﻿namespace Calculator

{

partial class Form1

{

/// <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()

{

this.One = new System.Windows.Forms.Button();

this.two = new System.Windows.Forms.Button();

this.three = new System.Windows.Forms.Button();

this.Four = new System.Windows.Forms.Button();

this.Five = new System.Windows.Forms.Button();

this.Six = new System.Windows.Forms.Button();

this.Seven = new System.Windows.Forms.Button();

this.Eight = new System.Windows.Forms.Button();

this.Nine = new System.Windows.Forms.Button();

this.Ten = new System.Windows.Forms.Button();

this.Add = new System.Windows.Forms.Button();

this.Minus = new System.Windows.Forms.Button();

this.Mul = new System.Windows.Forms.Button();

this.Div = new System.Windows.Forms.Button();

this.textBox1 = new System.Windows.Forms.TextBox();

this.Equal = new System.Windows.Forms.Button();

this.sqrt = new System.Windows.Forms.Button();

this.cbrt = new System.Windows.Forms.Button();

this.Exp = new System.Windows.Forms.Button();

this.Power = new System.Windows.Forms.Button();

this.SuspendLayout();

//

// One

//

this.One.Location = new System.Drawing.Point(30, 98);

this.One.Name = "One";

this.One.Size = new System.Drawing.Size(50, 51);

this.One.TabIndex = 0;

this.One.Text = "1";

this.One.UseVisualStyleBackColor = true;

this.One.Click += new System.EventHandler(this.One\_Click);

//

// two

//

this.two.Location = new System.Drawing.Point(118, 98);

this.two.Name = "two";

this.two.Size = new System.Drawing.Size(47, 51);

this.two.TabIndex = 1;

this.two.Text = "2";

this.two.UseVisualStyleBackColor = true;

this.two.Click += new System.EventHandler(this.two\_Click);

//

// three

//

this.three.Location = new System.Drawing.Point(204, 98);

this.three.Name = "three";

this.three.Size = new System.Drawing.Size(46, 51);

this.three.TabIndex = 2;

this.three.Text = "3";

this.three.UseVisualStyleBackColor = true;

this.three.Click += new System.EventHandler(this.three\_Click);

//

// Four

//

this.Four.Location = new System.Drawing.Point(30, 165);

this.Four.Name = "Four";

this.Four.Size = new System.Drawing.Size(50, 48);

this.Four.TabIndex = 3;

this.Four.Text = "4";

this.Four.UseVisualStyleBackColor = true;

this.Four.Click += new System.EventHandler(this.Four\_Click);

//

// Five

//

this.Five.Location = new System.Drawing.Point(118, 165);

this.Five.Name = "Five";

this.Five.Size = new System.Drawing.Size(47, 48);

this.Five.TabIndex = 4;

this.Five.Text = "5";

this.Five.UseVisualStyleBackColor = true;

this.Five.Click += new System.EventHandler(this.Five\_Click);

//

// Six

//

this.Six.Location = new System.Drawing.Point(204, 165);

this.Six.Name = "Six";

this.Six.Size = new System.Drawing.Size(46, 48);

this.Six.TabIndex = 5;

this.Six.Text = "6";

this.Six.UseVisualStyleBackColor = true;

this.Six.Click += new System.EventHandler(this.Six\_Click);

//

// Seven

//

this.Seven.Location = new System.Drawing.Point(30, 239);

this.Seven.Name = "Seven";

this.Seven.Size = new System.Drawing.Size(50, 47);

this.Seven.TabIndex = 6;

this.Seven.Text = "7";

this.Seven.UseVisualStyleBackColor = true;

this.Seven.Click += new System.EventHandler(this.Seven\_Click);

//

// Eight

//

this.Eight.Location = new System.Drawing.Point(118, 239);

this.Eight.Name = "Eight";

this.Eight.Size = new System.Drawing.Size(47, 47);

this.Eight.TabIndex = 7;

this.Eight.Text = "8";

this.Eight.UseVisualStyleBackColor = true;

this.Eight.Click += new System.EventHandler(this.Eight\_Click);

//

// Nine

//

this.Nine.Location = new System.Drawing.Point(204, 239);

this.Nine.Name = "Nine";

this.Nine.Size = new System.Drawing.Size(46, 47);

this.Nine.TabIndex = 8;

this.Nine.Text = "9";

this.Nine.UseVisualStyleBackColor = true;

this.Nine.Click += new System.EventHandler(this.Nine\_Click);

//

// Ten

//

this.Ten.Location = new System.Drawing.Point(118, 308);

this.Ten.Name = "Ten";

this.Ten.Size = new System.Drawing.Size(47, 44);

this.Ten.TabIndex = 9;

this.Ten.Text = "0";

this.Ten.UseVisualStyleBackColor = true;

this.Ten.Click += new System.EventHandler(this.Ten\_Click);

//

// Add

//

this.Add.Location = new System.Drawing.Point(30, 363);

this.Add.Name = "Add";

this.Add.Size = new System.Drawing.Size(39, 33);

this.Add.TabIndex = 10;

this.Add.Text = "+";

this.Add.UseVisualStyleBackColor = true;

this.Add.Click += new System.EventHandler(this.Add\_Click);

