

Название: *Glamorous Registration*

Текст программы:

```
namespace Omagad
{
    partial class GlamorousForm1
    {
        /// <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()
        {
            System.ComponentModel.ComponentResourceManager resources = new
System.ComponentModel.ComponentResourceManager(typeof(GlamorousForm
1));

            this.panel1 = new System.Windows.Forms.Panel();
            this.button2 = new System.Windows.Forms.Button();
        }
    }
}
```

```

this.button1 = new System.Windows.Forms.Button();
this.label5 = new System.Windows.Forms.Label();
this.label4 = new System.Windows.Forms.Label();
this.label3 = new System.Windows.Forms.Label();
this.textBox3 = new System.Windows.Forms.TextBox();
this.textBox2 = new System.Windows.Forms.TextBox();
this.textBox1 = new System.Windows.Forms.TextBox();
this.label2 = new System.Windows.Forms.Label();
this.label1 = new System.Windows.Forms.Label();
this.panel2 = new System.Windows.Forms.Panel();
this.panel1.SuspendLayout();
this.SuspendLayout();
//
// panel1
//
this.panel1.BackColor = System.Drawing.Color.DeepPink;
this.panel1.Controls.Add(this.button2);
this.panel1.Controls.Add(this.button1);
this.panel1.Controls.Add(this.label5);
this.panel1.Controls.Add(this.label4);
this.panel1.Controls.Add(this.label3);
this.panel1.Controls.Add(this.textBox3);
this.panel1.Controls.Add(this.textBox2);
this.panel1.Controls.Add(this.textBox1);
this.panel1.Controls.Add(this.label2);
this.panel1.Controls.Add(this.label1);
this.panel1.Cursor = System.Windows.Forms.Cursors.WaitCursor;
this.panel1.Font = new System.Drawing.Font("Microsoft YaHei UI",
16.2F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
((byte)(204)));
this.panel1.Location = new System.Drawing.Point(0, -2);
this.panel1.Name = "panel1";
this.panel1.Size = new System.Drawing.Size(682, 582);
this.panel1.TabIndex = 0;
this.panel1.UseWaitCursor = true;
this.panel1.Paint += new
System.Windows.Forms.PaintEventHandler(this.panel1_Paint);
//
// button2
//
this.button2.Cursor = System.Windows.Forms.Cursors.WaitCursor;
this.button2.FlatAppearance.BorderSize = 0;
this.button2.FlatAppearance.MouseDownBackColor =
System.Drawing.Color.Magenta;

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        this.button2.FlatAppearance.MouseOverBackColor =
System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(192)))),
((int)(((byte)(255)))));
        this.button2.ForeColor = System.Drawing.Color.MediumVioletRed;
        this.button2.Location = new System.Drawing.Point(612, 14);
        this.button2.Name = "button2";
        this.button2.Size = new System.Drawing.Size(53, 46);
        this.button2.TabIndex = 2;
        this.button2.Text = "X";
        this.button2.UseVisualStyleBackColor = true;
        this.button2.UseWaitCursor = true;
        //
        // button1
        //
        this.button1.BackColor = System.Drawing.Color.DarkSlateGray;
        this.button1.BackgroundImage =
global::Omagad.Properties.Resources.Без_названия;
        this.button1.Cursor = System.Windows.Forms.Cursors.WaitCursor;
        this.button1.FlatAppearance.MouseDownBackColor =
System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(192)))),
((int)(((byte)(255)))));
        this.button1.FlatAppearance.MouseOverBackColor =
System.Drawing.Color.Violet;
        this.button1.Font = new System.Drawing.Font("Perpetua Titling MT",
28.2F, System.Drawing.FontStyle.Italic, System.Drawing.GraphicsUnit.Point,
((byte)(0)));
        this.button1.ForeColor = System.Drawing.Color.Gold;
        this.button1.Location = new System.Drawing.Point(100, 467);
        this.button1.Name = "button1";
        this.button1.Size = new System.Drawing.Size(476, 76);
        this.button1.TabIndex = 10;
        this.button1.Text = "Start Glowup";
        this.button1.UseVisualStyleBackColor = false;
        this.button1.UseWaitCursor = true;
        this.button1.Click += new System.EventHandler(this.button1_Click);
        //
        // label5
        //
        this.label5.AutoSize = true;
        this.label5.Font = new System.Drawing.Font("Parchment", 48F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
((byte)(0)));
        this.label5.Location = new System.Drawing.Point(17, 368);
        this.label5.Name = "label5";
        this.label5.Size = new System.Drawing.Size(222, 85);

