﻿<Global.Microsoft.VisualBasic.CompilerServices.DesignerGenerated()> \_

Partial Class p1

Inherits System.Windows.Forms.Form

'Form overrides dispose to clean up the component list.

<System.Diagnostics.DebuggerNonUserCode()> \_

Protected Overrides Sub Dispose(ByVal disposing As Boolean)

Try

If disposing AndAlso components IsNot Nothing Then

components.Dispose()

End If

Finally

MyBase.Dispose(disposing)

End Try

End Sub

'Required by the Windows Form Designer

Private components As System.ComponentModel.IContainer

'NOTE: The following procedure is required by the Windows Form Designer

'It can be modified using the Windows Form Designer.

'Do not modify it using the code editor.

<System.Diagnostics.DebuggerStepThrough()> \_

Private Sub InitializeComponent()

Me.Button1 = New System.Windows.Forms.Button()

Me.SuspendLayout()

'

'Button1

'

Me.Button1.Location = New System.Drawing.Point(85, 92)

Me.Button1.Name = "Button1"

Me.Button1.Size = New System.Drawing.Size(75, 23)

Me.Button1.TabIndex = 0

Me.Button1.Text = "Button1"

Me.Button1.UseVisualStyleBackColor = True

'

'p1

'

Me.AutoScaleDimensions = New System.Drawing.SizeF(6.0!, 13.0!)

Me.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font

Me.ClientSize = New System.Drawing.Size(284, 261)

Me.Controls.Add(Me.Button1)

Me.Name = "p1"

Me.Text = "p1"

Me.ResumeLayout(False)

End Sub

Friend WithEvents Button1 As Button

End Class