//------------------------------------------------------------------------------

// <auto-generated>

// This code was generated by a tool.

// Runtime Version:4.0.30319.42000

//

// Changes to this file may cause incorrect behavior and will be lost if

// the code is regenerated.

// </auto-generated>

//------------------------------------------------------------------------------

namespace Liaqat\_Gym\_Management\_System.Properties

{

/// <summary>

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

/// </summary>

// This class was auto-generated by the StronglyTypedResourceBuilder

// class via a tool like ResGen or Visual Studio.

// To add or remove a member, edit your .ResX file then rerun ResGen

// with the /str option, or rebuild your VS project.

[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder", "4.0.0.0")]

[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>

/// Returns the cached ResourceManager instance used by this class.

/// </summary>

[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]

internal static global::System.Resources.ResourceManager ResourceManager

{

get

{

if ((resourceMan == null))

{

global::System.Resources.ResourceManager temp = new global::System.Resources.ResourceManager("Liaqat\_Gym\_Management\_System.Properties.Resources", typeof(Resources).Assembly);

resourceMan = temp;

}

return resourceMan;

}

}

/// <summary>

/// Overrides the current thread's CurrentUICulture property for all

/// resource lookups using this strongly typed resource class.

/// </summary>

[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]

internal static global::System.Globalization.CultureInfo Culture

{

get

{

return resourceCulture;

}

set

{

resourceCulture = value;

}

}

}

}