBrush(Color.Black), StartPos, 35);
42:             StartPos += 10;
43:             if (StartPos >= this.Width) StartPos = TextToShow.Length * Position * -1;
44:         }
45:
46:     }
47: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.117 FormProgressBar.Designer.cs

This is file FormProgressBar.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormProgressBar
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
```

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```
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.components = new System.ComponentModel.Container();
32:             this.lblLink = new System.Windows.Forms.Label();
33:             this.timer1 = new System.Windows.Forms.Timer(this.components);
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(164, 9);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 19;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // timer1
49:             //
50:             this.timer1.Enabled = true;
51:             this.timer1.Interval = 70;
52:             this.timer1.Tick += new System.EventHandler(this.timer1_Tick);
53:             //
54:             // Form1
55:             //
56:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
57:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
58:             this.ClientSize = new System.Drawing.Size(486, 88);
59:             this.Controls.Add(this.lblLink);
60:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
61:             this.KeyPreview = true;
62:             this.MaximizeBox = false;
63:             this.Name = "Form1";
64:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
65:             this.Text = "ProgressBar Marquee";
66:             this.ResumeLayout(false);
67:             this.PerformLayout();
68:
69:         }
70:
71:         #endregion
72:
73:         private System.Windows.Forms.Label lblLink;
74:         private System.Windows.Forms.Timer timer1;
75:     }
76: }
77:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.118 FormProgressInStatus.cs

This is file FormProgressInStatus.cs.

Body Source

```
1: ?using System;
```

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```
 2: // make sure that using System.Diagnostics; is included
 3: using System.Diagnostics;
 4: using System.Windows.Forms;
 5:
 6: namespace Template
 7: {
 8:     public partial class FormProgressInStatus : Form
 9:     {
10:         public FormProgressInStatus()
11:         {
12:             InitializeComponent();
13:         }
14:
15:         private void lblLink_Click(object sender, EventArgs e)
16:         {
17:             Process.Start("www.vclexamples.com");
18:         }
19:         #region basic function for app
20:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
21:         {
22:             if (keyData == Keys.Escape)
23:             {
24:                 this.Close();
25:                 return true;
26:             }
27:             return base.ProcessCmdKey(ref msg, keyData);
28:         }
29:         #endregion
30:
31:         private void FormProgressInStatus_Load(object sender, EventArgs e)
32:         {
33:             for (int i = 0; i < toolStripProgressBar1.Maximum; i++)
34:             {
35:                 toolStripProgressBar1.Value += 1;
36:
37:                 if (toolStripProgressBar1.Value == 80)
38:                 {
39:                     return;
40:                 }
41:             }
42:         }
43:     }
44: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.119 FormProgressInStatus.Designer.cs

This is file FormProgressInStatus.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormProgressInStatus
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
```

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```
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.statusStrip1 = new System.Windows.Forms.StatusStrip();
33:             this.toolStripProgressBar1 = new
System.Windows.Forms.ToolStripProgressBar();
34:             this.statusStrip1.SuspendLayout();
35:             this.SuspendLayout();
36:             //
37:             // lblLink
38:             //
39:             this.lblLink.AutoSize = true;
40:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
41:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
42:             this.lblLink.Location = new System.Drawing.Point(100, 34);
43:             this.lblLink.Name = "lblLink";
44:             this.lblLink.Size = new System.Drawing.Size(139, 16);
45:             this.lblLink.TabIndex = 19;
46:             this.lblLink.Text = "www.vclexamples.com";
47:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
48:             //
49:             // statusStrip1
50:             //
51:             this.statusStrip1.Items.AddRange(new System.Windows.Forms.ToolStripItem[] {
52:             this.toolStripProgressBar1});
53:             this.statusStrip1.Location = new System.Drawing.Point(0, 80);
54:             this.statusStrip1.Name = "statusStrip1";
55:             this.statusStrip1.Size = new System.Drawing.Size(334, 22);
56:             this.statusStrip1.TabIndex = 20;
57:             this.statusStrip1.Text = "statusStrip1";
58:             //
59:             // toolStripProgressBar1
60:             //
61:             this.toolStripProgressBar1.Name = "toolStripProgressBar1";
62:             this.toolStripProgressBar1.Size = new System.Drawing.Size(200, 16);
63:             //
64:             // Form1
65:             //
66:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
67:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
68:             this.ClientSize = new System.Drawing.Size(334, 102);
69:             this.Controls.Add(this.statusStrip1);
70:             this.Controls.Add(this.lblLink);
71:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
72:             this.KeyPreview = true;
73:             this.MaximizeBox = false;
74:             this.Name = "Form1";
75:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
76:             this.Text = "ProgressBar inside a StatusBar example";
```

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```
            this.Load += new System.EventHandler(this.FormProgressInStatus_Load);
            this.statusStrip1.ResumeLayout(false);
            this.statusStrip1.PerformLayout();
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.StatusStrip statusStrip1;
        private System.Windows.Forms.ToolStripProgressBar toolStripProgressBar1;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.120 FormResizingImage.cs

This is file FormResizingImage.cs.

Body Source

```
?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;

// make sure that using System.Diagnostics; is included
using System.Diagnostics;

namespace Template
{
    public partial class FormResizingImage : Form
    {
        public FormResizingImage()
        {
            InitializeComponent();
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }
        #region basic function for app
        protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
        {
            if (keyData == Keys.Escape)
            {
                this.Close();
                return true;
            }
            return base.ProcessCmdKey(ref msg, keyData);
        }
        #endregion
```

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```
38:
39:         private void FormResizingImage_Resize(object sender, EventArgs e)
40:         {
41:
42:         }
43:     }
44: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.121 FormResizingImage.Designer.cs

This is file FormResizingImage.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormResizingImage
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.pictureBox1 = new System.Windows.Forms.PictureBox();
33:             ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).BeginInit();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.Dock = System.Windows.Forms.DockStyle.Fill;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(0, 0);
42:             this.lblLink.Margin = new System.Windows.Forms.Padding(5, 0, 5, 0);
43:             this.lblLink.Name = "lblLink";
44:             this.lblLink.Size = new System.Drawing.Size(340, 280);
```

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```
45:             this.lblLink.TabIndex = 19;
46:             this.lblLink.Text = "www.vclexamples.com";
47:             this.lblLink.TextAlign = System.Drawing.ContentAlignment.BottomCenter;
48:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
49:             //
50:             // pictureBox1
51:             //
52:             this.pictureBox1.Anchor =
((System.Windows.Forms.AnchorStyles)((((System.Windows.Forms.AnchorStyles.Top |
System.Windows.Forms.AnchorStyles.Bottom)
53:             | System.Windows.Forms.AnchorStyles.Left)
54:             | System.Windows.Forms.AnchorStyles.Right)));
55:             this.pictureBox1.Image = global::ResizingImage.Properties.Resources.Koala;
56:             this.pictureBox1.Location = new System.Drawing.Point(9, 10);
57:             this.pictureBox1.Name = "pictureBox1";
58:             this.pictureBox1.Size = new System.Drawing.Size(321, 246);
59:             this.pictureBox1.SizeMode =
System.Windows.Forms.PictureBoxSizeMode.StretchImage;
60:             this.pictureBox1.TabIndex = 20;
61:             this.pictureBox1.TabStop = false;
62:             //
63:             // Form1
64:             //
65:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
66:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
67:             this.ClientSize = new System.Drawing.Size(340, 280);
68:             this.Controls.Add(this.pictureBox1);
69:             this.Controls.Add(this.lblLink);
70:             this.KeyPreview = true;
71:             this.Name = "Form1";
72:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
73:             this.Text = "Resizing image";
74:             this.Resize += new System.EventHandler(this.FormResizingImage_Resize);
75:             ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).EndInit();
76:             this.ResumeLayout(false);
77:
78:         }
79:
80:         #endregion
81:
82:         private System.Windows.Forms.Label lblLink;
83:         private System.Windows.Forms.PictureBox pictureBox1;
84:     }
85: }
86:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.122 FormSafeMode.cs

This is file FormSafeMode.cs.

Body Source

```
1: ?using System;
2: using System.Collections.Generic;
3: using System.ComponentModel;
4: using System.Data;
5: using System.Drawing;
6: using System.Linq;
7: using System.Text;
8: using System.Windows.Forms;
```

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```
 9: using System.Runtime.InteropServices;
10: using System.Diagnostics;
11:
12: namespace Safe_mode_detection
13: {
14:     public partial class FormSafeMode : Form
15:     {
16:         public FormSafeMode()
17:         {
18:             InitializeComponent();
19:         }
20:
21:         private void Form1_Load(object sender, EventArgs e)
22:         {
23:         }
24:
25:         private void lblLink_Click(object sender, EventArgs e)
26:         {
27:             Process.Start("www.vclexamples.com");
28:         }
29:
30:         private void button1_Click(object sender, EventArgs e)
31:         {
32:             if (SystemInformation.BootMode != BootMode.Normal)
33:             {
34:                 MessageBox.Show("System is running in safe mode");
35:             }
36:             else
37:             {
38:                 MessageBox.Show("System is running in normal boot mode");
39:             }
40:         }
41:     }
42: }
```

Namespaces

Name	Description
Safe_mode_detection (see page 171)	This is namespace Safe_mode_detection.

1.61.123 FormSafeMode.Designer.cs

This is file FormSafeMode.Designer.cs.

Body Source

```
 1: ?namespace Safe_mode_detection
 2: {
 3:     partial class FormSafeMode
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
```

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```
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(62, 11);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 7;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(41, 35);
50:             this.button1.Name = "button1";
51:             this.button1.Size = new System.Drawing.Size(194, 28);
52:             this.button1.TabIndex = 6;
53:             this.button1.Text = "Check safe mode";
54:             this.button1.UseVisualStyleBackColor = true;
55:             this.button1.Click += new System.EventHandler(this.button1_Click);
56:             //
57:             // Form1
58:             //
59:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
60:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
61:             this.ClientSize = new System.Drawing.Size(273, 76);
62:             this.Controls.Add(this.lblLink);
63:             this.Controls.Add(this.button1);
64:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
65:             this.MaximizeBox = false;
66:             this.Name = "Form1";
67:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
68:             this.Text = "Safe mode detection";
69:             this.Load += new System.EventHandler(this.Form1_Load);
70:             this.ResumeLayout(false);
71:             this.PerformLayout();
72:
73:         }
74:
75:         #endregion
76:
77:         private System.Windows.Forms.Label lblLink;
78:         private System.Windows.Forms.Button button1;
79:     }
80: }
81:
```

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Namespaces

Name	Description
Safe_mode_detection (see page 171)	This is namespace Safe_mode_detection.

1.61.124 FormScreenCapture.cs

This is file FormScreenCapture.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13: // make sure that using System.IO; is included
14: using System.IO;
15: // make sure that using System.Drawing.Imaging; is included
16: using System.Drawing.Imaging;
17:
18: namespace Screen_Capture
19: {
20:     public partial class FormScreenCapture : Form
21:     {
22:         public FormScreenCapture()
23:         {
24:             InitializeComponent();
25:         }
26:         private string tempfile = "C://tempfile_.jpg";
27:
28:         private void lblLink_Click(object sender, EventArgs e)
29:         {
30:             Process.Start("www.vclexamples.com");
31:         }
32:
33:         private void ScreanCapture()
34:         {
35:             if (Directory.Exists(Path.GetDirectoryName(tempfile)))
36:             {
37:                 pictureBox1.Image = null;
38:                 File.Delete(tempfile);
39:             }
40:             Rectangle bounds = this.Bounds;
41:             using (Bitmap bitmap = new Bitmap(bounds.Width, bounds.Height))
42:             {
43:                 using (Graphics g = Graphics.FromImage(bitmap))
44:                 {
45:                     g.CopyFromScreen(new Point(bounds.Left, bounds.Top), Point.Empty,
bounds.Size);
46:                 }
47:                 bitmap.Save(tempfile, ImageFormat.Jpeg);
48:             }
49:         }
50:
51:         private void button2_Click(object sender, EventArgs e)
52:         {
```

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```
53:             ScreanCapture();
54:             FileStream fs = new FileStream(tempfile, FileMode.Open);
55:             // pictureBox1.Image = new Bitmap(tempfile);
56:             pictureBox1.Image = new Bitmap(fs);
57:             fs.Close();
58:         }
59:     }
60: }
```

Namespaces

Name	Description
Screen_Capture (see page 175)	This is namespace Screen_Capture.

1.61.125 FormScreenCapture.Designer.cs

This is file FormScreenCapture.Designer.cs.

