

3A)

```
#pragma once

namespace DatorovningA
{
    using namespace System;
    using namespace System::ComponentModel;
    using namespace System::Collections;
    using namespace System::Windows::Forms;
    using namespace System::Data;
    using namespace System::Drawing;

    /// <summary>
    /// Summary for Form1
    ///
    /// WARNING: If you change the name of this class, you will need to change the
    /// 'Resource File Name' property for the managed resource compiler tool
    /// associated with all .resx files this class depends on. Otherwise,
    /// the designers will not be able to interact properly with localized
    /// resources associated with this form.
    /// </summary>
    public __gc class Form1 : public System::Windows::Forms::Form
    {
    public:
        Form1(void)
        {
            InitializeComponent();
        }

    protected:
        void Dispose(Boolean disposing)
        {
            if (disposing && components)
            {
                components->Dispose();
            }
            __super::Dispose(disposing);
        }

    private: System::Windows::Forms::Label * HejLabel;
    private: System::Windows::Forms::Button * ShowHideButton;

    private:
        /// <summary>
        /// Required designer variable.
        /// </summary>
        System::ComponentModel::Container * components;

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        void InitializeComponent(void);

        System::Void ShowHideButton_Click(System::Object *sender, System::EventArgs *e)
        {
            if(HejLabel->Visible)
                HejLabel->Hide();
            else
                HejLabel->Show();
        }
    };
}
```

3B)

#pragma once

```
namespace DatorovningB
{
    using namespace System;
    using namespace System::ComponentModel;
    using namespace System::Collections;
    using namespace System::Windows::Forms;
    using namespace System::Data;
    using namespace System::Drawing;

    /// <summary>
    /// Summary for Form1
    ///
    /// WARNING: If you change the name of this class, you will need to change the
    ///           'Resource File Name' property for the managed resource compiler tool
    ///           associated with all .resx files this class depends on. Otherwise,
    ///           the designers will not be able to interact properly with localized
    ///           resources associated with this form.
    /// </summary>
    public __gc class Form1 : public System::Windows::Forms::Form
    {
    public:
        Form1(void)
        {
            InitializeComponent();
        }

    protected:
        void Dispose(Boolean disposing)
        {
            if (disposing && components)
            {
                components->Dispose();
            }
            __super::Dispose(disposing);
        }

    private: System::Windows::Forms::PictureBox * MyPhoto;
    private: System::Windows::Forms::Button * ShowHideButton;

    private:
        /// <summary>
        /// Required designer variable.
        /// </summary>
        System::ComponentModel::Container * components;

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        void InitializeComponent(void);

        System::Void ShowHideButton_Click(System::Object *sender, System::EventArgs *e)
        {
            if (MyPhoto->Visible)
                MyPhoto->Hide();
            else
                MyPhoto->Show();
        }
    };
}
```

3C)

#pragma once

```
namespace DatorovningC
{
    using namespace System;
    using namespace System::ComponentModel;
    using namespace System::Collections;
    using namespace System::Windows::Forms;
    using namespace System::Data;
    using namespace System::Drawing;

    /// <summary>
    /// Summary for Form1
    ///
    /// WARNING: If you change the name of this class, you will need to change the
    ///           'Resource File Name' property for the managed resource compiler tool
    ///           associated with all .resx files this class depends on. Otherwise,
    ///           the designers will not be able to interact properly with localized
    ///           resources associated with this form.
    /// </summary>
    public __gc class Form1 : public System::Windows::Forms::Form
    {
    public:
        Form1(void)
        {
            InitializeComponent();
        }

    protected:
        void Dispose(Boolean disposing)
        {
            if (disposing && components)
            {
                components->Dispose();
            }
            __super::Dispose(disposing);
        }

    private: System::Windows::Forms::TextBox * MyName;
    private: System::Windows::Forms::Button * ShowHideButton;

    private:
        /// <summary>
        /// Required designer variable.
        /// </summary>
        System::ComponentModel::Container * components;

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        void InitializeComponent(void);

        System::Void ShowHideButton_Click(System::Object *sender, System::EventArgs *e)
        {
            if (MyName->get_Text()->Length == 0)
                MyName->set_Text("Gunnar");
            else
                MyName->set_Text("");
        }
    };
}
```

3D)

#pragma once

```
namespace DatorovningD
{
    using namespace System;
    using namespace System::ComponentModel;
    using namespace System::Collections;
    using namespace System::Windows::Forms;
    using namespace System::Data;
    using namespace System::Drawing;

    /// <summary>
    /// Summary for Form1
    ///
    /// WARNING: If you change the name of this class, you will need to change the
    /// 'Resource File Name' property for the managed resource compiler tool
    /// associated with all .resx files this class depends on. Otherwise,
    /// the designers will not be able to interact properly with localized
    /// resources associated with this form.
    /// </summary>
    public __gc class Form1 : public System::Windows::Forms::Form
    {
    public:
        Form1(void)
        {
            InitializeComponent();
        }

    protected:
        void Dispose(Boolean disposing)
        {
            if (disposing && components)
            {
                components->Dispose();
            }
            __super::Dispose(disposing);
        }

    private: System::Windows::Forms::Button * MeddelandeKnapp;

    private:
        /// <summary>
        /// Required designer variable.
        /// </summary>
        System::ComponentModel::Container * components;

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        void InitializeComponent(void);

        System::Void MeddelandeKnapp_Click(System::Object *sender, System::EventArgs *e)
        {
            MessageBox::Show("Hej", "En hälsning från Gunnar");
        }
    };
}
```

3E)

```
#pragma once

#include "DialogForm.h"
namespace DatorovningE
{
    using namespace System;
    using namespace System::ComponentModel;
    using namespace System::Collections;
    using namespace System::Windows::Forms;
    using namespace System::Data;
    using namespace System::Drawing;

    /// WARNING: If you change the name of this class, you will need to change the
    ///           'Resource File Name' property for the managed resource compiler tool
    ///           associated with all .resx files this class depends on. Otherwise,
    ///           the designers will not be able to interact properly with localized
    ///           resources associated with this form.
    /// </summary>
    public __gc class Form1 : public System::Windows::Forms::Form
    {
    public:
        Form1(void)
        {
            InitializeComponent();
            utstrang = new String("");
        }

    protected:
        void Dispose(Boolean disposing)
        {
            if (disposing && components)
            {
                components->Dispose();
            }
            __super::Dispose(disposing);
        }

    private: System::Windows::Forms::MainMenu * mainMenu1;
    private: System::Windows::Forms::MenuItem * LasAlt;
    private: System::Windows::Forms::MenuItem * SkrivAlt;
    private: System::Windows::Forms::MenuItem * AvslutaAlt;
    private:
        /// <summary>
        /// Required designer variable.
        /// </summary>
        System::ComponentModel::Container * components;
        String *utstrang;

        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        void InitializeComponent(void);
        System::Void LasAlt_Click(System::Object *sender, System::EventArgs *e)
        {
            DialogForm *d = new DialogForm();
            d->ShowDialog();
            utstrang = d->get_instrang();
        }

        System::Void SkrivAlt_Click(System::Object *sender, System::EventArgs *e)
        {
            MessageBox::Show(utstrang, "Inmatat tal : ");
        }

        System::Void AvslutaAlt_Click(System::Object *sender, System::EventArgs *e)
        {
            MessageBox::Show(" Slut!", "");
        }
    };
}
```

```

#pragma once

using namespace System;
using namespace System::ComponentModel;
using namespace System::Collections;
using namespace System::Windows::Forms;
using namespace System::Data;
using namespace System::Drawing;

namespace DatorovningE
{
    /// WARNING: If you change the name of this class, you will need to change the
    /// 'Resource File Name' property for the managed resource compiler tool
    /// associated with all .resx files this class depends on. Otherwise,
    /// the designers will not be able to interact properly with localized
    /// resources associated with this form.
    /// </summary>
    public __gc class DialogForm : public System::Windows::Forms::Form
    {
    public:
        DialogForm(void)
        {
            InitializeComponent();
            instrang = new String("");
        }

        String *get_instrang()
        {
            return instrang;
        }

    protected:
        void Dispose(Boolean disposing)
        {
            if (disposing && components)
            {
                components->Dispose();
            }
            __super::Dispose(disposing);
        }

    private: System::Windows::Forms::Label * LedText;
    private: System::Windows::Forms::TextBox * Inmatning;
    private: System::Windows::Forms::Button * OkButton;
    private: System::Windows::Forms::Button * CancelButton;

    private:
        /// <summary>
        /// Required designer variable.
        /// </summary>
        System::ComponentModel::Container* components;
        String *instrang;
        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        void InitializeComponent(void);

        System::Void CancelButton_Click(System::Object *sender, System::EventArgs *e)
        {
            this->Close();
        }

        System::Void OkButton_Click(System::Object *sender, System::EventArgs *e)
        {
            instrang = Inmatning->get_Text();
            this->Close();
        }
    };
}

```