//

// Minus

//

this.Minus.Location = new System.Drawing.Point(87, 363);

this.Minus.Name = "Minus";

this.Minus.Size = new System.Drawing.Size(40, 33);

this.Minus.TabIndex = 11;

this.Minus.Text = "-";

this.Minus.UseVisualStyleBackColor = true;

this.Minus.Click += new System.EventHandler(this.Minus\_Click);

//

// Mul

//

this.Mul.Location = new System.Drawing.Point(146, 363);

this.Mul.Name = "Mul";

this.Mul.Size = new System.Drawing.Size(42, 33);

this.Mul.TabIndex = 12;

this.Mul.Text = "X";

this.Mul.UseVisualStyleBackColor = true;

this.Mul.Click += new System.EventHandler(this.Mul\_Click);

//

// Div

//

this.Div.Location = new System.Drawing.Point(204, 363);

this.Div.Name = "Div";

this.Div.Size = new System.Drawing.Size(46, 33);

this.Div.TabIndex = 13;

this.Div.Text = "/";

this.Div.UseVisualStyleBackColor = true;

this.Div.Click += new System.EventHandler(this.Div\_Click);

//

// textBox1

//

this.textBox1.BackColor = System.Drawing.SystemColors.Info;

this.textBox1.Location = new System.Drawing.Point(30, 47);

this.textBox1.Name = "textBox1";

this.textBox1.Size = new System.Drawing.Size(220, 20);

this.textBox1.TabIndex = 14;

//

// Equal

//

this.Equal.Location = new System.Drawing.Point(101, 446);

this.Equal.Name = "Equal";

this.Equal.Size = new System.Drawing.Size(75, 54);

this.Equal.TabIndex = 15;

this.Equal.Text = "=";

this.Equal.UseVisualStyleBackColor = true;

this.Equal.Click += new System.EventHandler(this.Equal\_Click);

//

// sqrt

//

this.sqrt.Location = new System.Drawing.Point(30, 403);

this.sqrt.Name = "sqrt";

this.sqrt.Size = new System.Drawing.Size(39, 32);

this.sqrt.TabIndex = 16;

this.sqrt.Text = "Sqrt";

this.sqrt.UseVisualStyleBackColor = true;

this.sqrt.Click += new System.EventHandler(this.sqrt\_Click);

//

// cbrt

//

this.cbrt.Location = new System.Drawing.Point(87, 403);

this.cbrt.Name = "cbrt";

this.cbrt.Size = new System.Drawing.Size(40, 32);

this.cbrt.TabIndex = 17;

this.cbrt.Text = "Log";

this.cbrt.UseVisualStyleBackColor = true;

this.cbrt.Click += new System.EventHandler(this.cbrt\_Click);

//

// Exp

//

this.Exp.Location = new System.Drawing.Point(146, 403);

this.Exp.Name = "Exp";

this.Exp.Size = new System.Drawing.Size(42, 32);

this.Exp.TabIndex = 18;

this.Exp.Text = "Exp";

this.Exp.UseVisualStyleBackColor = true;

this.Exp.Click += new System.EventHandler(this.Exp\_Click);

//

// Power

//

this.Power.Location = new System.Drawing.Point(204, 403);

this.Power.Name = "Power";

this.Power.Size = new System.Drawing.Size(46, 32);

this.Power.TabIndex = 19;

this.Power.Text = "Pow";

this.Power.UseVisualStyleBackColor = true;

this.Power.Click += new System.EventHandler(this.Power\_Click);

//

// Form1

//

this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.BackColor = System.Drawing.SystemColors.WindowFrame;

this.ClientSize = new System.Drawing.Size(284, 525);

this.Controls.Add(this.Power);

this.Controls.Add(this.Exp);

this.Controls.Add(this.cbrt);

this.Controls.Add(this.sqrt);

this.Controls.Add(this.Equal);

this.Controls.Add(this.textBox1);

this.Controls.Add(this.Div);

this.Controls.Add(this.Mul);

this.Controls.Add(this.Minus);

this.Controls.Add(this.Add);

this.Controls.Add(this.Ten);

this.Controls.Add(this.Nine);

this.Controls.Add(this.Eight);

this.Controls.Add(this.Seven);

this.Controls.Add(this.Six);

this.Controls.Add(this.Five);

this.Controls.Add(this.Four);

this.Controls.Add(this.three);

this.Controls.Add(this.two);

this.Controls.Add(this.One);

this.Name = "Form1";

this.Text = "Form1";

this.Load += new System.EventHandler(this.Form1\_Load);

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Button One;

private System.Windows.Forms.Button two;

private System.Windows.Forms.Button three;

private System.Windows.Forms.Button Four;

private System.Windows.Forms.Button Five;

private System.Windows.Forms.Button Six;

private System.Windows.Forms.Button Seven;

private System.Windows.Forms.Button Eight;

private System.Windows.Forms.Button Nine;

private System.Windows.Forms.Button Ten;

private System.Windows.Forms.Button Add;

private System.Windows.Forms.Button Minus;

private System.Windows.Forms.Button Mul;

private System.Windows.Forms.Button Div;

private System.Windows.Forms.TextBox textBox1;

private System.Windows.Forms.Button Equal;

private System.Windows.Forms.Button sqrt;

private System.Windows.Forms.Button cbrt;

private System.Windows.Forms.Button Exp;

private System.Windows.Forms.Button Power;

}

}