Body Source

```
 1: ?namespace Screen_Capture
 2: {
 3:     partial class FormScreenCapture
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.button1 = new System.Windows.Forms.Button();
32:             this.checkBox1 = new System.Windows.Forms.CheckBox();
33:             this.radioButton1 = new System.Windows.Forms.RadioButton();
34:             this.listBox1 = new System.Windows.Forms.ListBox();
35:             this.comboBox1 = new System.Windows.Forms.ComboBox();
36:             this.button2 = new System.Windows.Forms.Button();
37:             this.hScrollBar1 = new System.Windows.Forms.HScrollBar();
38:             this.lblLink = new System.Windows.Forms.Label();
39:             this.pictureBox1 = new System.Windows.Forms.PictureBox();
40:             ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).BeginInit();
41:             this.SuspendLayout();
42:             //
43:             // button1
44:             //
```

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```
            this.button1.Location = new System.Drawing.Point(155, 35);
            this.button1.Name = "button1";
            this.button1.Size = new System.Drawing.Size(75, 23);
            this.button1.TabIndex = 0;
            this.button1.Text = "Button2";
            this.button1.UseVisualStyleBackColor = true;
            //
            // checkBox1
            //
            this.checkBox1.AutoSize = true;
            this.checkBox1.Location = new System.Drawing.Point(155, 12);
            this.checkBox1.Name = "checkBox1";
            this.checkBox1.Size = new System.Drawing.Size(80, 17);
            this.checkBox1.TabIndex = 1;
            this.checkBox1.Text = "checkBox1";
            this.checkBox1.UseVisualStyleBackColor = true;
            //
            // radioButton1
            //
            this.radioButton1.AutoSize = true;
            this.radioButton1.Location = new System.Drawing.Point(28, 127);
            this.radioButton1.Name = "radioButton1";
            this.radioButton1.Size = new System.Drawing.Size(85, 17);
            this.radioButton1.TabIndex = 2;
            this.radioButton1.TabStop = true;
            this.radioButton1.Text = "radioButton1";
            this.radioButton1.UseVisualStyleBackColor = true;
            //
            // listBox1
            //
            this.listBox1.FormattingEnabled = true;
            this.listBox1.Location = new System.Drawing.Point(12, 12);
            this.listBox1.Name = "listBox1";
            this.listBox1.Size = new System.Drawing.Size(123, 108);
            this.listBox1.TabIndex = 3;
            //
            // comboBox1
            //
            this.comboBox1.FormattingEnabled = true;
            this.comboBox1.Location = new System.Drawing.Point(56, 150);
            this.comboBox1.Name = "comboBox1";
            this.comboBox1.Size = new System.Drawing.Size(121, 21);
            this.comboBox1.TabIndex = 4;
            //
            // button2
            //
            this.button2.Location = new System.Drawing.Point(12, 224);
            this.button2.Name = "button2";
            this.button2.Size = new System.Drawing.Size(259, 23);
            this.button2.TabIndex = 5;
            this.button2.Text = "Take a picture";
            this.button2.UseVisualStyleBackColor = true;
            this.button2.Click += new System.EventHandler(this.button2_Click);
            //
            // hScrollBar1
            //
            this.hScrollBar1.Location = new System.Drawing.Point(155, 76);
            this.hScrollBar1.Name = "hScrollBar1";
            this.hScrollBar1.Size = new System.Drawing.Size(99, 44);
            this.hScrollBar1.TabIndex = 6;
            //
            // lblLink
            //
            this.lblLink.AutoSize = true;
            this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
            this.lblLink.ForeColor = System.Drawing.Color.Navy;
            this.lblLink.Location = new System.Drawing.Point(70, 205);
            this.lblLink.Name = "lblLink";
```

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```
113:             this.lblLink.Size = new System.Drawing.Size(139, 16);
114:             this.lblLink.TabIndex = 24;
115:             this.lblLink.Text = "www.vclexamples.com";
116:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
117:             //
118:             // pictureBox1
119:             //
120:             this.pictureBox1.Location = new System.Drawing.Point(277, 12);
121:             this.pictureBox1.Name = "pictureBox1";
122:             this.pictureBox1.Size = new System.Drawing.Size(350, 235);
123:             this.pictureBox1.TabIndex = 25;
124:             this.pictureBox1.TabStop = false;
125:             //
126:             // Form1
127:             //
128:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
129:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
130:             this.ClientSize = new System.Drawing.Size(633, 259);
131:             this.Controls.Add(this.pictureBox1);
132:             this.Controls.Add(this.lblLink);
133:             this.Controls.Add(this.hScrollBar1);
134:             this.Controls.Add(this.button2);
135:             this.Controls.Add(this.comboBox1);
136:             this.Controls.Add(this.listBox1);
137:             this.Controls.Add(this.radioButton1);
138:             this.Controls.Add(this.checkBox1);
139:             this.Controls.Add(this.button1);
140:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
141:             this.MaximizeBox = false;
142:             this.Name = "Form1";
143:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
144:             this.Text = "ScreenCapture example";
145:             ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).EndInit();
146:             this.ResumeLayout(false);
147:             this.PerformLayout();
148:
149:         }
150:
151:         #endregion
152:
153:         private System.Windows.Forms.Button button1;
154:         private System.Windows.Forms.CheckBox checkBox1;
155:         private System.Windows.Forms.RadioButton radioButton1;
156:         private System.Windows.Forms.ListBox listBox1;
157:         private System.Windows.Forms.ComboBox comboBox1;
158:         private System.Windows.Forms.Button button2;
159:         private System.Windows.Forms.HScrollBar hScrollBar1;
160:         private System.Windows.Forms.Label lblLink;
161:         private System.Windows.Forms.PictureBox pictureBox1;
162:     }
163: }
164:
```

Namespaces

Name	Description
Screen_Capture (see page 175)	This is namespace Screen_Capture.

1.61.126 FormScreenInfo.cs

This is file FormScreenInfo.cs.

Body Source

```
1: ?using System;
```

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```
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13:
14: namespace Template
15: {
16:     public partial class FormScreenInfo : Form
17:     {
18:         public FormScreenInfo()
19:         {
20:             InitializeComponent();
21:         }
22:
23:         private void lblLink_Click(object sender, EventArgs e)
24:         {
25:             Process.Start("www.vclexamples.com");
26:         }
27:         #region basic function for app
28:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
29:         {
30:             if (keyData == Keys.Escape)
31:             {
32:                 this.Close();
33:                 return true;
34:             }
35:             return base.ProcessCmdKey(ref msg, keyData);
36:         }
37:         #endregion
38:
39:         private void button1_Click(object sender, EventArgs e)
40:         {
41:             MessageBox.Show(GetScreen().ToString());
42:         }
43:
44:         public Rectangle GetScreen()
45:         {
46:             return Screen.FromControl(this).Bounds;
47:         }
48:     }
49: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.127 FormScreenInfo.Designer.cs

This is file FormScreenInfo.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormScreenInfo
 4:     {
 5:         /// <summary>
```

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```
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(34, 63);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 19;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(37, 25);
50:             this.button1.Name = "button1";
51:             this.button1.Size = new System.Drawing.Size(129, 24);
52:             this.button1.TabIndex = 18;
53:             this.button1.Text = "Get screen info";
54:             this.button1.UseVisualStyleBackColor = true;
55:             this.button1.Click += new System.EventHandler(this.button1_Click);
56:             //
57:             // Form1
58:             //
59:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
60:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
61:             this.ClientSize = new System.Drawing.Size(212, 103);
62:             this.Controls.Add(this.lblLink);
63:             this.Controls.Add(this.button1);
64:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
65:             this.KeyPreview = true;
66:             this.MaximizeBox = false;
67:             this.Name = "Form1";
68:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
69:             this.Text = "Screen info";
70:             this.ResumeLayout(false);
71:             this.PerformLayout();
72:
```

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```
        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.128 FormSendMessages.cs

This is file FormSendMessages.cs.

Body Source

```
?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;
// make sure you have include using System.Runtime.InteropServices; for dllimport
using System.Runtime.InteropServices;
// make sure you have include using System.Diagnostics; for link to website
using System.Diagnostics;
// make sure you have include using System.Threading; for new thread (notepad)
using System.Threading;

namespace Send_Messages_and_Keys_example
{
    public partial class FormSendMessages : Form
    {
        [DllImport("user32.dll", EntryPoint = "FindWindowEx")]
        public static extern IntPtr FindWindowEx(IntPtr hwndParent, IntPtr hwndChild,
string lpszClass, string lpszWindow);
        [DllImport("user32.dll", EntryPoint = "SendMessage")]
        public static extern IntPtr SendMessage(IntPtr hWnd, int Msg, int wParam,
string lParam);
        [DllImport("user32.dll", EntryPoint = "FindWindow")]
        public static extern IntPtr FindWindow(string lpClassName, string lpWindowName);

        public FormSendMessages()
        {
            InitializeComponent();
        }

        public Process process;

        int SendKeystrokesToNotepad(string text)
        {
            process = Process.Start("notepad.exe");
            Thread.Sleep(500);
            IntPtr notepad, edit;
            notepad = FindWindow("notepad", null);
            if (notepad == null)
            {
```

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```
43:                 return 0;
44:             }
45:             edit = FindWindowEx(notepad, new IntPtr(0), "Edit", null);
46:             if (edit == null)
47:             {
48:                 return 0;
49:             }
50:             // 0x00C2 is macro which is replace for EM_REPLACESEL
51:             SendMessage(edit, 0x00C2, 0, text);
52:             return 1;
53:         }
54:
55:         private void button1_Click(object sender, EventArgs e)
56:         {
57:             // call method
58:             SendKeystrokesToNotepad(textBox1.Text);
59:         }
60:
61:         private void button2_Click(object sender, EventArgs e)
62:         {
63:             process.Kill();
64:         }
65:
66:         private void lblLink_Click(object sender, EventArgs e)
67:         {
68:             try
69:             {
70:                 Process.Start("www.vclexamples.com");
71:             }
72:             catch (System.Exception ex)
73:             {
74:                 MessageBox.Show("The process of notepad which you start don't exist!");
75:             }
76:         }
77:     }
78: }
```

Namespaces

Name	Description
Send_Messages_and_Keys_example (see page 182)	This is namespace Send_Messages_and_Keys_example.

1.61.129 FormSendMessages.Designer.cs

This is file FormSendMessages.Designer.cs.

Body Source

```
 1: ?namespace Send_Messages_and_Keys_example
 2: {
 3:     partial class FormSendMessages
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
```

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```
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.button1 = new System.Windows.Forms.Button();
32:             this.button2 = new System.Windows.Forms.Button();
33:             this.lblLink = new System.Windows.Forms.Label();
34:             this.textBox1 = new System.Windows.Forms.TextBox();
35:             this.SuspendLayout();
36:             //
37:             // button1
38:             //
39:             this.button1.Location = new System.Drawing.Point(74, 60);
40:             this.button1.Name = "button1";
41:             this.button1.Size = new System.Drawing.Size(190, 25);
42:             this.button1.TabIndex = 0;
43:             this.button1.Text = "Open notepad & send text";
44:             this.button1.UseVisualStyleBackColor = true;
45:             this.button1.Click += new System.EventHandler(this.button1_Click);
46:             //
47:             // button2
48:             //
49:             this.button2.Location = new System.Drawing.Point(74, 91);
50:             this.button2.Name = "button2";
51:             this.button2.Size = new System.Drawing.Size(190, 25);
52:             this.button2.TabIndex = 1;
53:             this.button2.Text = "Close notepad";
54:             this.button2.UseVisualStyleBackColor = true;
55:             this.button2.Click += new System.EventHandler(this.button2_Click);
56:             //
57:             // lblLink
58:             //
59:             this.lblLink.AutoSize = true;
60:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
61:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
62:             this.lblLink.Location = new System.Drawing.Point(103, 40);
63:             this.lblLink.Name = "lblLink";
64:             this.lblLink.Size = new System.Drawing.Size(139, 16);
65:             this.lblLink.TabIndex = 4;
66:             this.lblLink.Text = "www.vclexamples.com";
67:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
68:             //
69:             // textBox1
70:             //
71:             this.textBox1.Location = new System.Drawing.Point(25, 12);
72:             this.textBox1.Name = "textBox1";
73:             this.textBox1.Size = new System.Drawing.Size(294, 20);
74:             this.textBox1.TabIndex = 5;
75:             this.textBox1.Text = "THIS IS A SIMPLE TEXT";
76:             //
77:             // Form1
78:             //
79:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
80:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
81:             this.ClientSize = new System.Drawing.Size(346, 126);
82:             this.Controls.Add(this.textBox1);
83:             this.Controls.Add(this.lblLink);
```

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```
            this.Controls.Add(this.button2);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Send Messsages & Keys example";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.Button button2;
        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.TextBox textBox1;
    }
}

```

Namespaces

Name	Description
Send_Messages_and_Keys_example (see page 182)	This is namespace Send_Messages_and_Keys_example.

1.61.130 FormShellAbout.cs

This is file FormShellAbout.cs.

Body Source

```
?using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using System.Diagnostics;
// make sure that using System.Runtime.InteropServices; is included
using System.Runtime.InteropServices;
// make sure that using System.Reflection; is included
using System.Reflection;

namespace ShellAbout_dialog
{
    public partial class FormShellAbout : Form
    {
        [DllImport("shell32.dll")]

        static extern int ShellAbout(IntPtr hWnd, string szApp, string szOtherStuff,
IntPtr hIcon);

        public FormShellAbout()
        {
            InitializeComponent();
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
```

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```
31:         }
32:
33:         private void button1_Click(object sender, EventArgs e)
34:         {
35:             ShellAbout(this.Handle, "AppName " +
Assembly.GetExecutingAssembly().GetName().Version.ToString(), "", IntPtr.Zero);
36:         }
37:     }
38: }
```

Namespaces

Name	Description
ShellAbout_dialog (see page 187)	This is namespace ShellAbout_dialog.

1.61.131 FormShellAbout.Designer.cs

This is file FormShellAbout.Designer.cs.