```

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this.label5.TabIndex = 9;
this.label5.Text = "Password";
this.label5.UseWaitCursor = true;
//
// label4
//
this.label4.AutoSize = true;
this.label4.Font = new System.Drawing.Font("Parchment", 48F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
((byte)0));
this.label4.Location = new System.Drawing.Point(17, 283);
this.label4.Name = "label4";
this.label4.Size = new System.Drawing.Size(224, 85);
this.label4.TabIndex = 8;
this.label4.Text = "Your rules";
this.label4.UseWaitCursor = true;
//
// label3
//
this.label3.AutoSize = true;
this.label3.Font = new System.Drawing.Font("Parchment", 48F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
((byte)0));
this.label3.Location = new System.Drawing.Point(12, 207);
this.label3.Name = "label3";
this.label3.Size = new System.Drawing.Size(227, 85);
this.label3.TabIndex = 7;
this.label3.Text = "Your name";
this.label3.UseWaitCursor = true;
this.label3.Click += new System.EventHandler(this.label3_Click);
//
// textBox3
//
this.textBox3.BackColor = System.Drawing.Color.MistyRose;
this.textBox3.Cursor = System.Windows.Forms.Cursors.WaitCursor;
this.textBox3.Font = new System.Drawing.Font("Vladimir Script", 13.8F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
((byte)0));
this.textBox3.Location = new System.Drawing.Point(245, 404);
this.textBox3.Name = "textBox3";
this.textBox3.PasswordChar = '♥';
this.textBox3.Size = new System.Drawing.Size(386, 35);
this.textBox3.TabIndex = 6;
this.textBox3.UseSystemPasswordChar = true;
this.textBox3.UseWaitCursor = true;

```

```

//
// textBox2
//
this.textBox2.BackColor = System.Drawing.Color.MistyRose;
this.textBox2.Cursor = System.Windows.Forms.Cursors.WaitCursor;
this.textBox2.Font = new System.Drawing.Font("Vladimir Script", 24F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
(byte)(0));
this.textBox2.Location = new System.Drawing.Point(245, 305);
this.textBox2.Multiline = true;
this.textBox2.Name = "textBox2";
this.textBox2.Size = new System.Drawing.Size(386, 53);
this.textBox2.TabIndex = 5;
this.textBox2.UseWaitCursor = true;
//
// textBox1
//
this.textBox1.BackColor = System.Drawing.Color.MistyRose;
this.textBox1.Cursor = System.Windows.Forms.Cursors.WaitCursor;
this.textBox1.Font = new System.Drawing.Font("Vladimir Script", 22.2F,
System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
(byte)(0));
this.textBox1.Location = new System.Drawing.Point(245, 227);
this.textBox1.Multiline = true;
this.textBox1.Name = "textBox1";
this.textBox1.Size = new System.Drawing.Size(386, 53);
this.textBox1.TabIndex = 4;
this.textBox1.UseWaitCursor = true;
this.textBox1.TextChanged += new
System.EventHandler(this.textBox1_TextChanged);
//
// label2
//
this.label2.AutoSize = true;
this.label2.Font = new System.Drawing.Font("Palace Script MT", 72F,
System.Drawing.FontStyle.Italic, System.Drawing.GraphicsUnit.Point,
(byte)(0));
this.label2.Location = new System.Drawing.Point(131, 14);
this.label2.Name = "label2";
this.label2.Size = new System.Drawing.Size(378, 111);
this.label2.TabIndex = 3;
this.label2.Text = "Glamorous";
this.label2.UseWaitCursor = true;
//
// label1

```

```

//
this.label1.AutoSize = true;
this.label1.Font = new System.Drawing.Font("Old English Text MT",
28.2F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point,
((byte)(0)));
this.label1.Location = new System.Drawing.Point(187, 115);
this.label1.Name = "label1";
this.label1.Size = new System.Drawing.Size(265, 56);
this.label1.TabIndex = 2;
this.label1.Text = "Registration";
this.label1.UseWaitCursor = true;
this.label1.Click += new System.EventHandler(this.label1_Click);
//
// panel2
//
this.panel2.BackgroundImage =
global::Omagad.Properties.Resources._1443_970;
this.panel2.Location = new System.Drawing.Point(0, 575);
this.panel2.Name = "panel2";
this.panel2.Size = new System.Drawing.Size(1841, 167);
this.panel2.TabIndex = 1;
//
// GlamorousForm1
//
this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);
this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
this.BackgroundImage =
((System.Drawing.Image)(resources.GetObject("$this.BackgroundImage")));
this.ClientSize = new System.Drawing.Size(1834, 769);
this.Controls.Add(this.panel2);
this.Controls.Add(this.panel1);
this.Name = "GlamorousForm1";
this.Text = "GlamorousForm1";
this.WindowState =
System.Windows.Forms.FormWindowState.Minimized;
this.Load += new System.EventHandler(this.GlamorousForm1_Load);
this.panel1.ResumeLayout(false);
this.panel1.PerformLayout();
this.ResumeLayout(false);

