## *Текст кода формы*

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| #pragma oncenamespace myAPP { using namespace System; using namespace System::ComponentModel; using namespace System::Collections; using namespace System::Windows::Forms; using namespace System::Data; using namespace System::Drawing; public ref class MyForm : public System::Windows::Forms::Form { public: MyForm(void) { InitializeComponent(); this->pictureBox1->Visible = false; this->label1->Visible = false; this->label2->Visible = false; this->label3->Visible = false; this->label4->Visible = false; } protected: ~MyForm() { if (components) { delete components; } } private: System::Windows::Forms::Label^ label1; private: System::Windows::Forms::Button^ button1; private: System::Windows::Forms::PictureBox^ pictureBox1; private: System::Windows::Forms::Button^ button2; private: System::Windows::Forms::Label^ label2; private: System::Windows::Forms::Label^ label3; private: System::Windows::Forms::Label^ label4; private: System::Windows::Forms::Button^ button3; private: System::Windows::Forms::Button^ button4; private: System::Windows::Forms::Button^ button5; protected: private: System::ComponentModel::Container^ components;#pragma region Windows Form Designer generated code void InitializeComponent(void) { System::ComponentModel::ComponentResourceManager^ resources = (gcnew System::ComponentModel::ComponentResourceManager(MyForm::typeid)); this->label1 = (gcnew System::Windows::Forms::Label()); this->button1 = (gcnew System::Windows::Forms::Button()); this->pictureBox1 = (gcnew System::Windows::Forms::PictureBox()); this->button2 = (gcnew System::Windows::Forms::Button()); this->label2 = (gcnew System::Windows::Forms::Label()); this->label3 = (gcnew System::Windows::Forms::Label()); this->label4 = (gcnew System::Windows::Forms::Label()); this->button3 = (gcnew System::Windows::Forms::Button()); this->button4 = (gcnew System::Windows::Forms::Button()); this->button5 = (gcnew System::Windows::Forms::Button()); (cli::safe\_cast<System::ComponentModel::ISupportInitialize^>(this->pictureBox1))->BeginInit(); this->SuspendLayout(); //  // label1 //  this->label1->AutoSize = true; this->label1->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 80, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point, static\_cast<System::Byte>(204))); this->label1->ForeColor = System::Drawing::Color::Red; this->label1->Location = System::Drawing::Point(30, 46); this->label1->Name = L"label1"; this->label1->Size = System::Drawing::Size(127, 120); this->label1->TabIndex = 0; this->label1->Text = L"С"; //  // button1 //  this->button1->BackColor = System::Drawing::Color::FromArgb(static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(128))); this->button1->Location = System::Drawing::Point(223, 634); this->button1->Name = L"button1"; this->button1->Size = System::Drawing::Size(177, 23); this->button1->TabIndex = 1; this->button1->UseVisualStyleBackColor = false; this->button1->Click += gcnew System::EventHandler(this, &MyForm::button1\_Click); //  // pictureBox1 //  this->pictureBox1->Image = (cli::safe\_cast<System::Drawing::Image^>(resources->GetObject(L"pictureBox1.Image"))); this->pictureBox1->Location = System::Drawing::Point(406, 1); this->pictureBox1->Name = L"pictureBox1"; this->pictureBox1->Size = System::Drawing::Size(572, 602); this->pictureBox1->TabIndex = 2; this->pictureBox1->TabStop = false; //  // button2 //  this->button2->BackColor = System::Drawing::Color::FromArgb(static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(128))); this->button2->Location = System::Drawing::Point(12, 611); this->button2->Name = L"button2"; this->button2->Size = System::Drawing::Size(180, 23); this->button2->TabIndex = 3; this->button2->UseVisualStyleBackColor = false; this->button2->Click += gcnew System::EventHandler(this, &MyForm::button2\_Click); //  // label2 //  this->label2->AutoSize = true; this->label2->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 60, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point, static\_cast<System::Byte>(204))); this->label2->ForeColor = System::Drawing::Color::Lime; this->label2->Location = System::Drawing::Point(95, 181); this->label2->Name = L"label2"; this->label2->Size = System::Drawing::Size(283, 91); this->label2->TabIndex = 4; this->label2->Text = L"новым"; //  // label3 //  this->label3->AutoSize = true; this->label3->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 60, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point, static\_cast<System::Byte>(204))); this->label3->ForeColor = System::Drawing::Color::FromArgb(static\_cast<System::Int32>(static\_cast<System::Byte>(224)), static\_cast<System::Int32>(static\_cast<System::Byte>(224)), static\_cast<System::Int32>(static\_cast<System::Byte>(224))); this->label3->Location = System::Drawing::Point(34, 310); this->label3->Name = L"label3"; this->label3->Size = System::Drawing::Size(215, 91); this->label3->TabIndex = 5; this->label3->Text = L"2022"; //  // label4 //  this->label4->AutoSize = true; this->label4->Font = (gcnew System::Drawing::Font(L"Microsoft Sans Serif", 60, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point, static\_cast<System::Byte>(204))); this->label4->ForeColor = System::Drawing::Color::FromArgb(static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(128)), static\_cast<System::Int32>(static\_cast<System::Byte>(0))); this->label4->Location = System::Drawing::Point(95, 424); this->label4->Name = L"label4"; this->label4->Size = System::Drawing::Size(305, 91); this->label4->TabIndex = 6; this->label4->Text = L"годом !"; //  // button3 //  this->button3->BackColor = System::Drawing::Color::FromArgb(static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(128))); this->button3->Location = System::Drawing::Point(427, 609); this->button3->Name = L"button3"; this->button3->Size = System::Drawing::Size(172, 23); this->button3->TabIndex = 7; this->button3->UseVisualStyleBackColor = false; this->button3->Click += gcnew System::EventHandler(this, &MyForm::button3\_Click); //  // button4 //  this->button4->BackColor = System::Drawing::Color::FromArgb(static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(128))); this->button4->Location = System::Drawing::Point(630, 634); this->button4->Name = L"button4"; this->button4->Size = System::Drawing::Size(163, 23); this->button4->TabIndex = 8; this->button4->UseVisualStyleBackColor = false; this->button4->Click += gcnew System::EventHandler(this, &MyForm::button4\_Click); //  // button5 //  this->button5->BackColor = System::Drawing::Color::FromArgb(static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(255)), static\_cast<System::Int32>(static\_cast<System::Byte>(128))); this->button5->Location = System::Drawing::Point(815, 609); this->button5->Name = L"button5"; this->button5->Size = System::Drawing::Size(163, 23); this->button5->TabIndex = 9; this->button5->UseVisualStyleBackColor = false; this->button5->Click += gcnew System::EventHandler(this, &MyForm::button5\_Click); //  // MyForm //  this->AutoScaleDimensions = System::Drawing::SizeF(6, 13); this->AutoScaleMode = System::Windows::Forms::AutoScaleMode::Font; this->BackColor = System::Drawing::Color::Navy; this->ClientSize = System::Drawing::Size(990, 669); this->Controls->Add(this->button5); this->Controls->Add(this->button4); this->Controls->Add(this->button3); this->Controls->Add(this->label4); this->Controls->Add(this->label3); this->Controls->Add(this->label2); this->Controls->Add(this->button2); this->Controls->Add(this->pictureBox1); this->Controls->Add(this->button1); this->Controls->Add(this->label1); this->Name = L"MyForm"; this->Text = L"Текстовая мозаика"; this->Load += gcnew System::EventHandler(this, &MyForm::MyForm\_Load); (cli::safe\_cast<System::ComponentModel::ISupportInitialize^>(this->pictureBox1))->EndInit(); this->ResumeLayout(false); this->PerformLayout(); }#pragma endregion private: System::Void button1\_Click(System::Object^ sender, System::EventArgs^ e) { bool fl; fl = this->label1->Visible; if (fl == true) this->label1->Visible = false; else this->label1->Visible = true; } private: System::Void button2\_Click(System::Object^ sender, System::EventArgs^ e) { bool fl; fl = this->pictureBox1->Visible; if (fl == true) this->pictureBox1->Visible = false; else this->pictureBox1->Visible = true; } private: System::Void button3\_Click(System::Object^ sender, System::EventArgs^ e) { bool fl; fl = this->label2->Visible; if (fl == true) this->label2->Visible = false; else this->label2->Visible = true; } private: System::Void button4\_Click(System::Object^ sender, System::EventArgs^ e) { bool fl; fl = this->label3->Visible; if (fl == true) this->label3->Visible = false; else this->label3->Visible = true; } private: System::Void button5\_Click(System::Object^ sender, System::EventArgs^ e) { bool fl; fl = this->label4->Visible; if (fl == true) this->label4->Visible = false; else this->label4->Visible = true; } private: System::Void MyForm\_Load(System::Object^ sender, System::EventArgs^ e) { } };} |