Body Source

```
 1: ?namespace ShellAbout_dialog
 2: {
 3:     partial class FormShellAbout
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.button1 = new System.Windows.Forms.Button();
32:             this.lblLink = new System.Windows.Forms.Label();
33:             this.SuspendLayout();
34:             //
35:             // button1
36:             //
37:             this.button1.Location = new System.Drawing.Point(90, 12);
38:             this.button1.Name = "button1";
39:             this.button1.Size = new System.Drawing.Size(104, 23);
40:             this.button1.TabIndex = 0;
41:             this.button1.Text = "Show";
42:             this.button1.UseVisualStyleBackColor = true;
43:             this.button1.Click += new System.EventHandler(this.button1_Click);
```

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```
44:             //
45:             // lblLink
46:             //
47:             this.lblLink.AutoSize = true;
48:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
49:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
50:             this.lblLink.Location = new System.Drawing.Point(71, 43);
51:             this.lblLink.Name = "lblLink";
52:             this.lblLink.Size = new System.Drawing.Size(139, 16);
53:             this.lblLink.TabIndex = 8;
54:             this.lblLink.Text = "www.vclexamples.com";
55:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
56:             //
57:             // Form1
58:             //
59:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
60:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
61:             this.ClientSize = new System.Drawing.Size(295, 68);
62:             this.Controls.Add(this.lblLink);
63:             this.Controls.Add(this.button1);
64:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedDialog;
65:             this.MaximizeBox = false;
66:             this.Name = "Form1";
67:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
68:             this.Text = "ShellAbout dialog";
69:             this.ResumeLayout(false);
70:             this.PerformLayout();
71:
72:         }
73:
74:         #endregion
75:
76:         private System.Windows.Forms.Button button1;
77:         private System.Windows.Forms.Label lblLink;
78:     }
79: }
80:
```

Namespaces

Name	Description
ShellAbout_dialog (see page 187)	This is namespace ShellAbout_dialog.

1.61.132 FormSourceCodeUrl.cs

This is file FormSourceCodeUrl.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13:
14: // make sure that using System.Net; is included
15: using System.Net;
```

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```
16:
17: // make sure that using System.IO;  is included
18: using System.IO;
19:
20: namespace Template
21: {
22:     public partial class FormSourceCodeUrl : Form
23:     {
24:         public FormSourceCodeUrl()
25:         {
26:             InitializeComponent();
27:         }
28:
29:         private void lblLink_Click(object sender, EventArgs e)
30:         {
31:             Process.Start("www.vclexamples.com");
32:         }
33:         #region basic function for app
34:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
35:         {
36:             if (keyData == Keys.Escape)
37:             {
38:                 this.Close();
39:                 return true;
40:             }
41:             return base.ProcessCmdKey(ref msg, keyData);
42:         }
43:         #endregion
44:
45:         private void button1_Click(object sender, EventArgs e)
46:         {
47:             string Url = textBox2.Text;
48:             HttpWebRequest Request = (HttpWebRequest)WebRequest.Create(Url);
49:             HttpWebResponse Response = (HttpWebResponse)Request.GetResponse();
50:             StreamReader Stream = new StreamReader(Response.GetResponseStream());
51:             richTextBox1.Text = Stream.ReadToEnd();
52:             Stream.Close();
53:         }
54:     }
55: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.133 FormSourceCodeUrl.Designer.cs

This is file FormSourceCodeUrl.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormSourceCodeUrl
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
```

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```
otherwise, false.</param>
        protected override void Dispose(bool disposing)
        {
            if (disposing && (components != null))
            {
                components.Dispose();
            }
            base.Dispose(disposing);
        }

        #region Windows Form Designer generated code

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        private void InitializeComponent()
        {
            this.lblLink = new System.Windows.Forms.Label();
            this.button1 = new System.Windows.Forms.Button();
            this.textBox2 = new System.Windows.Forms.TextBox();
            this.richTextBox1 = new System.Windows.Forms.RichTextBox();
            this.SuspendLayout();
            //
            // lblLink
            //
            this.lblLink.AutoSize = true;
            this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
            this.lblLink.ForeColor = System.Drawing.Color.Navy;
            this.lblLink.Location = new System.Drawing.Point(174, 516);
            this.lblLink.Name = "lblLink";
            this.lblLink.Size = new System.Drawing.Size(139, 16);
            this.lblLink.TabIndex = 19;
            this.lblLink.Text = "www.vclexamples.com";
            this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
            //
            // button1
            //
            this.button1.Location = new System.Drawing.Point(154, 540);
            this.button1.Name = "button1";
            this.button1.Size = new System.Drawing.Size(192, 24);
            this.button1.TabIndex = 18;
            this.button1.Text = "Source Code of URL";
            this.button1.UseVisualStyleBackColor = true;
            this.button1.Click += new System.EventHandler(this.button1_Click);
            //
            // textBox2
            //
            this.textBox2.Location = new System.Drawing.Point(5, 6);
            this.textBox2.Name = "textBox2";
            this.textBox2.Size = new System.Drawing.Size(489, 20);
            this.textBox2.TabIndex = 22;
            this.textBox2.Text = "http://www.vclexamples.com/";
            //
            // richTextBox1
            //
            this.richTextBox1.Location = new System.Drawing.Point(5, 32);
            this.richTextBox1.Name = "richTextBox1";
            this.richTextBox1.Size = new System.Drawing.Size(489, 481);
            this.richTextBox1.TabIndex = 23;
            this.richTextBox1.Text = "";
            //
            // Form1
            //
            this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
            this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
            this.ClientSize = new System.Drawing.Size(497, 568);
            this.Controls.Add(this.richTextBox1);
```

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```
            this.Controls.Add(this.textBox2);
            this.Controls.Add(this.lblLink);
            this.Controls.Add(this.button1);
            this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
            this.KeyPreview = true;
            this.MaximizeBox = false;
            this.Name = "Form1";
            this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
            this.Text = "Source Code of URL";
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.TextBox textBox2;
        private System.Windows.Forms.RichTextBox richTextBox1;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.134 FormSystemFonts.cs

This is file FormSystemFonts.cs.

Body Source

```
?using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;

// make sure that using System.Drawing; is included
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

// make sure that using System.Diagnostics; is included
using System.Diagnostics;

using System.Runtime.InteropServices;

namespace Template
{
    public partial class FormSystemFonts : Form
    {
        [StructLayout(LayoutKind.Sequential, CharSet = CharSet.Ansi)]
        public class LOGFONT
        {
            public int lfHeight = 0;
            public int lfWidth = 0;
            public int lfEscapement = 0;
            public int lfOrientation = 0;
            public int lfWeight = 0;
            public byte lfItalic = 0;
```

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```
31:             public byte lfUnderline = 0;
32:             public byte lfStrikeOut = 0;
33:             public byte lfCharSet = 0;
34:             public byte lfOutPrecision = 0;
35:             public byte lfClipPrecision = 0;
36:             public byte lfQuality = 0;
37:             public byte lfPitchAndFamily = 0;
38:             [MarshalAs(UnmanagedType.ByValTStr, SizeConst = 32)]
39:             public string lfFaceName = string.Empty;
40:         }
41:
42:         public FormSystemFonts()
43:         {
44:             InitializeComponent();
45:         }
46:
47:         private void lblLink_Click(object sender, EventArgs e)
48:         {
49:             Process.Start("www.vclexamples.com");
50:         }
51:         #region basic function for app
52:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
53:         {
54:             if (keyData == Keys.Escape)
55:             {
56:                 this.Close();
57:                 return true;
58:             }
59:             return base.ProcessCmdKey(ref msg, keyData);
60:         }
61:         #endregion
62:
63:         private void button1_Click(object sender, EventArgs e)
64:         {
65:             foreach (FontFamily font in FontFamily.Families)
66:             {
67:                 listBox1.Items.Add(font.Name);
68:             }
69:         }
70:     }
71: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.135 FormSystemFonts.Designer.cs

This is file FormSystemFonts.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormSystemFonts
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
```

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```
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.listBox1 = new System.Windows.Forms.ListBox();
34:             this.SuspendLayout();
35:             //
36:             // lblLink
37:             //
38:             this.lblLink.AutoSize = true;
39:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
40:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
41:             this.lblLink.Location = new System.Drawing.Point(45, 264);
42:             this.lblLink.Name = "lblLink";
43:             this.lblLink.Size = new System.Drawing.Size(139, 16);
44:             this.lblLink.TabIndex = 19;
45:             this.lblLink.Text = "www.vclexamples.com";
46:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
47:             //
48:             // button1
49:             //
50:             this.button1.Location = new System.Drawing.Point(6, 237);
51:             this.button1.Name = "button1";
52:             this.button1.Size = new System.Drawing.Size(218, 24);
53:             this.button1.TabIndex = 18;
54:             this.button1.Text = "Fill system fonts";
55:             this.button1.UseVisualStyleBackColor = true;
56:             this.button1.Click += new System.EventHandler(this.button1_Click);
57:             //
58:             // listBox1
59:             //
60:             this.listBox1.FormattingEnabled = true;
61:             this.listBox1.Location = new System.Drawing.Point(6, 6);
62:             this.listBox1.Name = "listBox1";
63:             this.listBox1.Size = new System.Drawing.Size(218, 225);
64:             this.listBox1.TabIndex = 21;
65:             //
66:             // Form1
67:             //
68:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
69:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
70:             this.ClientSize = new System.Drawing.Size(228, 285);
71:             this.Controls.Add(this.listBox1);
72:             this.Controls.Add(this.lblLink);
73:             this.Controls.Add(this.button1);
74:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
75:             this.KeyPreview = true;
76:             this.MaximizeBox = false;
77:             this.Name = "Form1";
78:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
79:             this.Text = "System fonts listing";
```

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```
            this.ResumeLayout(false);
            this.PerformLayout();

        }

        #endregion

        private System.Windows.Forms.Label lblLink;
        private System.Windows.Forms.Button button1;
        private System.Windows.Forms.ListBox listBox1;
    }
}

```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.136 FormThreads.cs

This is file FormThreads.cs.

Body Source

```
?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;

// make sure that using System.Diagnostics; is included
using System.Diagnostics;

// make sure that using System.Threading; is included
using System.Threading;

namespace Template
{
    public partial class FormThreads : Form
    {
        public FormThreads()
        {
            InitializeComponent();
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }
        #region basic function for app
        protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
        {
            if (keyData == Keys.Escape)
            {
                this.Close();
                return true;
            }
            return base.ProcessCmdKey(ref msg, keyData);
        }
        #endregion
```

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```
41:
42:         private void button1_Click(object sender, EventArgs e)
43:         {
44:             Thread first_thread = new Thread(new ThreadStart(first_thread_procedure));
45:             Thread second_thread = new Thread(new ThreadStart(second_thread_procedure));
46:             first_thread.Start();
47:             second_thread.Start();
48:             first_thread.Join();
49:         }
50:         public void first_thread_procedure()
51:         {
52:             Thread.Sleep(500);
53:             MessageBox.Show("Hello from first thread :) ... ");
54:         }
55:
56:         public void second_thread_procedure()
57:         {
58:             Thread.Sleep(1000);
59:             MessageBox.Show("Hello from second thread :) ... ");
60:         }
61:     }
62: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.137 FormThreads.Designer.cs

This is file FormThreads.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormThreads
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
```

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```
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.SuspendLayout();
34:             //
35:             // lblLink
36:             //
37:             this.lblLink.AutoSize = true;
38:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
39:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
40:             this.lblLink.Location = new System.Drawing.Point(54, 21);
41:             this.lblLink.Name = "lblLink";
42:             this.lblLink.Size = new System.Drawing.Size(139, 16);
43:             this.lblLink.TabIndex = 19;
44:             this.lblLink.Text = "www.vclexamples.com";
45:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
46:             //
47:             // button1
48:             //
49:             this.button1.Location = new System.Drawing.Point(62, 53);
50:             this.button1.Name = "button1";
51:             this.button1.Size = new System.Drawing.Size(122, 24);
52:             this.button1.TabIndex = 18;
53:             this.button1.Text = "Threads start";
54:             this.button1.UseVisualStyleBackColor = true;
55:             this.button1.Click += new System.EventHandler(this.button1_Click);
56:             //
57:             // Form1
58:             //
59:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
60:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
61:             this.ClientSize = new System.Drawing.Size(243, 100);
62:             this.Controls.Add(this.lblLink);
63:             this.Controls.Add(this.button1);
64:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
65:             this.KeyPreview = true;
66:             this.MaximizeBox = false;
67:             this.Name = "Form1";
68:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
69:             this.Text = "Threading example";
70:             this.ResumeLayout(false);
71:             this.PerformLayout();
72:
73:         }
74:
75:         #endregion
76:
77:         private System.Windows.Forms.Label lblLink;
78:         private System.Windows.Forms.Button button1;
79:     }
80: }
81:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.138 FormTotalPhysicalMemory.cs

This is file FormTotalPhysicalMemory.cs.

