using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows;

using System.Windows.Controls;

using System.Windows.Data;

using System.Windows.Documents;

using System.Windows.Input;

using System.Windows.Media;

using System.Windows.Media.Imaging;

using System.Windows.Navigation;

using System.Windows.Shapes;

namespace userAuth

{

/// <summary>

/// Interaction logic for MainWindow.xaml

/// </summary>

public partial class MainWindow : Window

{

public MainWindow()

{

InitializeComponent();

}

private void Button\_Click(object sender, RoutedEventArgs e)

{

string user = username.Text;

string pass = password.Text;

if((user=="suresh")&&(pass=="suresh123"))

{

System.Windows.MessageBox.Show("Welcome");

}

else

{

System.Windows.MessageBox.Show("Wrong credentials");

}

}

}

}





