﻿<?xml version="1.0" encoding="utf-8"?>

<Project ToolsVersion="4.0" DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">

<Import Project="$(MSBuildExtensionsPath)\$(MSBuildToolsVersion)\Microsoft.Common.props" Condition="Exists('$(MSBuildExtensionsPath)\$(MSBuildToolsVersion)\Microsoft.Common.props')" />

<PropertyGroup>

<Configuration Condition=" '$(Configuration)' == '' ">Debug</Configuration>

<Platform Condition=" '$(Platform)' == '' ">AnyCPU</Platform>

<ProjectGuid>{00F70354-25F1-432D-BF72-8D1536D8E66D}</ProjectGuid>

<OutputType>WinExe</OutputType>

<AppDesignerFolder>Properties</AppDesignerFolder>

<RootNamespace>Calculator</RootNamespace>

<AssemblyName>Calculator</AssemblyName>

<TargetFrameworkVersion>v4.5</TargetFrameworkVersion>

<FileAlignment>512</FileAlignment>

</PropertyGroup>

<PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">

<PlatformTarget>AnyCPU</PlatformTarget>

<DebugSymbols>true</DebugSymbols>

<DebugType>full</DebugType>

<Optimize>false</Optimize>

<OutputPath>bin\Debug\</OutputPath>

<DefineConstants>DEBUG;TRACE</DefineConstants>

<ErrorReport>prompt</ErrorReport>

<WarningLevel>4</WarningLevel>

</PropertyGroup>

<PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">

<PlatformTarget>AnyCPU</PlatformTarget>

<DebugType>pdbonly</DebugType>

<Optimize>true</Optimize>

<OutputPath>bin\Release\</OutputPath>

<DefineConstants>TRACE</DefineConstants>

<ErrorReport>prompt</ErrorReport>

<WarningLevel>4</WarningLevel>

</PropertyGroup>

<ItemGroup>

<Reference Include="System" />

<Reference Include="System.Core" />

<Reference Include="System.Xml.Linq" />

<Reference Include="System.Data.DataSetExtensions" />

<Reference Include="Microsoft.CSharp" />

<Reference Include="System.Data" />

<Reference Include="System.Deployment" />

<Reference Include="System.Drawing" />

<Reference Include="System.Windows.Forms" />

<Reference Include="System.Xml" />

</ItemGroup>

<ItemGroup>

<Compile Include="Form1.cs">

<SubType>Form</SubType>

</Compile>

<Compile Include="Form1.Designer.cs">

<DependentUpon>Form1.cs</DependentUpon>

</Compile>

<Compile Include="Program.cs" />

<Compile Include="Properties\AssemblyInfo.cs" />

<EmbeddedResource Include="Form1.resx">

<DependentUpon>Form1.cs</DependentUpon>

</EmbeddedResource>

<EmbeddedResource Include="Properties\Resources.resx">

<Generator>ResXFileCodeGenerator</Generator>

<LastGenOutput>Resources.Designer.cs</LastGenOutput>

<SubType>Designer</SubType>

</EmbeddedResource>

<Compile Include="Properties\Resources.Designer.cs">

<AutoGen>True</AutoGen>

<DependentUpon>Resources.resx</DependentUpon>

</Compile>

<None Include="Properties\Settings.settings">

<Generator>SettingsSingleFileGenerator</Generator>

<LastGenOutput>Settings.Designer.cs</LastGenOutput>

</None>

<Compile Include="Properties\Settings.Designer.cs">

<AutoGen>True</AutoGen>

<DependentUpon>Settings.settings</DependentUpon>

<DesignTimeSharedInput>True</DesignTimeSharedInput>

</Compile>

</ItemGroup>

<ItemGroup>

<None Include="App.config" />

</ItemGroup>

<Import Project="$(MSBuildToolsPath)\Microsoft.CSharp.targets" />

<!-- To modify your build process, add your task inside one of the targets below and uncomment it.

Other similar extension points exist, see Microsoft.Common.targets.

<Target Name="BeforeBuild">

</Target>

<Target Name="AfterBuild">

</Target>

-->

</Project>