Body Source

```
1: ?using System;
```

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```
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10: using System.IO; // IO it is needed for working with File object
11: using System.Diagnostics;   // make sure that using System.Diagnostics; is included
12: // make sure that you add reference Microsoft.VisualBasic
13:
14: namespace Total_Physical_Memory
15: {
16:     public partial class FormTotalPhysicalMemory : Form
17:     {
18:         public FormTotalPhysicalMemory()
19:         {
20:             InitializeComponent();
21:         }
22:
23:         static ulong GetTotalPhysicalMemory()
24:         {
25:             return new Microsoft.VisualBasic.Devices.ComputerInfo().TotalPhysicalMemory;
26:         }
27:
28:         static long ConvertBytesToMegabytes(long bytes)
29:         {
30:             return (bytes / 1024) / 1024;
31:         }
32:
33:         private void button1_Click(object sender, EventArgs e)
34:         {
35:
MessageBox.Show(ConvertBytesToMegabytes((long)GetTotalPhysicalMemory()).ToString() + " MB");
36:         }
37:
38:         private void lblLink_Click(object sender, EventArgs e)
39:         {
40:             Process.Start("www.vclexamples.com");
41:         }
42:     }
43: }
```

Namespaces

Name	Description
Total_Physical_Memory (see page 254)	make sure that using System.Diagnostics; is included make sure that you add reference Microsoft.VisualBasic

1.61.139 FormTotalPhysicalMemory.Designer.cs

This is file FormTotalPhysicalMemory.Designer.cs.

Body Source

```
 1: ?namespace Total_Physical_Memory
 2: {
 3:     partial class FormTotalPhysicalMemory
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
```

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```
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.button1 = new System.Windows.Forms.Button();
32:             this.lblLink = new System.Windows.Forms.Label();
33:             this.SuspendLayout();
34:             //
35:             // button1
36:             //
37:             this.button1.Location = new System.Drawing.Point(53, 32);
38:             this.button1.Name = "button1";
39:             this.button1.Size = new System.Drawing.Size(196, 25);
40:             this.button1.TabIndex = 0;
41:             this.button1.Text = "Get Total Physical Memory";
42:             this.button1.UseVisualStyleBackColor = true;
43:             this.button1.Click += new System.EventHandler(this.button1_Click);
44:             //
45:             // lblLink
46:             //
47:             this.lblLink.AutoSize = true;
48:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
49:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
50:             this.lblLink.Location = new System.Drawing.Point(86, 69);
51:             this.lblLink.Name = "lblLink";
52:             this.lblLink.Size = new System.Drawing.Size(139, 16);
53:             this.lblLink.TabIndex = 4;
54:             this.lblLink.Text = "www.vclexamples.com";
55:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
56:             //
57:             // Form1
58:             //
59:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
60:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
61:             this.ClientSize = new System.Drawing.Size(310, 108);
62:             this.Controls.Add(this.lblLink);
63:             this.Controls.Add(this.button1);
64:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedSingle;
65:             this.MaximizeBox = false;
66:             this.Name = "Form1";
67:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
68:             this.Text = "Total Physical Memory";
69:             this.ResumeLayout(false);
70:             this.PerformLayout();
71:
72:         }
73:
74:         #endregion
75:
76:         private System.Windows.Forms.Button button1;
```

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```
        private System.Windows.Forms.Label lblLink;
    }
}

```

Namespaces

Name	Description
Total_Physical_Memory (see page 254)	make sure that using System.Diagnostics; is included make sure that you add reference Microsoft.VisualBasic

1.61.140 FormTrayIcon.cs

This is file FormTrayIcon.cs.

Body Source

```
?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.Diagnostics;   // make sure that using System.Diagnostics; is included

namespace TrayIcon_example
{
    public partial class FormTrayIcon : Form
    {
        NotifyIcon notify = new NotifyIcon();

        public FormTrayIcon()
        {
            InitializeComponent();
        }

        private void lblLink_Click(object sender, EventArgs e)
        {
            Process.Start("www.vclexamples.com");
        }

        private void button1_Click(object sender, EventArgs e)
        {
            notifyIcon1.Visible = true;
            notifyIcon1.BalloonTipIcon = ToolTipIcon.Info;
            notifyIcon1.BalloonTipText = "Application working...";
            notifyIcon1.BalloonTipTitle = "TrayIcon example application";
            notifyIcon1.ShowBalloonTip(2000);
        }

        private void Form1_Load(object sender, EventArgs e)
        {
            notifyIcon1.Visible = false;
        }

        private void closeToolStripMenuItem_Click(object sender, EventArgs e)
        {
            Close();
        }

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

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```
            Show();
        }

        private void hideAplicationToolStripMenuItem_Click(object sender, EventArgs e)
        {
            Hide();
        }

        private void c_CheckStateChanged(object sender, EventArgs e)
        {
            if (c.CheckState == CheckState.Checked)
            {
                notifyIcon1.Visible = true;

            }
            if (c.CheckState == CheckState.Unchecked)
            {
                notifyIcon1.Visible = false;
            }
        }
    }
}
```

Namespaces

Name	Description
TrayIcon_example (see page 259)	make sure that using System.Diagnostics; is included

1.61.141 FormTrayIcon.Designer.cs

This is file FormTrayIcon.Designer.cs.

Body Source

```
?namespace TrayIcon_example
{
    partial class FormTrayIcon
    {
        /// <summary>
        /// Required designer variable.
        /// </summary>
        private System.ComponentModel.IContainer components = null;

        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        /// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>
        protected override void Dispose(bool disposing)
        {
            if (disposing && (components != null))
            {
                components.Dispose();
            }
            base.Dispose(disposing);
        }

        #region Windows Form Designer generated code

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        private void InitializeComponent()
        {
```

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```
            this.components = new System.ComponentModel.Container();
            System.ComponentModel.ComponentResourceManager resources = new System.ComponentModel.ComponentResourceManager(typeof(FormTrayIcon));
            this.button1 = new System.Windows.Forms.Button();
            this.lblLink = new System.Windows.Forms.Label();
            this.c = new System.Windows.Forms.CheckBox();
            this.notifyIcon1 = new System.Windows.Forms.NotifyIcon(this.components);
            this.contextMenuStrip1 = new System.Windows.Forms.ContextMenuStrip(this.components);
            this.hideAplicationToolStripMenuItem = new System.Windows.Forms.ToolStripMenuItem();
            this.showApplicationToolStripMenuItem = new System.Windows.Forms.ToolStripMenuItem();
            this.closeToolStripMenuItem = new System.Windows.Forms.ToolStripMenuItem();
            this.contextMenuStrip1.SuspendLayout();
            this.SuspendLayout();
            //
            // button1
            //
            this.button1.Location = new System.Drawing.Point(113, 71);
            this.button1.Name = "button1";
            this.button1.Size = new System.Drawing.Size(128, 36);
            this.button1.TabIndex = 0;
            this.button1.Text = "Show TrayIcon hint";
            this.button1.UseVisualStyleBackColor = true;
            this.button1.Click += new System.EventHandler(this.button1_Click);
            //
            // lblLink
            //
            this.lblLink.AutoSize = true;
            this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
            this.lblLink.ForeColor = System.Drawing.Color.Navy;
            this.lblLink.Location = new System.Drawing.Point(105, 9);
            this.lblLink.Name = "lblLink";
            this.lblLink.Size = new System.Drawing.Size(139, 16);
            this.lblLink.TabIndex = 17;
            this.lblLink.Text = "www.vclexamples.com";
            this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
            //
            // c
            //
            this.c.AutoSize = true;
            this.c.Location = new System.Drawing.Point(127, 48);
            this.c.Name = "c";
            this.c.Size = new System.Drawing.Size(98, 17);
            this.c.TabIndex = 18;
            this.c.Text = "Show TrayIcon";
            this.c.UseVisualStyleBackColor = true;
            this.c.CheckStateChanged += new System.EventHandler(this.c_CheckStateChanged);
            //
            // notifyIcon1
            //
            this.notifyIcon1.ContextMenuStrip = this.contextMenuStrip1;
            this.notifyIcon1.Icon = ((System.Drawing.Icon)(resources.GetObject("notifyIcon1.Icon")));
            this.notifyIcon1.Text = "notifyIcon1";
            this.notifyIcon1.Visible = true;
            //
            // contextMenuStrip1
            //
            this.contextMenuStrip1.Items.AddRange(new System.Windows.Forms.ToolStripItem[] {
            this.hideAplicationToolStripMenuItem,
            this.showApplicationToolStripMenuItem,
            this.closeToolStripMenuItem});
            this.contextMenuStrip1.Name = "contextMenuStrip1";
            this.contextMenuStrip1.Size = new System.Drawing.Size(166, 70);
```

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```
 92:             //
 93:             // hideAplicationToolStripMenuItem
 94:             //
 95:             this.hideAplicationToolStripMenuItem.Name =
"hideAplicationToolStripMenuItem";
 96:             this.hideAplicationToolStripMenuItem.Size = new System.Drawing.Size(165,
22);
 97:             this.hideAplicationToolStripMenuItem.Text = "Hide application";
 98:             this.hideAplicationToolStripMenuItem.Click += new
System.EventHandler(this.hideAplicationToolStripMenuItem_Click);
 99:             //
100:             // showApplicationToolStripMenuItem
101:             //
102:             this.showApplicationToolStripMenuItem.Name =
"showApplicationToolStripMenuItem";
103:             this.showApplicationToolStripMenuItem.Size = new System.Drawing.Size(165,
22);
104:             this.showApplicationToolStripMenuItem.Text = "Show application";
105:             this.showApplicationToolStripMenuItem.Click += new
System.EventHandler(this.showApplicationToolStripMenuItem_Click);
106:             //
107:             // closeToolStripMenuItem
108:             //
109:             this.closeToolStripMenuItem.Name = "closeToolStripMenuItem";
110:             this.closeToolStripMenuItem.Size = new System.Drawing.Size(165, 22);
111:             this.closeToolStripMenuItem.Text = "E&xit";
112:             this.closeToolStripMenuItem.Click += new
System.EventHandler(this.closeToolStripMenuItem_Click);
113:             //
114:             // Form1
115:             //
116:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
117:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
118:             this.ClientSize = new System.Drawing.Size(347, 115);
119:             this.Controls.Add(this.c);
120:             this.Controls.Add(this.lblLink);
121:             this.Controls.Add(this.button1);
122:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedSingle;
123:             this.MaximizeBox = false;
124:             this.Name = "Form1";
125:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
126:             this.Text = "TrayIcon example";
127:             this.Load += new System.EventHandler(this.Form1_Load);
128:             this.contextMenuStrip1.ResumeLayout(false);
129:             this.ResumeLayout(false);
130:             this.PerformLayout();
131:
132:         }
133:
134:         #endregion
135:
136:         private System.Windows.Forms.Button button1;
137:         private System.Windows.Forms.Label lblLink;
138:         private System.Windows.Forms.CheckBox c;
139:         private System.Windows.Forms.NotifyIcon notifyIcon1;
140:         private System.Windows.Forms.ContextMenuStrip contextMenuStrip1;
141:         private System.Windows.Forms.ToolStripMenuItem closeToolStripMenuItem;
142:         private System.Windows.Forms.ToolStripMenuItem hideAplicationToolStripMenuItem;
143:         private System.Windows.Forms.ToolStripMenuItem
showApplicationToolStripMenuItem;
144:     }
145: }
146:
```

Namespaces

Name	Description
TrayIcon_example (see page 259)	make sure that using System.Diagnostics; is included

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1.61.142 FormWcf.cs

This is file FormWcf.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.ComponentModel;
 4: using System.Data;
 5: using System.Drawing;
 6: using System.Linq;
 7: using System.Text;
 8: using System.Threading.Tasks;
 9: using System.Windows.Forms;
10:
11: // make sure that using System.Diagnostics; is included
12: using System.Diagnostics;
13:
14: using WCF.ServiceReference1;
15:
16: namespace Template
17: {
18:     public partial class FormWcf : Form
19:     {
20:         public FormWcf()
21:         {
22:             InitializeComponent();
23:         }
24:
25:         private void lblLink_Click(object sender, EventArgs e)
26:         {
27:             Process.Start("www.vclexamples.com");
28:         }
29:         #region basic function for app
30:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
31:         {
32:             if (keyData == Keys.Escape)
33:             {
34:                 this.Close();
35:                 return true;
36:             }
37:             return base.ProcessCmdKey(ref msg, keyData);
38:         }
39:         #endregion
40:
41:         private void button1_Click(object sender, EventArgs e)
42:         {
43:             WCF.ServiceReference1.Service1Client t = new
WCF.ServiceReference1.Service1Client();
44:             MyNewObject n = new MyNewObject();
45:             n.Hello = textBox2.Text;
46:             t.SayHelloFromWCF(n);
47:             textBox1.Text = n.Hello;
48:         }
49:     }
50: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

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1.61.143 FormWcf.Designer.cs

This is file FormWcf.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormWcf
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
30:         {
31:             this.lblLink = new System.Windows.Forms.Label();
32:             this.button1 = new System.Windows.Forms.Button();
33:             this.textBox1 = new System.Windows.Forms.TextBox();
34:             this.textBox2 = new System.Windows.Forms.TextBox();
35:             this.label1 = new System.Windows.Forms.Label();
36:             this.label2 = new System.Windows.Forms.Label();
37:             this.SuspendLayout();
38:             //
39:             // lblLink
40:             //
41:             this.lblLink.Anchor = System.Windows.Forms.AnchorStyles.Top;
42:             this.lblLink.AutoSize = true;
43:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
44:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
45:             this.lblLink.Location = new System.Drawing.Point(144, 3);
46:             this.lblLink.Name = "lblLink";
47:             this.lblLink.Size = new System.Drawing.Size(139, 16);
48:             this.lblLink.TabIndex = 19;
49:             this.lblLink.Text = "www.vclexamples.com";
50:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
51:             //
52:             // button1
53:             //
54:             this.button1.Anchor = System.Windows.Forms.AnchorStyles.Top;
55:             this.button1.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
56:             this.button1.Location = new System.Drawing.Point(72, 179);
```

