using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace DanceSchool

{

public partial class FormRegister : Form

{

public FormRegister()

{

InitializeComponent();

}

private void panel1\_Paint(object sender, PaintEventArgs e)

{

}

private void groupBox1\_Enter(object sender, EventArgs e)

{

}

private void textBox3\_TextChanged(object sender, EventArgs e)

{

}

private void label1\_Click(object sender, EventArgs e)

{

}

private void radioButton1\_CheckedChanged(object sender, EventArgs e)

{

}

private void dateTimePicker1\_ValueChanged(object sender, EventArgs e)

{

}

private void txtName\_KeyPress(object sender, KeyPressEventArgs e)

{

if (!char.IsLetter(e.KeyChar) && !char.IsControl(e.KeyChar) && !char.IsWhiteSpace(e.KeyChar))

e.Handled = true;

}

private void txtSurname\_KeyPress(object sender, KeyPressEventArgs e)

{

if (!char.IsLetter(e.KeyChar) && !char.IsControl(e.KeyChar) && !char.IsWhiteSpace(e.KeyChar))

e.Handled = true;

}

private void txtPhone\_KeyPress(object sender, KeyPressEventArgs e)

{

if (!char.IsDigit(e.KeyChar))

e.Handled = true;

}

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

{

MessageBox.Show("Registered Sucessfully");

}

}

}

SCREENSHOTS:

