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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 VehicleInventorySystem
{
    public partial class Form1 : Form
    {
        List<Vehicle> vehicles = new List<Vehicle>();

        public Form1()
        {
            InitializeComponent();
        }

        private void deleteVehicle(string year, string make, string model, string vin)
        {
            int index = -1;

            foreach (Vehicle v in vehicles)
            {
                if (v.Year == year && v.Make == make && v.Model == model && v.Vin == vin)
                {
                    index = (v.Id - 1);
                }
            }

            if (index != -1)
            {
                vehicles.RemoveAt(index);
                MessageBox.Show("Vehicle deleted.");
            }

            int i = 1;

            foreach (Vehicle v in vehicles)
            {
                v.Id = i;
                i++;
            }
        }

        private void saveButton_Click(object sender, EventArgs e)
        {
            if (checkBox1.Checked)
            {
                int id;
                string display = "Vehicle Added: ";

                mileageTextBox.Clear();

                id = (vehicles.Count + 1);
            }
        }
    }
}

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        Vehicle v = new Vehicle(id, yearTextBox.Text, makeTextBox.Text,
modelTextBox.Text, vinTextBox.Text);

        vehicles.Add(v);

        display += v.ShowInfo();

        MessageBox.Show(display);
    }
    else
    {
        int id, mileage;
        string display = "Vehcile Added: ";

        id = (vehicles.Count + 1);
        int.TryParse(mileageTextBox.Text, out mileage);

        Vehicle v = new Vehicle(id, yearTextBox.Text, makeTextBox.Text,
modelTextBox.Text, vinTextBox.Text, mileage);

        vehicles.Add(v);

        display += v.ShowInfo();

        MessageBox.Show(display);
    }

    yearTextBox.Clear();
    makeTextBox.Clear();
    modelTextBox.Clear();
    mileageTextBox.Clear();
    vinTextBox.Clear();
}

private void checkButton_Click(object sender, EventArgs e)
{
    string display = $"Our inventory has the following vehicles:\n";

    for (int i = 0; i < vehicles.Count(); i++)
    {
        display += $"{vehicles[i].ShowInfo()}\n";
    }

    MessageBox.Show(display);
}

private void deleteButton_Click(object sender, EventArgs e)
{
    string year, make, model, vin;

    year = yearTextBox.Text;
    make = makeTextBox.Text;
    model = modelTextBox.Text;
    vin = vinTextBox.Text;

    deleteVehicle(year, make, model, vin);
}

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private void clearButton_Click(object sender, EventArgs e)
{
    for(int i = 0; i <= vehicles.Count; i++)
    {
        vehicles.RemoveAt(i);
    }
}
}
```