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```
 57:             this.button1.Name = "button1";
 58:             this.button1.Size = new System.Drawing.Size(150, 27);
 59:             this.button1.TabIndex = 18;
 60:             this.button1.Text = "Send/Recive";
 61:             this.button1.UseVisualStyleBackColor = true;
 62:             this.button1.Click += new System.EventHandler(this.button1_Click);
 63:             //
 64:             // textBox1
 65:             //
 66:             this.textBox1.Location = new System.Drawing.Point(11, 22);
 67:             this.textBox1.Multiline = true;
 68:             this.textBox1.Name = "textBox1";
 69:             this.textBox1.Size = new System.Drawing.Size(270, 66);
 70:             this.textBox1.TabIndex = 20;
 71:             //
 72:             // textBox2
 73:             //
 74:             this.textBox2.Location = new System.Drawing.Point(11, 107);
 75:             this.textBox2.Multiline = true;
 76:             this.textBox2.Name = "textBox2";
 77:             this.textBox2.Size = new System.Drawing.Size(270, 66);
 78:             this.textBox2.TabIndex = 21;
 79:             this.textBox2.Text = "If you get this message you have successfully send
message to servicee and get it" +
 80:     " back!";
 81:             //
 82:             // label1
 83:             //
 84:             this.label1.AutoSize = true;
 85:             this.label1.Location = new System.Drawing.Point(8, 91);
 86:             this.label1.Name = "label1";
 87:             this.label1.Size = new System.Drawing.Size(84, 13);
 88:             this.label1.TabIndex = 22;
 89:             this.label1.Text = "Send to service:";
 90:             //
 91:             // label2
 92:             //
 93:             this.label2.AutoSize = true;
 94:             this.label2.Location = new System.Drawing.Point(8, 6);
 95:             this.label2.Name = "label2";
 96:             this.label2.Size = new System.Drawing.Size(87, 13);
 97:             this.label2.TabIndex = 23;
 98:             this.label2.Text = "Get from service:";
 99:             //
100:             // Form1
101:             //
102:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
103:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
104:             this.ClientSize = new System.Drawing.Size(291, 212);
105:             this.Controls.Add(this.label2);
106:             this.Controls.Add(this.label1);
107:             this.Controls.Add(this.textBox2);
108:             this.Controls.Add(this.textBox1);
109:             this.Controls.Add(this.lblLink);
110:             this.Controls.Add(this.button1);
111:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
112:             this.KeyPreview = true;
113:             this.MaximizeBox = false;
114:             this.Name = "Form1";
115:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
116:             this.Text = "WCF";
117:             this.ResumeLayout(false);
118:             this.PerformLayout();
119:
120:         }
121:
122:         #endregion
123:
124:         private System.Windows.Forms.Label lblLink;
```

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```
125:         private System.Windows.Forms.Button button1;
126:         private System.Windows.Forms.TextBox textBox1;
127:         private System.Windows.Forms.TextBox textBox2;
128:         private System.Windows.Forms.Label label1;
129:         private System.Windows.Forms.Label label2;
130:     }
131: }
132:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.144 FormWebBrowser.cs

This is file FormWebBrowser.cs.

Body Source

```
  1: ?using System;
  2: using System.Collections.Generic;
  3: using System.ComponentModel;
  4: using System.Data;
  5: using System.Drawing;
  6: using System.Linq;
  7: using System.Text;
  8: using System.Threading.Tasks;
  9: using System.Windows.Forms;
 10:
 11: // make sure that using System.Diagnostics; is included
 12: using System.Diagnostics;
 13:
 14: namespace Template
 15: {
 16:     public partial class FormWebBrowser : Form
 17:     {
 18:         public FormWebBrowser()
 19:         {
 20:             InitializeComponent();
 21:         }
 22:
 23:         private void lblLink_Click(object sender, EventArgs e)
 24:         {
 25:             Process.Start("www.vclexamples.com");
 26:         }
 27:         #region basic function for app
 28:         protected override bool ProcessCmdKey(ref Message msg, Keys keyData)
 29:         {
 30:             if (keyData == Keys.Escape)
 31:             {
 32:                 this.Close();
 33:                 return true;
 34:             }
 35:             return base.ProcessCmdKey(ref msg, keyData);
 36:         }
 37:         #endregion
 38:
 39:         private void button1_Click(object sender, EventArgs e)
 40:         {
 41:             webBrowser1.GoBack();
 42:             textBox1.Text = webBrowser1.Url.ToString();
 43:         }
 44:
 45:         private void button5_Click(object sender, EventArgs e)
```

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```
46:         {
47:             webBrowser1.GoForward();
48:             textBox1.Text = webBrowser1.Url.ToString();
49:         }
50:
51:         private void button4_Click(object sender, EventArgs e)
52:         {
53:             webBrowser1.Navigate(textBox1.Text);
54:         }
55:
56:         private void button2_Click(object sender, EventArgs e)
57:         {
58:             webBrowser1.Refresh();
59:             textBox1.Text = webBrowser1.Url.ToString();
60:         }
61:
62:         private void button3_Click(object sender, EventArgs e)
63:         {
64:             webBrowser1.Stop();
65:             textBox1.Text = webBrowser1.Url.ToString();
66:         }
67:     }
68: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.145 FormWebBrowser.Designer.cs

This is file FormWebBrowser.Designer.cs.

Body Source

```
 1: ?namespace Template
 2: {
 3:     partial class FormWebBrowser
 4:     {
 5:         /// <summary>
 6:         /// Required designer variable.
 7:         /// </summary>
 8:         private System.ComponentModel.IContainer components = null;
 9:
10:         /// <summary>
11:         /// Clean up any resources being used.
12:         /// </summary>
13:         /// <param name="disposing">true if managed resources should be disposed;
otherwise, false.</param>
14:         protected override void Dispose(bool disposing)
15:         {
16:             if (disposing && (components != null))
17:             {
18:                 components.Dispose();
19:             }
20:             base.Dispose(disposing);
21:         }
22:
23:         #region Windows Form Designer generated code
24:
25:         /// <summary>
26:         /// Required method for Designer support - do not modify
27:         /// the contents of this method with the code editor.
28:         /// </summary>
29:         private void InitializeComponent()
```

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```
30:         {
31:             System.ComponentModel.ComponentResourceManager resources = new
System.ComponentModel.ComponentResourceManager(typeof(FormWebBrowser));
32:             this.lblLink = new System.Windows.Forms.Label();
33:             this.textBox1 = new System.Windows.Forms.TextBox();
34:             this.webBrowser1 = new System.Windows.Forms.WebBrowser();
35:             this.button4 = new System.Windows.Forms.Button();
36:             this.button5 = new System.Windows.Forms.Button();
37:             this.button3 = new System.Windows.Forms.Button();
38:             this.button2 = new System.Windows.Forms.Button();
39:             this.button1 = new System.Windows.Forms.Button();
40:             this.SuspendLayout();
41:             //
42:             // lblLink
43:             //
44:             this.lblLink.AutoSize = true;
45:             this.lblLink.Font = new System.Drawing.Font("Tahoma", 9.75F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
46:             this.lblLink.ForeColor = System.Drawing.Color.Navy;
47:             this.lblLink.Location = new System.Drawing.Point(484, 750);
48:             this.lblLink.Name = "lblLink";
49:             this.lblLink.Size = new System.Drawing.Size(139, 16);
50:             this.lblLink.TabIndex = 19;
51:             this.lblLink.Text = "www.vclexamples.com";
52:             this.lblLink.Click += new System.EventHandler(this.lblLink_Click);
53:             //
54:             // textBox1
55:             //
56:             this.textBox1.Location = new System.Drawing.Point(346, 71);
57:             this.textBox1.Name = "textBox1";
58:             this.textBox1.Size = new System.Drawing.Size(384, 20);
59:             this.textBox1.TabIndex = 25;
60:             this.textBox1.Text = "http://www.vclexamples.com/";
61:             //
62:             // webBrowser1
63:             //
64:             this.webBrowser1.Location = new System.Drawing.Point(12, 97);
65:             this.webBrowser1.MinimumSize = new System.Drawing.Size(20, 20);
66:             this.webBrowser1.Name = "webBrowser1";
67:             this.webBrowser1.Size = new System.Drawing.Size(1141, 646);
68:             this.webBrowser1.TabIndex = 26;
69:             //
70:             // button4
71:             //
72:             this.button4.Font = new System.Drawing.Font("Microsoft Sans Serif",
20.25F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
73:             this.button4.Location = new System.Drawing.Point(501, 9);
74:             this.button4.Name = "button4";
75:             this.button4.Size = new System.Drawing.Size(72, 56);
76:             this.button4.TabIndex = 27;
77:             this.button4.Text = "GO";
78:             this.button4.UseVisualStyleBackColor = true;
79:             this.button4.Click += new System.EventHandler(this.button4_Click);
80:             //
81:             // button5
82:             //
83:             this.button5.Image =
((System.Drawing.Image)(resources.GetObject("button5.Image")));
84:             this.button5.Location = new System.Drawing.Point(424, 9);
85:             this.button5.Name = "button5";
86:             this.button5.Size = new System.Drawing.Size(72, 56);
87:             this.button5.TabIndex = 23;
88:             this.button5.UseVisualStyleBackColor = true;
89:             this.button5.Click += new System.EventHandler(this.button5_Click);
90:             //
91:             // button3
92:             //
93:             this.button3.Image = global::WebBrowser.Properties.Resources.stop;
94:             this.button3.Location = new System.Drawing.Point(580, 9);
```

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```
 95:             this.button3.Name = "button3";
 96:             this.button3.Size = new System.Drawing.Size(72, 56);
 97:             this.button3.TabIndex = 21;
 98:             this.button3.UseVisualStyleBackColor = true;
 99:             this.button3.Click += new System.EventHandler(this.button3_Click);
100:             //
101:             // button2
102:             //
103:             this.button2.Image = global::WebBrowser.Properties.Resources.refresh;
104:             this.button2.Location = new System.Drawing.Point(658, 9);
105:             this.button2.Name = "button2";
106:             this.button2.Size = new System.Drawing.Size(72, 56);
107:             this.button2.TabIndex = 20;
108:             this.button2.UseVisualStyleBackColor = true;
109:             this.button2.Click += new System.EventHandler(this.button2_Click);
110:             //
111:             // button1
112:             //
113:             this.button1.Image = global::WebBrowser.Properties.Resources.back;
114:             this.button1.Location = new System.Drawing.Point(346, 9);
115:             this.button1.Name = "button1";
116:             this.button1.Size = new System.Drawing.Size(72, 56);
117:             this.button1.TabIndex = 18;
118:             this.button1.UseVisualStyleBackColor = true;
119:             this.button1.Click += new System.EventHandler(this.button1_Click);
120:             //
121:             // Form1
122:             //
123:             this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
124:             this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
125:             this.ClientSize = new System.Drawing.Size(1165, 771);
126:             this.Controls.Add(this.button4);
127:             this.Controls.Add(this.webBrowser1);
128:             this.Controls.Add(this.textBox1);
129:             this.Controls.Add(this.button5);
130:             this.Controls.Add(this.button3);
131:             this.Controls.Add(this.button2);
132:             this.Controls.Add(this.lblLink);
133:             this.Controls.Add(this.button1);
134:             this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.Fixed3D;
135:             this.KeyPreview = true;
136:             this.MaximizeBox = false;
137:             this.Name = "Form1";
138:             this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
139:             this.Text = "Web Browser Example";
140:             this.ResumeLayout(false);
141:             this.PerformLayout();
142:
143:         }
144:
145:         #endregion
146:
147:         private System.Windows.Forms.Label lblLink;
148:         private System.Windows.Forms.Button button1;
149:         private System.Windows.Forms.Button button2;
150:         private System.Windows.Forms.Button button3;
151:         private System.Windows.Forms.Button button5;
152:         private System.Windows.Forms.TextBox textBox1;
153:         private System.Windows.Forms.WebBrowser webBrowser1;
154:         private System.Windows.Forms.Button button4;
155:     }
156: }
157:
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

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1.61.146 Get computer name.csproj

This is file Get computer name.csproj.

1.61.147 Get processor type.csproj

This is file Get processor type.csproj.

1.61.148 GetDiskFreeSpace example.csproj

This is file GetDiskFreeSpace example.csproj.

1.61.149 HTTP Download WinRar example.csproj

This is file HTTP Download WinRar example.csproj.

1.61.150 IP Adress.csproj

This is file IP Adress.csproj.

