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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 T04_P02_GUI_Technical_Support
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();

            // When user clicks "What shoul I do?" button, show different message in
            solutionTextbox.
            private void processButton_Click(object sender, EventArgs e)
            {
                // When computer beeps and discdrive spins
                if (computerBeepCheckbox.Checked == true && discSpinCheckbox.Checked == true)
                {
                    solutionTextbox.ForeColor = Color.Red;
                    solutionTextbox.Text = "Contact Tech Support.";
                }

                // When computer beeps and discdrive does not spin
                else if (computerBeepCheckbox.Checked == true && discSpinCheckbox.Checked ==
false)
                {
                    solutionTextbox.ForeColor = Color.Red;
                    solutionTextbox.Text = "Check drive cables.";
                }

                // When computer does not beep and discdrive does not spin
                else if (computerBeepCheckbox.Checked == false && discSpinCheckbox.Checked ==
false)
                {
                    solutionTextbox.ForeColor = Color.Red;
                    solutionTextbox.Text = "Bring computer to repair centre.";
                }

                // When computer does not beep and discdrive spins
                else if (computerBeepCheckbox.Checked == false && discSpinCheckbox.Checked ==
true)
                {
                    solutionTextbox.ForeColor = Color.Red;
                    solutionTextbox.Text = "Check the speaker contacts.";
                }
            }

            // When user clicks "Quit" button, exit the program.
            private void quitbutton_Click(object sender, EventArgs e)

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        {  
            Application.Exit();  
        }  
    }
```