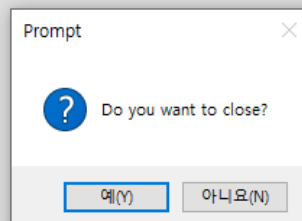


```
참조 1개
public partial class Form1 : Form
{
    참조 1개
    public Form1()
    {
        InitializeComponent();
    }

    참조 1개
    private void Form1_Load(object sender, EventArgs e)
    {
        MessageBox.Show("This form is loaded");
    }

    참조 1개
    private void Form1_FormClosed(object sender, FormClosedEventArgs e)
    {
        MessageBox.Show("This form is closed");
    }
}
```

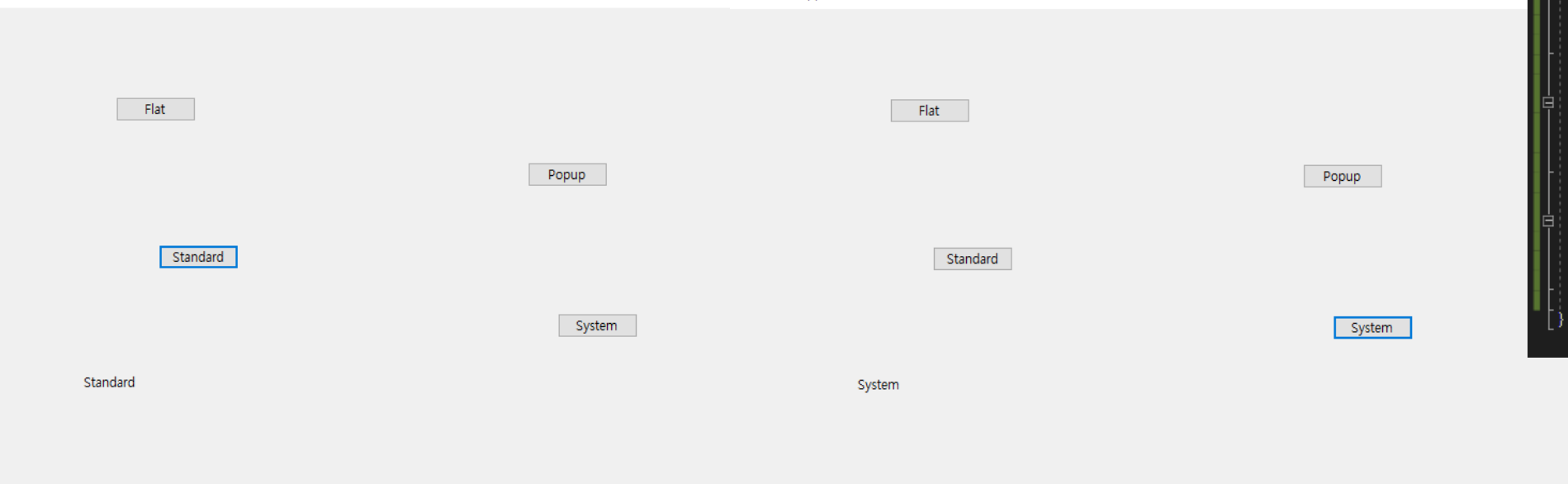
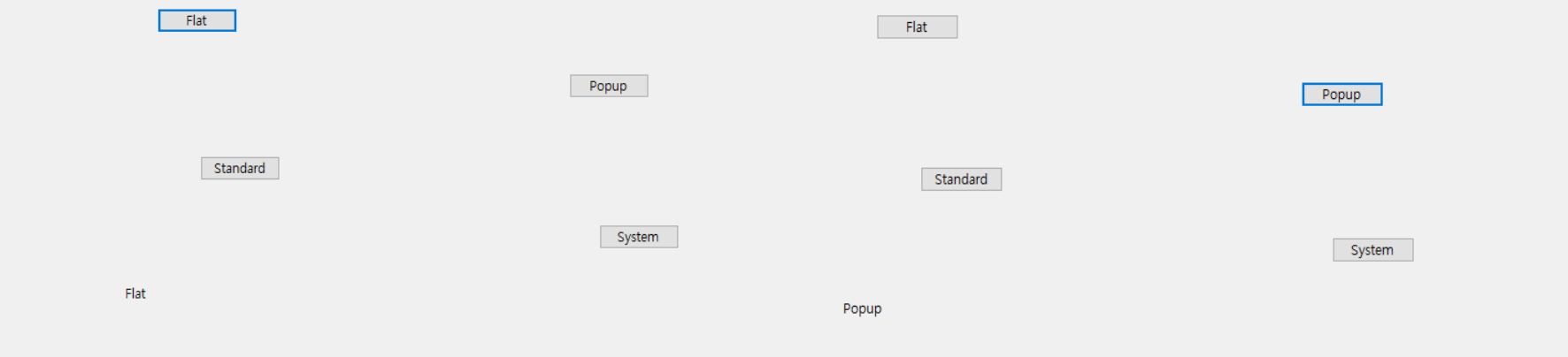
Close



```
namespace HelloForm
{
    참조 3개
    public partial class Form1 : Form
    {
        참조 1개
        public Form1()
        {
            InitializeComponent();
        }

        참조 1개
        private void Form1_FormClosing(object sender, FormClosingEventArgs e)
        {
            if (MessageBox.Show("Do you want to close?",
                                "Prompt",
                                MessageBoxButtons.YesNo,
                                MessageBoxIcon.Question) == DialogResult.Yes)
            {
                e.Cancel = false;
            }
            else
            {
                e.Cancel = true;
            }
        }

        참조 1개
        private void button1_Click(object sender, EventArgs e)
        {
            Close();
        }
    }
}
```



```
{
    참조 3개
    public partial class Form1 : Form
    {
        참조 1개
        public Form1()
        {
            InitializeComponent();
        }

        참조 1개
        private void button1_Click_1(object sender, EventArgs e)
        {
            label1.Text = FlatStyle.Flat.ToString();
        }

        참조 1개
        private void button2_Click(object sender, EventArgs e)
        {
            label1.Text = FlatStyle.Popup.ToString();
        }

        참조 1개
        private void button3_Click(object sender, EventArgs e)
        {
            label1.Text = FlatStyle.Standard.ToString();
        }

        참조 1개
        private void button4_Click(object sender, EventArgs e)
        {
            label1.Text = FlatStyle.System.ToString();
        }
    }
}
```