1.61.151 IService1.cs

This is file IService1.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Runtime.Serialization;
 5: using System.ServiceModel;
 6: using System.Text;
 7:
 8: namespace WcfServiceLibrary
 9: {
10:     // NOTE: You can use the "Rename" command on the "Refactor" menu to change the
interface name "IService1" in both code and config file together.
11:     [ServiceContract]
12:     public interface IService1
13:     {
14:         [OperationContract]
15:         string GetData(int value);
16:
```

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```
17:         [OperationContract]
18:         CompositeType GetDataUsingDataContract(CompositeType composite);
19:
20:         [OperationContract]
21:         MyNewObject SayHelloFromWCF(MyNewObject sayhello);
22:         // TODO: Add your service operations here
23:
24:     }
25:
26:     // Use a data contract as illustrated in the sample below to add composite types to
service operations.
27:     // You can add XSD files into the project. After building the project, you can
directly use the data types defined there, with the namespace
"WcfServiceLibrary.ContractType".
28:     [DataContract]
29:     public class CompositeType
30:     {
31:         bool boolValue = true;
32:         string stringValue = "Hello ";
33:
34:         [DataMember]
35:         public bool BoolValue
36:         {
37:             get { return boolValue; }
38:             set { boolValue = value; }
39:         }
40:
41:         [DataMember]
42:         public string StringValue
43:         {
44:             get { return stringValue; }
45:             set { stringValue = value; }
46:         }
47:     }
48:     [DataContract]
49:     public class MyNewObject
50:     {
51:         public string sayHello = "Hello from wcf :) ...";
52:         bool boolValue = true;
53:
54:         [DataMember]
55:         public bool BoolValue
56:         {
57:             get { return boolValue; }
58:             set { boolValue = value; }
59:         }
60:         [DataMember]
61:         public string Hello
62:         {
63:             get {return sayHello;}
64:             set {sayHello = value;}
65:         }
66:     }
67: }
```

Namespaces

Name	Description
WcfServiceLibrary (see page 276)	This is namespace WcfServiceLibrary.

1.61.152 IsLaptop.csproj

This is file IsLaptop.csproj.

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1.61.153 ItemColor.csproj

This is file ItemColor.csproj.

1.61.154 ListBoxImages.csproj

This is file ListBoxImages.csproj.

1.61.155 MessageBoxes.csproj

This is file MessageBoxes.csproj.

1.61.156 Monitor StandBy example.csproj

This is file Monitor StandBy example.csproj.

1.61.157 MousePosition.csproj

This is file MousePosition.csproj.

1.61.158 Mutex example.csproj

This is file Mutex example.csproj.

1.61.159 OS functions.csproj

This is file OS functions.csproj.

1.61.160 PanelGradient.csproj

This is file PanelGradient.csproj.

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1.61.161 Ping example.csproj

This is file Ping example.csproj.

1.61.162 Print.csproj

This is file Print.csproj.

1.61.163 ProgramAdminCheck.cs

This is file ProgramAdminCheck.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Admin_Check
 8: {
 9:     static class ProgramAdminCheck
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormAdminCheck());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Admin_Check (see page 1)	This is namespace Admin_Check.

1.61.164 ProgramAlwaysOnTop.cs

This is file ProgramAlwaysOnTop.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
```

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```
using System.Windows.Forms;

namespace Always_on_top
{
    static class ProgramAlwaysOnTop
    {
        /// <summary>
        /// The main entry point for the application.
        /// </summary>
        [STAThread]
        static void Main()
        {
            Application.EnableVisualStyles();
            Application.SetCompatibleTextRenderingDefault(false);
            Application.Run(new FormAlwaysOnTop());
        }
    }
}
```

Namespaces

Name	Description
Always_on_top (see page 5)	make sure that using System.Diagnostics; is included

1.61.165 ProgramBackgroundWorker.cs

This is file ProgramBackgroundWorker.cs.

Body Source

```
?using System;
using System.Windows.Forms;

namespace BackgroundWorker
{
    static class ProgramBackgroundWorker
    {
        /// <summary>
        /// The main entry point for the application.
        /// </summary>
        [STAThread]
        static void Main()
        {
            Application.EnableVisualStyles();
            Application.SetCompatibleTextRenderingDefault(false);
            Application.Run(new FormBackgroundWorker());
        }
    }
}
```

Namespaces

Name	Description
BackgroundWorker (see page 10)	This is namespace BackgroundWorker.

1.61.166 ProgramBrowse.cs

This is file ProgramBrowse.cs.

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Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class Program
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormBrowse());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.167 ProgramButtonTextAlignment.cs

This is file ProgramButtonTextAlignment.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace TButton_text_alignment
 8: {
 9:     static class ProgramButtonTextAlignment
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormButtonTextAlignment());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
TButton_text_alignment (see page 196)	make sure that using System.Diagnostics; is included

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1.61.168 ProgramCalculator.cs

This is file ProgramCalculator.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramCalculator
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormCalculator());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.169 ProgramCalendar.cs

This is file ProgramCalendar.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramCalendar
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormCalendar());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

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1.61.170 ProgramCheckDriver.cs

This is file ProgramCheckDriver.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Check_driver
 8: {
 9:     static class ProgramCheckDriver
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormCheckDriver());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Check_driver (see page 32)	This is namespace Check_driver.

1.61.171 ProgramCheckFramework.cs

This is file ProgramCheckFramework.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Check.NET_Frameworks
 8: {
 9:     static class ProgramCheckFramework
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormCheckFramework());
20:         }
21:     }
```

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```
22: }
```

Namespaces

Name	Description
Check (see page 28)	This is namespace Check.

1.61.172 ProgramColorToGray.cs

This is file ProgramColorToGray.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Color_to_Gray
 8: {
 9:     static class ProgramColorToGray
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormColorToGray());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Color_to_Gray (see page 37)	This is namespace Color_to_Gray.

1.61.173 ProgramConvertBmpToJpg.cs

This is file ProgramConvertBmpToJpg.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Convert_BMP_to_JPG
 8: {
 9:     static class ProgramConvertBmpToJpg
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
```

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```
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormConvertBmpToJpg());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Convert_BMP_to_JPG (see page 41)	This is namespace Convert_BMP_to_JPG.

1.61.174 ProgramConvertToHex.cs

This is file ProgramConvertToHex.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramConvertToHex
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormConvertToHex());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.175 ProgramCountryListing.cs

This is file ProgramCountryListing.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Country_listing
 8: {
 9:     static class ProgramCountryListing
10:     {
```

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```
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormCountryListing());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Country_listing (see page 48)	This is namespace Country_listing.

1.61.176 ProgramCreateBitmap.cs

This is file ProgramCreateBitmap.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace CreateBitmap
 8: {
 9:     static class ProgramCreateBitmap
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormCreateBitmap());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
CreateBitmap (see page 56)	This is namespace CreateBitmap.

1.61.177 ProgramCreateShortcut.cs

This is file ProgramCreateShortcut.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
```

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```
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Create_desktop_shortcut_example
 8: {
 9:     static class ProgramCreateShortcut
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormCreateShortcut());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Create_desktop_shortcut_example (see page 52)	This is namespace Create_desktop_shortcut_example.

1.61.178 ProgramCreateWriteFile.cs

This is file ProgramCreateWriteFile.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace CreateFile_and_WriteFile
 8: {
 9:     static class ProgramCreateWriteFile
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormCreateWriteFile());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
CreateFile_and_WriteFile (see page 60)	This is namespace CreateFile_and_WriteFile.

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1.61.179 ProgramDialog.cs

This is file ProgramDialog.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Dialogs
 8: {
 9:     static class ProgramDialog
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormDialog());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Dialogs (see page 65)	This is namespace Dialogs.

1.61.180 ProgramDll.cs

This is file ProgramDll.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramDll
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormDll());
17:         }
18:     }
19: }
```

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Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.181 ProgramDragAndDrop.cs

This is file ProgramDragAndDrop.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Drag_and_drop
 8: {
 9:     static class ProgramDragAndDrop
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormDragAndDrop());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Drag_and_drop (see page 72)	make sure that using System.Diagnostics; is included

1.61.182 ProgramDragDrop.cs

This is file ProgramDragDrop.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Windows.Forms;
 5:
 6: namespace CD_Out_in
 7: {
 8:     static class ProgramDragDrop
 9:     {
10:         /// <summary>
11:         /// The main entry point for the application.
12:         /// </summary>
13:         [STAThread]
14:         static void Main()
15:         {
```

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```
16:             Application.EnableVisualStyles();
17:             Application.SetCompatibleTextRenderingDefault(false);
18:             Application.Run(new frmExamples());
19:         }
20:     }
21: }
```

Namespaces

Name	Description
CD_Out_in (see page 24)	This is namespace CD_Out_in.

1.61.183 ProgramDynamicButton.cs

This is file ProgramDynamicButton.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Windows.Forms;
 5:
 6: namespace Dynamic_button
 7: {
 8:     static class ProgramDynamicButton
 9:     {
10:         /// <summary>
11:         /// The main entry point for the application.
12:         /// </summary>
13:         [STAThread]
14:         static void Main()
15:         {
16:             Application.EnableVisualStyles();
17:             Application.SetCompatibleTextRenderingDefault(false);
18:             Application.Run(new FormDynamicButton());
19:         }
20:     }
21: }
```

Namespaces

Name	Description
Dynamic_button (see page 77)	This is namespace Dynamic_button.

1.61.184 ProgramEnumerateNetwork.cs

This is file ProgramEnumerateNetwork.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Enumerate_network_resources
 8: {
 9:     static class ProgramEnumerateNetwork
10:     {
```

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```
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormEnumerateNetwork());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Enumerate_network_resources (see page 81)	This is namespace Enumerate_network_resources.

1.61.185 ProgramEnumerateWindows.cs

This is file ProgramEnumerateWindows.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace EnumerateWindows
 8: {
 9:     static class ProgramEnumerateWindows
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormEnumerateWindows());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
EnumerateWindows (see page 86)	namespace for DLL (see page 69) import

1.61.186 ProgramFileDates.cs

This is file ProgramFileDates.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
```

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```
 4: using System.Windows.Forms;
 5:
 6: namespace FileDates_Info
 7: {
 8:     static class ProgramFileDates
 9:     {
10:         /// <summary>
11:         /// The main entry point for the application.
12:         /// </summary>
13:         [STAThread]
14:         static void Main()
15:         {
16:             Application.EnableVisualStyles();
17:             Application.SetCompatibleTextRenderingDefault(false);
18:             Application.Run(new FormFileDates());
19:         }
20:     }
21: }
```

Namespaces

Name	Description
FileDates_Info (see page 92)	This is namespace FileDates_Info.

1.61.187 ProgramFileProperties.cs

This is file ProgramFileProperties.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramFileProperties
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormFileProperties());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.188 ProgramFirewall.cs

This is file ProgramFirewall.cs.

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Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramFirewall
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormFirewall());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.189 ProgramGetComputerName.cs

This is file ProgramGetComputerName.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Get_computer_name
 8: {
 9:     static class ProgramGetComputerName
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormGetComputerName());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Get_computer_name (see page 102)	This is namespace Get_computer_name.

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1.61.190 ProgramGetFreeSpace.cs

This is file ProgramGetFreeSpace.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace GetDiskFreeSpace_example
 8: {
 9:     static class ProgramGetFreeSpace
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormGetFreeSpace());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
GetDiskFreeSpace_example (see page 111)	make sure that using System.Diagnostics; is included

1.61.191 ProgramGetProcessorType.cs

This is file ProgramGetProcessorType.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Get_processor_type
 8: {
 9:     static class ProgramGetProcessorType
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormGetProcessorType());
20:         }
21:     }
```

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```
22: }
```

Namespaces

Name	Description
Get_processor_type (see page 106)	This is namespace Get_processor_type.

1.61.192 ProgramHttpWinRar.cs

This is file ProgramHttpWinRar.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace HTTP_Download_WinRar_example
 8: {
 9:     static class ProgramHttpWinRar
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormHttpWinRar());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
HTTP_Download_WinRar_example (see page 116)	make sure that using System.Diagnostics; is included

1.61.193 ProgramIpAddress.cs

This is file ProgramIpAddress.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Windows.Forms;
 5:
 6: namespace IP_Adress
 7: {
 8:     static class ProgramIpAddress
 9:     {
10:         /// <summary>
11:         /// The main entry point for the application.
12:         /// </summary>
13:         [STAThread]
```

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```
14:         static void Main()
15:         {
16:             Application.EnableVisualStyles();
17:             Application.SetCompatibleTextRenderingDefault(false);
18:             Application.Run(new FormIpAddress());
19:         }
20:     }
21: }
```

Namespaces

Name	Description
IP_Adress (see page 121)	This is namespace IP_Adress.

1.61.194 ProgramIsLaptop.cs

This is file ProgramIsLaptop.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramIsLaptop
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormIsLaptop());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.195 ProgramItemColor.cs

This is file ProgramItemColor.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramItemColor
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
```

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```
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormItemColor());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.196 ProgramListBoxImages.cs

This is file ProgramListBoxImages.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramListBoxImages
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormListBoxImages());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.197 ProgramMessageBoxes.cs

This is file ProgramMessageBoxes.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace MessageBoxes
 8: {
 9:     static class ProgramMessageBoxes
```

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```
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormMessageBoxes());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
MessageBoxes (see page 133)	make sure that using System.Diagnostics; is included

1.61.198 ProgramMonitorStandBy.cs

This is file ProgramMonitorStandBy.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Windows.Forms;
 5:
 6: namespace Monitor_StandBy_example
 7: {
 8:     static class ProgramMonitorStandBy
 9:     {
10:         /// <summary>
11:         /// The main entry point for the application.
12:         /// </summary>
13:         [STAThread]
14:         static void Main()
15:         {
16:             Application.EnableVisualStyles();
17:             Application.SetCompatibleTextRenderingDefault(false);
18:             Application.Run(new FormMonitorStandBy());
19:         }
20:     }
21: }
```

Namespaces

Name	Description
Monitor_StandBy_example (see page 138)	This is namespace Monitor_StandBy_example.

1.61.199 ProgramMousePoisition.cs

This is file ProgramMousePoisition.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
```

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```
 4: namespace Template
 5: {
 6:     static class ProgramMousePosition
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormMousePosition());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.200 ProgramMutex.cs

This is file ProgramMutex.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Mutex_example
 8: {
 9:     static class ProgramMutex
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormMutex());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Mutex_example (see page 144)	This is namespace Mutex_example.