}

#endregion

private System.Windows.Forms.Panel panel1;

```

```

private System.Windows.Forms.Panel panel2;
private System.Windows.Forms.Label label1;
private System.Windows.Forms.Label label2;
private System.Windows.Forms.TextBox textBox1;
private System.Windows.Forms.Label label3;
private System.Windows.Forms.TextBox textBox3;
private System.Windows.Forms.TextBox textBox2;
private System.Windows.Forms.Label label4;
private System.Windows.Forms.Button button1;

private System.Windows.Forms.Label label5;
private System.Windows.Forms.Button button2;
}
}

using System;
using System.Collections.Generic;
using System.Linq;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace Omagad
{
    internal static class Program
    {
        /// <summary>
        /// Главная точка входа для приложения.
        /// </summary>
        [STAThread]
        static void Main()
        {
            Application.EnableVisualStyles();
            Application.SetCompatibleTextRenderingDefault(false);
            Application.Run(new GlamourousForm1());
        }
    }
}

namespace Omagad.Properties
{

```

```

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

[global::System.CodeDom.Compiler.GeneratedCodeAttribute("Microsoft.VisualStudio.Editors.SettingsDesigner.SettingsSingleFileGenerator", "11.0.0.0")]
    internal sealed partial class Settings :
global::System.Configuration.ApplicationSettingsBase
    {

        private static Settings defaultInstance =
((Settings)(global::System.Configuration.ApplicationSettingsBase.Synchronized(new Settings())));

        public static Settings Default
        {
            get
            {
                return defaultInstance;
            }
        }
    }
}

```

```

namespace Omagad.Properties {
    using System;

```

```

    /// <summary>
    /// Класс ресурса со строгой типизацией для поиска локализованных строк
и т.д.
    /// </summary>
    // Этот класс создан автоматически классом StronglyTypedResourceBuilder
    // с помощью такого средства, как ResGen или Visual Studio.
    // Чтобы добавить или удалить член, измените файл .ResX и снова
запустите ResGen
    // с параметром /str или перестройте свой проект VS.

```

```

[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder", "17.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]

```



```

internal class Resources {

    private static global::System.Resources.ResourceManager resourceMan;

    private static global::System.Globalization.CultureInfo resourceCulture;

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

    /// <summary>
    /// Возвращает кэшированный экземпляр ResourceManager,
использованный ЭТИМ классом.
    /// </summary>

    [global::System.ComponentModel.EditorBrowsableAttribute(global::System.Com
ponentModel.EditorBrowsableState.Advanced)]
    internal static global::System.Resources.ResourceManager ResourceManager
    {
        get {
            if (object.ReferenceEquals(resourceMan, null)) {
                global::System.Resources.ResourceManager temp = new
global::System.Resources.ResourceManager("Omagad.Properties.Resources",
typeof(Resources).Assembly);
                resourceMan = temp;
            }
            return resourceMan;
        }
    }

    /// <summary>
    /// Перезаписывает свойство CurrentUICulture текущего потока для всех
    /// обращений к ресурсу с помощью этого класса ресурса со строгой
типизацией.
    /// </summary>

    [global::System.ComponentModel.EditorBrowsableAttribute(global::System.Com
ponentModel.EditorBrowsableState.Advanced)]
    internal static global::System.Globalization.CultureInfo Culture {
        get {
            return resourceCulture;
        }
        set {

```

```

        resourceCulture = value;
    }
}

/// <summary>
/// Поиск локализованного ресурса типа System.Drawing.Bitmap.
/// </summary>
internal static System.Drawing.Bitmap _1443_970 {
    get {
        object obj = ResourceManager.GetObject("1443.970", resourceCulture);
        return ((System.Drawing.Bitmap)(obj));
    }
}

/// <summary>
/// Поиск локализованного ресурса типа System.Drawing.Bitmap.
/// </summary>
internal static System.Drawing.Bitmap aly {
    get {
        object obj = ResourceManager.GetObject("aly", resourceCulture);
        return ((System.Drawing.Bitmap)(obj));
    }
}

/// <summary>
/// Поиск локализованного ресурса типа System.Drawing.Bitmap.
/// </summary>
internal static System.Drawing.Bitmap Без_названия {
    get {
        object obj = ResourceManager.GetObject("Без названия",
resourceCulture);
        return ((System.Drawing.Bitmap)(obj));
    }
}
}
}
}

```

```

using System.Reflection;
using System.Runtime.CompilerServices;
using System.Runtime.InteropServices;

```

```

// Общие сведения об этой сборке предоставляются следующим набором
// набора атрибутов. Измените значения этих атрибутов для изменения
// сведений,

```

```
// связанных со сборкой.
[assembly: AssemblyTitle("Omagad")]
[assembly: AssemblyDescription("")]
[assembly: AssemblyConfiguration("")]
[assembly: AssemblyCompany("")]
[assembly: AssemblyProduct("Omagad")]
[assembly: AssemblyCopyright("Copyright © 2024")]
[assembly: AssemblyTrademark("")]
[assembly: AssemblyCulture(")]

// Установка значения False для параметра ComVisible делает типы в этой
// сборке невидимыми
// для компонентов COM. Если необходимо обратиться к типу в этой сборке
// через
// COM, следует установить атрибут ComVisible в TRUE для этого типа.
[assembly: ComVisible(false)]

// Следующий GUID служит для идентификации библиотеки типов, если этот
// проект будет видимым для COM
[assembly: Guid("")]

[assembly: AssemblyVersion("1.0.0.0")]
[assembly: AssemblyFileVersion("1.0.0.0")]
```

Результат работы программы:

