GreenvilleLinq

private void Form1\_Load(object sender, EventArgs e)

{

**// TODO: This line of code loads data into the 'greenvilledatabase1DataSet.contestbl' table. You can move, or remove it, as needed.**

this.contestblTableAdapter.Fill(this.greenvilledatabase1DataSet.contestbl);

}

**//If the Name button is pressed do this**

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

{

//clear the box before diaplying this info

outputListBox.Items.Add("The Contestants in the Talant Competition are: ");

var cont =

from c in this.greenvilledatabase1DataSet.contestbl

orderby c.Name

select c;

foreach (var i in cont)

outputListBox.Items.Add(i.Name);

}

**//If the code button is pressed do this**

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

{

//clear the box before diaplying this info

outputListBox.Items.Clear();

var cont =

from c in this.greenvilledatabase1DataSet.contestbl

group c by c.TalentCode;

foreach(var i in cont)

{

outputListBox.Items.Add("Their Talent Code is: " + i.Key);

foreach (var x in i)

outputListBox.Items.Add(x.Name);

}

}

**//if the box is checked do this**

private void checkBoxSinging\_CheckedChanged(object sender, EventArgs e)

{

//clear the box before diaplying this info

outputListBox.Items.Clear();

var cont =

from c in this.greenvilledatabase1DataSet.contestbl

where c.TalentCode == "S"

select c;

if (checkBoxSinging.Checked)

{

checkBoxDancing.Checked = false;

checkBoxInstrument.Checked = false;

outputListBox.Items.Add("Contestant with talent Code 'S' for Singing: ");

foreach(var i in cont)

{

outputListBox.Items.Add(i.Name);

}

}

}

**//if the box is checked do this**

private void checkBoxDancing\_CheckedChanged(object sender, EventArgs e)

{

//clear the box before diaplying this info

outputListBox.Items.Clear();

var cont =

from c in this.greenvilledatabase1DataSet.contestbl

where c.TalentCode == "D"

select c;

if (checkBoxDancing.Checked)

{

checkBoxSinging.Checked = false;

checkBoxInstrument.Checked = false;

outputListBox.Items.Add("Contestant with talent Code 'D' for Dancing: ");

foreach (var i in cont)

{

outputListBox.Items.Add(i.Name);

}

}

}

**//if the box is checked do this**

private void checkBoxInstrument\_CheckedChanged(object sender, EventArgs e)

{

//clear the box before diaplying this info

outputListBox.Items.Clear();

var cont =

from c in this.greenvilledatabase1DataSet.contestbl

where c.TalentCode == "M"

select c;

if (checkBoxInstrument.Checked)

{

checkBoxDancing.Checked = false;

checkBoxSinging.Checked = false;

outputListBox.Items.Add("Contestant with talent Code 'M' for Musical Instruments: ");

foreach (var i in cont)

{

outputListBox.Items.Add(i.Name);

}

}

}