1.61.201 ProgramOsFunctions.cs

This is file ProgramOsFunctions.cs.

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Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace OS_functions
 8: {
 9:     static class ProgramOsFunctions
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormOsFunctions());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
OS_functions (see page 150)	make sure that using System.Diagnostics; is included

1.61.202 ProgramPanelGradient.cs

This is file ProgramPanelGradient.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramPanelGradient
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormPanelGradient());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

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1.61.203 ProgramPing.cs

This is file ProgramPing.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Windows.Forms;
 5:
 6: namespace Ping_example
 7: {
 8:     static class ProgramPing
 9:     {
10:         /// <summary>
11:         /// The main entry point for the application.
12:         /// </summary>
13:         [STAThread]
14:         static void Main()
15:         {
16:             Application.EnableVisualStyles();
17:             Application.SetCompatibleTextRenderingDefault(false);
18:             Application.Run(new FormPing());
19:         }
20:     }
21: }
```

Namespaces

Name	Description
Ping_example (see page 156)	This is namespace Ping_example.

1.61.204 ProgramPrint.cs

This is file ProgramPrint.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramPrint
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormPrint());
17:         }
18:     }
19: }
```

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Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.205 ProgramProgressBar.cs

This is file ProgramProgressBar.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramProgressBar
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormProgressBar());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.206 ProgramProgressInStatus.cs

This is file ProgramProgressInStatus.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramProgressInStatus
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormProgressInStatus());
17:         }
18:     }
```

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```
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.207 ProgramResizingImage.cs

This is file ProgramResizingImage.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramResizingImage
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormResizingImage());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.208 ProgramSafeMode.cs

This is file ProgramSafeMode.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Windows.Forms;
 5:
 6: namespace Safe_mode_detection
 7: {
 8:     static class ProgramSafeMode
 9:     {
10:         /// <summary>
11:         /// The main entry point for the application.
12:         /// </summary>
13:         [STAThread]
14:         static void Main()
15:         {
16:             Application.EnableVisualStyles();
17:             Application.SetCompatibleTextRenderingDefault(false);
```

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```
            Application.Run(new FormSafeMode());
        }
    }
}
```

Namespaces

Name	Description
Safe_mode_detection (see page 171)	This is namespace Safe_mode_detection.

1.61.209 ProgramScreenCapture.cs

This is file ProgramScreenCapture.cs.

Body Source

```
?using System;
using System.Collections.Generic;
using System.Linq;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Screen_Capture
{
    static class ProgramScreenCapture
    {
        /// <summary>
        /// The main entry point for the application.
        /// </summary>
        [STAThread]
        static void Main()
        {
            Application.EnableVisualStyles();
            Application.SetCompatibleTextRenderingDefault(false);
            Application.Run(new FormScreenCapture());
        }
    }
}
```

Namespaces

Name	Description
Screen_Capture (see page 175)	This is namespace Screen_Capture.

1.61.210 ProgramScreenInfo.cs

This is file ProgramScreenInfo.cs.

Body Source

```
?using System;
using System.Windows.Forms;

namespace Template
{
    static class ProgramScreenInfo
    {
        /// <summary>
        /// The main entry point for the application.
        /// </summary>
        [STAThread]
```

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```
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormScreenInfo());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.211 ProgramSendMessages.cs

This is file ProgramSendMessages.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Send_Messages_and_Keys_example
 8: {
 9:     static class ProgramSendMessages
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormSendMessages());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Send_Messages_and_Keys_example (see page 182)	This is namespace Send_Messages_and_Keys_example.

1.61.212 ProgramShellAbout.cs

This is file ProgramShellAbout.cs.

Body Source

```
1: ?using System;
2: using System.Collections.Generic;
3: using System.Linq;
4: using System.Windows.Forms;
5:
6: namespace ShellAbout_dialog
```

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```
 7: {
 8:     static class ProgramShellAbout
 9:     {
10:         /// <summary>
11:         /// The main entry point for the application.
12:         /// </summary>
13:         [STAThread]
14:         static void Main()
15:         {
16:             Application.EnableVisualStyles();
17:             Application.SetCompatibleTextRenderingDefault(false);
18:             Application.Run(new FormShellAbout());
19:         }
20:     }
21: }
```

Namespaces

Name	Description
ShellAbout_dialog (see page 187)	This is namespace ShellAbout_dialog.

1.61.213 ProgramSourceCodeUrl.cs

This is file ProgramSourceCodeUrl.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramSourceCodeUrl
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormSourceCodeUrl());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.214 ProgramSystemFonts.cs

This is file ProgramSystemFonts.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
```

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```
 4: namespace Template
 5: {
 6:     static class ProgramSystemFonts
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormSystemFonts());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.215 ProgramThreads.cs

This is file ProgramThreads.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramThreads
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormThreads());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.216 ProgramTotalPhysicalMemory.cs

This is file ProgramTotalPhysicalMemory.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
```

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```
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace Total_Physical_Memory
 8: {
 9:     static class ProgramTotalPhysicalMemory
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormTotalPhysicalMemory());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
Total_Physical_Memory (see page 254)	make sure that using System.Diagnostics; is included make sure that you add reference Microsoft.VisualBasic

1.61.217 ProgramTrayIcon.cs

This is file ProgramTrayIcon.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Threading.Tasks;
 5: using System.Windows.Forms;
 6:
 7: namespace TrayIcon_example
 8: {
 9:     static class ProgramTrayIcon
10:     {
11:         /// <summary>
12:         /// The main entry point for the application.
13:         /// </summary>
14:         [STAThread]
15:         static void Main()
16:         {
17:             Application.EnableVisualStyles();
18:             Application.SetCompatibleTextRenderingDefault(false);
19:             Application.Run(new FormTrayIcon());
20:         }
21:     }
22: }
```

Namespaces

Name	Description
TrayIcon_example (see page 259)	make sure that using System.Diagnostics; is included

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1.61.218 ProgramWcf.cs

This is file ProgramWcf.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramWcf
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormWcf());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

1.61.219 ProgramWebBrowser.cs

This is file ProgramWebBrowser.cs.

Body Source

```
 1: ?using System;
 2: using System.Windows.Forms;
 3:
 4: namespace Template
 5: {
 6:     static class ProgramWebBrowser
 7:     {
 8:         /// <summary>
 9:         /// The main entry point for the application.
10:         /// </summary>
11:         [STAThread]
12:         static void Main()
13:         {
14:             Application.EnableVisualStyles();
15:             Application.SetCompatibleTextRenderingDefault(false);
16:             Application.Run(new FormWebBrowser());
17:         }
18:     }
19: }
```

Namespaces

Name	Description
Template (see page 200)	add reference system.management (.NET directory)

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1.61.220 ProgressBarMarquee.csproj

This is file ProgressBarMarquee.csproj.

1.61.221 ProgressInStatus.csproj

This is file ProgressInStatus.csproj.

1.61.222 Reference.cs

This code was generated by a tool. Runtime Version:4.0.30319.18052

Changes to this file may cause incorrect behavior and will be lost if the code is regenerated.

Body Source

```
  1: ?//------------------------------------------------------------------------------
  2: // <auto-generated>
  3: //     This code was generated by a tool.
  4: //     Runtime Version:4.0.30319.18052
  5: //
  6: //     Changes to this file may cause incorrect behavior and will be lost if
  7: //     the code is regenerated.
  8: // </auto-generated>
  9: //------------------------------------------------------------------------------
 10:
 11: namespace WCF.ServiceReference1 {
 12:     using System.Runtime.Serialization;
 13:     using System;
 14:
 15:
 16:     [System.Diagnostics.DebuggerStepThroughAttribute()]
 17:     [System.CodeDom.Compiler.GeneratedCodeAttribute("System.Runtime.Serialization",
"4.0.0.0")]
 18:     [System.Runtime.Serialization.DataContractAttribute(Name="CompositeType",
Namespace="http://schemas.datacontract.org/2004/07/WcfServiceLibrary")]
 19:     [System.SerializableAttribute()]
 20:     public partial class CompositeType : object,
System.Runtime.Serialization.IExtensibleDataObject,
System.ComponentModel.INotifyPropertyChanged {
 21:
 22:         [System.NonSerializedAttribute()]
 23:         private System.Runtime.Serialization.ExtensionDataObject extensionDataField;
 24:
 25:         [System.Runtime.Serialization.OptionalFieldAttribute()]
 26:         private bool BoolValueField;
 27:
 28:         [System.Runtime.Serialization.OptionalFieldAttribute()]
 29:         private string StringValueField;
 30:
 31:         [global::System.ComponentModel.BrowsableAttribute(false)]
 32:         public System.Runtime.Serialization.ExtensionDataObject ExtensionData {
 33:             get {
 34:                 return this.extensionDataField;
 35:             }
 36:             set {
```

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```
 37:                 this.extensionDataField = value;
 38:             }
 39:         }
 40:
 41:         [System.Runtime.Serialization.DataMemberAttribute()]
 42:         public bool BoolValue {
 43:             get {
 44:                 return this.BoolValueField;
 45:             }
 46:             set {
 47:                 if ((this.BoolValueField.Equals(value) != true)) {
 48:                     this.BoolValueField = value;
 49:                     this.RaisePropertyChanged("BoolValue");
 50:                 }
 51:             }
 52:         }
 53:
 54:         [System.Runtime.Serialization.DataMemberAttribute()]
 55:         public string StringValue {
 56:             get {
 57:                 return this.StringValueField;
 58:             }
 59:             set {
 60:                 if ((object.ReferenceEquals(this.StringValueField, value) != true)) {
 61:                     this.StringValueField = value;
 62:                     this.RaisePropertyChanged("StringValue");
 63:                 }
 64:             }
 65:         }
 66:
 67:         public event System.ComponentModel.PropertyChangedEventHandler PropertyChanged;
 68:
 69:         protected void RaisePropertyChanged(string propertyName) {
 70:             System.ComponentModel.PropertyChangedEventHandler propertyChanged =
this.PropertyChanged;
 71:             if ((propertyChanged != null)) {
 72:                 propertyChanged(this, new
System.ComponentModel.PropertyChangedEventArgs(propertyName));
 73:             }
 74:         }
 75:     }
 76:
 77:     [System.Diagnostics.DebuggerStepThroughAttribute()]
 78:     [System.CodeDom.Compiler.GeneratedCodeAttribute("System.Runtime.Serialization",
"4.0.0.0")]
 79:     [System.Runtime.Serialization.DataContractAttribute(Name="MyNewObject",
Namespace="http://schemas.datacontract.org/2004/07/WcfServiceLibrary")]
 80:     [System.SerializableAttribute()]
 81:     public partial class MyNewObject : object,
System.Runtime.Serialization.IExtensibleDataObject,
System.ComponentModel.INotifyPropertyChanged {
 82:
 83:         [System.NonSerializedAttribute()]
 84:         private System.Runtime.Serialization.ExtensionDataObject extensionDataField;
 85:
 86:         [System.Runtime.Serialization.OptionalFieldAttribute()]
 87:         private bool BoolValueField;
 88:
 89:         [System.Runtime.Serialization.OptionalFieldAttribute()]
 90:         private string HelloField;
 91:
 92:         [global::System.ComponentModel.BrowsableAttribute(false)]
 93:         public System.Runtime.Serialization.ExtensionDataObject ExtensionData {
 94:             get {
 95:                 return this.extensionDataField;
 96:             }
 97:             set {
 98:                 this.extensionDataField = value;
 99:             }
```

