

# Classroom Inquisition

1.1

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# Chapter 1

## Namespace Index

### 1.1 Packages

Here are the packages with brief descriptions (if available):

<a href="#">SrP_ClassroomInq</a> . . . . .	<a href="#">7</a>
<a href="#">SrP_ClassroomInq.Properties</a> . . . . .	<a href="#">7</a>





## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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<a href="#">SrP_ClassroomInq::Form1</a>	10
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## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

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## Chapter 4

# Namespace Documentation

### 4.1 Package SrP\_ClassroomInq

#### Packages

- package [Properties](#)

#### Classes

- class [AboutBox\\_CI](#)
- class [Form1](#)
- class [Program](#)

### 4.2 Package SrP\_ClassroomInq.Properties

#### Classes

- class [Resources](#)  
*A strongly-typed resource class, for looking up localized strings, etc.*
- class [Settings](#)



## Chapter 5

# Class Documentation

### 5.1 SrP\_ClassroomInq::AboutBox\_CI Class Reference

#### Public Member Functions

- [AboutBox\\_CI](#) ()

#### Protected Member Functions

- override void [Dispose](#) (bool disposing)  
*Clean up any resources being used.*

#### 5.1.1 Detailed Description

Definition at line 3 of file AboutBox1.Designer.cs.

#### 5.1.2 Constructor & Destructor Documentation

##### 5.1.2.1 SrP\_ClassroomInq::AboutBox\_CI::AboutBox\_CI ( )

Definition at line 13 of file AboutBox1.cs.

#### 5.1.3 Member Function Documentation

##### 5.1.3.1 override void SrP\_ClassroomInq::AboutBox\_CI::Dispose ( bool *disposing* ) [protected]

Clean up any resources being used.

Definition at line 13 of file AboutBox1.Designer.cs.

Here is the call graph for this function:

Here is the caller graph for this function:

The documentation for this class was generated from the following files:

- /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/[AboutBox1.cs](#)
- /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/[AboutBox1.Designer.cs](#)

## 5.2 SrP\_ClassroomInq::Form1 Class Reference

### Public Member Functions

- [Form1](#) ()
- void [MoveCtrlsDown](#) ()
- void [MakeCtrls](#) (string question)
- string [HandleBCKSPC](#) (string RAW\_DATA)
- static bool [ZeroMemory](#) (IntPtr Destination, int Length)
- [Form1](#) ()

### Public Attributes

- const int [classSize](#) = 50

### Protected Member Functions

- override void [Dispose](#) (bool disposing)  
*Clean up any resources being used.*
- override void [Dispose](#) (bool disposing)  
*Clean up any resources being used.*

#### 5.2.1 Detailed Description

Definition at line 3 of file Form1-dyn-ctrls.Designer.cs.

#### 5.2.2 Constructor & Destructor Documentation

##### 5.2.2.1 SrP\_ClassroomInq::Form1::Form1 ( )

Definition at line 21 of file Form1-dyn-ctrls.cs.



### 5.2.2.2 SrP\_ClassroomInq::Form1::Form1 ( )

Definition at line 14 of file Form1.cs.

## 5.2.3 Member Function Documentation

### 5.2.3.1 override void SrP\_ClassroomInq::Form1::Dispose ( bool *disposing* ) [protected]

Clean up any resources being used.

#### Parameters

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

Definition at line 14 of file Form1-dyn-ctrls.Designer.cs.

Here is the call graph for this function:

Here is the caller graph for this function:

### 5.2.3.2 override void SrP\_ClassroomInq::Form1::Dispose ( bool *disposing* ) [protected]

Clean up any resources being used.

#### Parameters

<i>disposing</i>	true if managed resources should be disposed; otherwise, false.
------------------	---

Definition at line 14 of file Form1.Designer.cs.

### 5.2.3.3 string SrP\_ClassroomInq::Form1::HandleBCKSPC ( string *RAW\_DATA* )

Definition at line 232 of file Form1-dyn-ctrls.cs.

### 5.2.3.4 void SrP\_ClassroomInq::Form1::MakeCtrls ( string *question* )

Definition at line 120 of file Form1-dyn-ctrls.cs.

Here is the call graph for this function:

### 5.2.3.5 void SrP\_ClassroomInq::Form1::MoveCtrlsDown ( )

Definition at line 113 of file Form1-dyn-ctrls.cs.

Here is the caller graph for this function:

5.2.3.6 `static bool SrP_ClassroomInq::Form1::ZeroMemory ( IntPtr Destination, int Length )`

## 5.2.4 Member Data Documentation

5.2.4.1 `const int SrP_ClassroomInq::Form1::classSize = 50`

Definition at line 54 of file Form1-dyn-ctrls.cs.

The documentation for this class was generated from the following files:

- /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/[Form1-dyn-ctrls.cs](#)
- /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/[Form1-dyn-ctrls.Designer.cs](#)
- /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/[Form1.cs](#)
- /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/[Form1.Designer.cs](#)

## 5.3 SrP\_ClassroomInq::Program Class Reference

The documentation for this class was generated from the following file:

- /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/[Program.cs](#)

## 5.4 SrP\_ClassroomInq::Properties::Resources Class Reference

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

### 5.4.1 Detailed Description

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

The documentation for this class was generated from the following file:

- /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Properties/[Resources.Designer.cs](#)

## 5.5 SrP\_ClassroomInq::Properties::Settings Class Reference

### Properties

- static [Settings Default](#) [get]

- string [key](#) [get, set]
- bool [Animations](#) [get, set]
- bool [SoundRX](#) [get, set]
- bool [SoundTX](#) [get, set]
- bool [HoverRead](#) [get, set]
- bool [ClickRead](#) [get, set]

### 5.5.1 Property Documentation

**5.5.1.1** bool [SrP\\_ClassroomInq::Properties::Settings::Animations](#) [get, set]

Definition at line 41 of file [Settings.Designer.cs](#).

**5.5.1.2** bool [SrP\\_ClassroomInq::Properties::Settings::ClickRead](#) [get, set]

Definition at line 89 of file [Settings.Designer.cs](#).

**5.5.1.3** Settings [SrP\\_ClassroomInq::Properties::Settings::Default](#) [static, get]

Definition at line 20 of file [Settings.Designer.cs](#).

**5.5.1.4** bool [SrP\\_ClassroomInq::Properties::Settings::HoverRead](#) [get, set]

Definition at line 77 of file [Settings.Designer.cs](#).

**5.5.1.5** string [SrP\\_ClassroomInq::Properties::Settings::key](#) [get, set]

Definition at line 29 of file [Settings.Designer.cs](#).

**5.5.1.6** bool [SrP\\_ClassroomInq::Properties::Settings::SoundRX](#) [get, set]

Definition at line 53 of file [Settings.Designer.cs](#).

**5.5.1.7** bool [SrP\\_ClassroomInq::Properties::Settings::SoundTX](#) [get, set]

Definition at line 65 of file [Settings.Designer.cs](#).

The documentation for this class was generated from the following file:

- [/home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\\_ClassroomInq/Properties/Settings.Designer.cs](#)



## Chapter 6

# File Documentation

### 6.1 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/AboutBox1.cs File Reference

#### Classes

- class [SrP\\_ClassroomInq::AboutBox\\_CI](#)

#### Packages

- package [SrP\\_ClassroomInq](#)

### 6.2 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/AboutBox1.Designer.cs File - Reference

#### Classes

- class [SrP\\_ClassroomInq::AboutBox\\_CI](#)

#### Packages

- package [SrP\\_ClassroomInq](#)

### 6.3 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Form1-dyn-ctrls.cs File Reference

### Classes

- class [SrP\\_ClassroomInq::Form1](#)

### Packages

- package [SrP\\_ClassroomInq](#)

## 6.4 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Form1-dyn-ctrls.Designer.cs File Reference

### Classes

- class [SrP\\_ClassroomInq::Form1](#)

### Packages

- package [SrP\\_ClassroomInq](#)

## 6.5 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Form1.cs File Reference

### Classes

- class [SrP\\_ClassroomInq::Form1](#)

### Packages

- package [SrP\\_ClassroomInq](#)

## 6.6 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Form1.Designer.cs File Reference

### Classes

- class [SrP\\_ClassroomInq::Form1](#)

**6.7 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Program.cs File Reference**

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**Packages**

- package [SrP\\_ClassroomInq](#)

**6.7 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Program.cs File Reference**

**Classes**

- class [SrP\\_ClassroomInq::Program](#)

**Packages**

- package [SrP\\_ClassroomInq](#)

**6.8 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Properties/AssemblyInfo.cs File Reference**

**6.9 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Properties/Resources.Designer.cs File Reference**

**Classes**

- class [SrP\\_ClassroomInq::Properties::Resources](#)  
*A strongly-typed resource class, for looking up localized strings, etc.*

**Packages**

- package [SrP\\_ClassroomInq.Properties](#)

**6.10 /home/bondslaveofJesus/Documents/SourceCode/Classroom-Inquisition/SrP\_ClassroomInq/Properties/Settings.Designer.cs File Reference**

**Classes**

- class [SrP\\_ClassroomInq::Properties::Settings](#)

## Packages

- package [SrP\\_ClassroomInq.Properties](#)