using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace WindowsFormsApplication1

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

textBox1.Text = textBox1.Text.ToUpper();

}

private void button1\_Click(object sender, EventArgs e)

{

textBox1.Text = textBox1.Text.ToLower();

}

private void textBox1\_TextChanged(object sender, EventArgs e)

{

label2.Text = textBox1.Text.Length.ToString();

}

private void button1\_Click\_1(object sender, EventArgs e)

{

}

private void button2\_Click(object sender, EventArgs e)

{

textBox1.Text = textBox1.Text.ToLower();

}

private void button3\_Click(object sender, EventArgs e)

{

this.Close();

}

private void button1\_Click\_2(object sender, EventArgs e)

{

textBox1.Text = textBox1.Text.ToUpper();

}

private void button4\_Click(object sender, EventArgs e)

{

textBox1.Text = textBox1.Text.Trim();

}

private void button5\_Click(object sender, EventArgs e)

{

textBox1.Text = "";

}

private void button6\_Click(object sender, EventArgs e)

{

if(textBox1.Text.Length-1 >=0)

textBox1.Text = textBox1.Text.Substring(0, textBox1.Text.Length - 1);

}

private void button7\_Click(object sender, EventArgs e)

{

if (button7.Text == ">>")

{

button1.Visible = false;

button2.Visible = false;

button4.Visible = false;

button5.Visible = false;

textBox1.Width = textBox1.Width + 80;

button7.Text = "<<";

}

else

{

button1.Visible = true;

button2.Visible = true;

button4.Visible = true;

button5.Visible = true;

textBox1.Width = textBox1.Width - 80;

button7.Text = ">>";

}

}

}

}