﻿using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Drawing;

using System.Data;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace Liaqat\_Gym\_Management\_System

{

public partial class Home : UserControl

{

public Home()

{

InitializeComponent();

}

private void timer1\_Tick(object sender, EventArgs e)

{

//Random random = new Random();

//int colorOne = random.Next(0, 255);

//int ColorTw0 = random.Next(0, 255);

//int ColorThree = random.Next(0, 255);

//int colorFour = random.Next(0, 255);

//label1.ForeColor = Color.FromArgb(colorOne, ColorTw0, ColorThree, colorFour);

}

private void Home\_Load(object sender, EventArgs e)

{

timer1.Start();

timer1.Enabled = true;

timer2.Start();

timer2.Enabled = true;

}

private void lblTime\_Click(object sender, EventArgs e)

{

}

private void timer2\_Tick(object sender, EventArgs e)

{

lblTime.Text = DateTime.Now.ToString("HH:mm");

lblSec.Text = DateTime.Now.ToString("ss");

lblDate.Text = DateTime.Now.ToString("MMM dd yyyy");

lblDay.Text = DateTime.Now.ToString("ddd");

}

private void lblSec\_Click(object sender, EventArgs e)

{

}

private void lblDay\_Click(object sender, EventArgs e)

{

}

private void lblDate\_Click(object sender, EventArgs e)

{

}

}

}