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```
100:         }
101:
102:         [System.Runtime.Serialization.DataMemberAttribute()]
103:         public bool BoolValue {
104:             get {
105:                 return this.BoolValueField;
106:             }
107:             set {
108:                 if ((this.BoolValueField.Equals(value) != true)) {
109:                     this.BoolValueField = value;
110:                     this.RaisePropertyChanged("BoolValue");
111:                 }
112:             }
113:         }
114:
115:         [System.Runtime.Serialization.DataMemberAttribute()]
116:         public string Hello {
117:             get {
118:                 return this.HelloField;
119:             }
120:             set {
121:                 if ((object.ReferenceEquals(this.HelloField, value) != true)) {
122:                     this.HelloField = value;
123:                     this.RaisePropertyChanged("Hello");
124:                 }
125:             }
126:         }
127:
128:         public event System.ComponentModel.PropertyChangedEventHandler PropertyChanged;
129:
130:         protected void RaisePropertyChanged(string propertyName) {
131:             System.ComponentModel.PropertyChangedEventHandler propertyChanged =
this.PropertyChanged;
132:             if ((propertyChanged != null)) {
133:                 propertyChanged(this, new
System.ComponentModel.PropertyChangedEventArgs(propertyName));
134:             }
135:         }
136:     }
137:
138:     [System.CodeDom.Compiler.GeneratedCodeAttribute("System.ServiceModel", "4.0.0.0")]
139:
[System.ServiceModel.ServiceContractAttribute(ConfigurationName="ServiceReference1.IService1
")]
140:     public interface IService1 {
141:
142:
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/GetData
",
ReplyAction="http://tempuri.org/IService1/GetDataResponse")]
143:         string GetData(int value);
144:
145:
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/GetData
",
ReplyAction="http://tempuri.org/IService1/GetDataResponse")]
146:         System.Threading.Tasks.Task<string> GetDataAsync(int value);
147:
148:
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/GetData
UsingDataContract",
ReplyAction="http://tempuri.org/IService1/GetDataUsingDataContractResponse")]
149:         WCF.ServiceReference1.CompositeType
GetDataUsingDataContract(WCF.ServiceReference1.CompositeType composite);
150:
151:
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/GetData
UsingDataContract",
ReplyAction="http://tempuri.org/IService1/GetDataUsingDataContractResponse")]
```

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```
152:         System.Threading.Tasks.Task<WCF.ServiceReference1.CompositeType>
GetDataUsingDataContractAsync(WCF.ServiceReference1.CompositeType composite);
153:
154:
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/SayHell
oFromWCF",
ReplyAction="http://tempuri.org/IService1/SayHelloFromWCFResponse")]
155:         WCF.ServiceReference1.MyNewObject
SayHelloFromWCF(WCF.ServiceReference1.MyNewObject sayhello);
156:
157:
[System.ServiceModel.OperationContractAttribute(Action="http://tempuri.org/IService1/SayHell
oFromWCF",
ReplyAction="http://tempuri.org/IService1/SayHelloFromWCFResponse")]
158:         System.Threading.Tasks.Task<WCF.ServiceReference1.MyNewObject>
SayHelloFromWCFAsync(WCF.ServiceReference1.MyNewObject sayhello);
159:     }
160:
161:     [System.CodeDom.Compiler.GeneratedCodeAttribute("System.ServiceModel", "4.0.0.0")]
162:     public interface IService1Channel : WCF.ServiceReference1.IService1,
System.ServiceModel.IClientChannel {
163:     }
164:
165:     [System.Diagnostics.DebuggerStepThroughAttribute()]
166:     [System.CodeDom.Compiler.GeneratedCodeAttribute("System.ServiceModel", "4.0.0.0")]
167:     public partial class Service1Client :
System.ServiceModel.ClientBase<WCF.ServiceReference1.IService1>,
WCF.ServiceReference1.IService1 {
168:
169:         public Service1Client() {
170:         }
171:
172:         public Service1Client(string endpointConfigurationName) :
173:                 base(endpointConfigurationName) {
174:         }
175:
176:         public Service1Client(string endpointConfigurationName, string remoteAddress)
:
177:                 base(endpointConfigurationName, remoteAddress) {
178:         }
179:
180:         public Service1Client(string endpointConfigurationName,
System.ServiceModel.EndpointAddress remoteAddress) :
181:                 base(endpointConfigurationName, remoteAddress) {
182:         }
183:
184:         public Service1Client(System.ServiceModel.Channels.Binding binding,
System.ServiceModel.EndpointAddress remoteAddress) :
185:                 base(binding, remoteAddress) {
186:         }
187:
188:         public string GetData(int value) {
189:             return base.Channel.GetData(value);
190:         }
191:
192:         public System.Threading.Tasks.Task<string> GetDataAsync(int value) {
193:             return base.Channel.GetDataAsync(value);
194:         }
195:
196:         public WCF.ServiceReference1.CompositeType
GetDataUsingDataContract(WCF.ServiceReference1.CompositeType composite) {
197:             return base.Channel.GetDataUsingDataContract(composite);
198:         }
199:
200:         public System.Threading.Tasks.Task<WCF.ServiceReference1.CompositeType>
GetDataUsingDataContractAsync(WCF.ServiceReference1.CompositeType composite) {
201:             return base.Channel.GetDataUsingDataContractAsync(composite);
202:         }
203:
```

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```
204:         public WCF.ServiceReference1.MyNewObject
SayHelloFromWCF(WCF.ServiceReference1.MyNewObject sayhello) {
205:             return base.Channel.SayHelloFromWCF(sayhello);
206:         }
207:
208:         public System.Threading.Tasks.Task<WCF.ServiceReference1.MyNewObject>
SayHelloFromWCFAsync(WCF.ServiceReference1.MyNewObject sayhello) {
209:             return base.Channel.SayHelloFromWCFAsync(sayhello);
210:         }
211:     }
212: }
```

Namespaces

Name	Description
WCF (see page 263)	This is namespace WCF.

1.61.223 ResizingImage.csproj

This is file ResizingImage.csproj.

1.61.224 Resources.Designer.cs

This code was generated by a tool. Runtime Version:4.0.30319.18052

Changes to this file may cause incorrect behavior and will be lost if the code is regenerated.

Body Source

```
  1: ?//------------------------------------------------------------------------------
  2: // <auto-generated>
  3: //     This code was generated by a tool.
  4: //     Runtime Version:4.0.30319.18052
  5: //
  6: //     Changes to this file may cause incorrect behavior and will be lost if
  7: //     the code is regenerated.
  8: // </auto-generated>
  9: //------------------------------------------------------------------------------
 10:
 11: namespace WebBrowser.Properties {
 12:     using System;
 13:
 14:
 15:     /// <summary>
 16:     ///   A strongly-typed resource class, for looking up localized strings, etc.
 17:     /// </summary>
 18:     // This class was auto-generated by the StronglyTypedResourceBuilder
 19:     // class via a tool like ResGen or Visual Studio.
 20:     // To add or remove a member, edit your .ResX file then rerun ResGen
 21:     // with the /str option, or rebuild your VS project.
 22:
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyType
dResourceBuilder",
"4.0.0.0")]
 23:     [global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
 24:     [global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
 25:     internal class Resources {
 26:
 27:         private static global::System.Resources.ResourceManager resourceMan;
 28:
 29:         private static global::System.Globalization.CultureInfo resourceCulture;
```

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```
 30:
 31:
[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance",
"CA1811:AvoidUncalledPrivateCode")]
 32:         internal Resources() {
 33:         }
 34:
 35:         /// <summary>
 36:         ///   Returns the cached ResourceManager instance used by this class.
 37:         /// </summary>
 38:
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
 39:         internal static global::System.Resources.ResourceManager ResourceManager {
 40:             get {
 41:                 if (object.ReferenceEquals(resourceMan, null)) {
 42:                     global::System.Resources.ResourceManager temp = new
global::System.Resources.ResourceManager("WebBrowser.Properties.Resources",
typeof(Resources).Assembly);
 43:                     resourceMan = temp;
 44:                 }
 45:                 return resourceMan;
 46:             }
 47:         }
 48:
 49:         /// <summary>
 50:         ///   Overrides the current thread's CurrentUICulture property for all
 51:         ///   resource lookups using this strongly typed resource class.
 52:         /// </summary>
 53:
[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.Editor
BrowsableState.Advanced)]
 54:         internal static global::System.Globalization.CultureInfo Culture {
 55:             get {
 56:                 return resourceCulture;
 57:             }
 58:             set {
 59:                 resourceCulture = value;
 60:             }
 61:         }
 62:
 63:         /// <summary>
 64:         ///   Looks up a localized resource of type System.Drawing.Bitmap.
 65:         /// </summary>
 66:         internal static System.Drawing.Bitmap _for {
 67:             get {
 68:                 object obj = ResourceManager.GetObject("for", resourceCulture);
 69:                 return ((System.Drawing.Bitmap)(obj));
 70:             }
 71:         }
 72:
 73:         /// <summary>
 74:         ///   Looks up a localized resource of type System.Drawing.Bitmap.
 75:         /// </summary>
 76:         internal static System.Drawing.Bitmap back {
 77:             get {
 78:                 object obj = ResourceManager.GetObject("back", resourceCulture);
 79:                 return ((System.Drawing.Bitmap)(obj));
 80:             }
 81:         }
 82:
 83:         /// <summary>
 84:         ///   Looks up a localized resource of type System.Drawing.Bitmap.
 85:         /// </summary>
 86:         internal static System.Drawing.Bitmap goes {
 87:             get {
 88:                 object obj = ResourceManager.GetObject("goes", resourceCulture);
 89:                 return ((System.Drawing.Bitmap)(obj));
 90:             }
```

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```
 91:         }
 92:
 93:         /// <summary>
 94:         ///   Looks up a localized resource of type System.Drawing.Bitmap.
 95:         /// </summary>
 96:         internal static System.Drawing.Bitmap refresh {
 97:             get {
 98:                 object obj = ResourceManager.GetObject("refresh", resourceCulture);
 99:                 return ((System.Drawing.Bitmap)(obj));
100:             }
101:         }
102:
103:         /// <summary>
104:         ///   Looks up a localized resource of type System.Drawing.Bitmap.
105:         /// </summary>
106:         internal static System.Drawing.Bitmap stop {
107:             get {
108:                 object obj = ResourceManager.GetObject("stop", resourceCulture);
109:                 return ((System.Drawing.Bitmap)(obj));
110:             }
111:         }
112:     }
113: }
```

Namespaces

Name	Description
WebBrowser (see page 281)	This is namespace WebBrowser.

1.61.225 Safe mode detection.csproj

This is file Safe mode detection.csproj.

1.61.226 Screen Capture.csproj

This is file Screen Capture.csproj.

1.61.227 ScreenInfo.csproj

This is file ScreenInfo.csproj.

1.61.228 Send Messages and Keys example.csproj

This is file Send Messages and Keys example.csproj.

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1.61.229 Service1.cs

This is file Service1.cs.

Body Source

```
 1: ?using System;
 2: using System.Collections.Generic;
 3: using System.Linq;
 4: using System.Runtime.Serialization;
 5: using System.ServiceModel;
 6: using System.Text;
 7:
 8: namespace WcfServiceLibrary
 9: {
10:     // NOTE: You can use the "Rename" command on the "Refactor" menu to change the
class name "Service1" in both code and config file together.
11:     public class Service1 : IService1
12:     {
13:         public string GetData(int value)
14:         {
15:             return string.Format("You entered: {0}", value);
16:         }
17:
18:         public CompositeType GetDataUsingDataContract(CompositeType composite)
19:         {
20:             if (composite == null)
21:             {
22:                 throw new ArgumentNullException("composite");
23:             }
24:             if (composite.BoolValue)
25:             {
26:                 composite.StringValue += "Suffix";
27:             }
28:             return composite;
29:         }
30:
31:         public MyNewObject SayHelloFromWCF(MyNewObject sayhello){
32:             if (sayhello == null)
33:             {
34:                 throw new ArgumentNullException("This is Hello World from service!");
35:             }
36:             if (sayhello.BoolValue)
37:             {
38:                 sayhello.Hello += "Suffix";
39:             }
40:             return sayhello;
41:         }
42:     }
43: }
```

Namespaces

Name	Description
WcfServiceLibrary (see page 276)	This is namespace WcfServiceLibrary.

1.61.230 Settings.Designer.cs

This code was generated by a tool. Runtime Version:4.0.30319.18052

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Body Source

```
 1: ?//------------------------------------------------------------------------------
 2: // <auto-generated>
 3: //     This code was generated by a tool.
 4: //     Runtime Version:4.0.30319.18052
 5: //
 6: //     Changes to this file may cause incorrect behavior and will be lost if
 7: //     the code is regenerated.
 8: // </auto-generated>
 9: //------------------------------------------------------------------------------
10:
11: namespace WebBrowser.Properties {
12:
13:
14:     [global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
15:
[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.Sett
ingsDesigner.SettingsSingleFileGenerator",
"11.0.0.0")]
16:     internal sealed partial class Settings :
global::System.Configuration.ApplicationSettingsBase {
17:
18:         private static Settings defaultInstance =
((Settings)(global::System.Configuration.ApplicationSettingsBase.Synchronized(new
Settings())));
19:
20:         public static Settings Default {
21:             get {
22:                 return defaultInstance;
23:             }
24:         }
25:     }
26: }
```

Namespaces

Name	Description
WebBrowser (see page 281)	This is namespace WebBrowser.

1.61.231 ShellAbout dialog.csproj

This is file ShellAbout dialog.csproj.

1.61.232 SourceCodeURL.csproj

This is file SourceCodeURL.csproj.

1.61.233 SystemFonts.csproj

This is file SystemFonts.csproj.

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1.61.234 TButton text alignment.csproj

This is file TButton text alignment.csproj.

1.61.235 Threads.csproj

This is file Threads.csproj.

1.61.236 Total Physical Memory.csproj

This is file Total Physical Memory.csproj.

1.61.237 TrayIcon example.csproj

This is file TrayIcon example.csproj.

1.61.238 WCF.csproj

This is file WCF.csproj.

1.61.239 WcfServiceLibrary.csproj

This is file WcfServiceLibrary.csproj.

1.61.240 WebBrowser.csproj

This is file WebBrowser.csproj.

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