

```

1  using System;
2  using System.Collections.Generic;
3  using System.ComponentModel;
4  using System.Data;
5  using System.Drawing;
6  using System.IO;
7  using System.Linq;
8  using System.Text;
9  using System.Threading.Tasks;
10 using System.Windows.Forms;
11
12 namespace Karaoke
13 {
14
15     public partial class Lyrics : Form
16     {
17         private OpenFileDialog openFileDialog;
18         private String fileName;
19         private string[] lyricLines;
20         private bool loadFile = false;
21
22         public Lyrics()
23         {
24             InitializeComponent();
25         }
26
27         #region Other Functions
28
29         private void showLyrics()
30         {
31             lyricLines = File.ReadAllLines(fileName);
32             tbLyrics.Clear();
33             foreach (string line in lyricLines)
34             {
35                 tbLyrics.AppendText(line + Environment.NewLine);
36             }
37             tbNumLines.Text = lyricLines.Length.ToString();
38             loadFile = false;
39         }
40
41         private void tbLyrics_TextChanged(object sender, EventArgs e)
42         {
43             if (!loadFile) //Makes sure that the file has been read in before counting
44                 the number of lines and storing contents
45             {
46                 lyricLines = tbLyrics.Lines;
47                 tbNumLines.Text = lyricLines.Length.ToString();
48             }
49
50
51             #endregion //other functions
52
53             #region btn clicks
54             private void btnChooseLyrics_Click(object sender, EventArgs e)
55             {
56                 loadFile = true;
57                 openFileDialog = new OpenFileDialog();
58                 openFileDialog.Filter = "Text Files (*.txt)|*.txt";
59                 if (openFileDialog.ShowDialog() == DialogResult.OK)
60                 {
61                     MessageBox.Show(openFileDialog.SafeFileName, "File Name"); //For testing
62                     purposes
63                     fileName = openFileDialog.FileName;
64                     showLyrics();
65                 }
66
67             private void btnUndo_Click(object sender, EventArgs e)

```

```

68     {
69         tbLyrics.Undo();
70     }
71
72     private void btnRedo_Click(object sender, EventArgs e)
73     {
74         tbLyrics.Redo();
75     }
76
77     private void btnExport_Click(object sender, EventArgs e)
78     {
79         SaveFileDialog saveFileDialog = new SaveFileDialog();
80         saveFileDialog.Filter = "Text Files (*.txt)|*.txt";
81         var lyrics = tbLyrics.Lines;
82         if (saveFileDialog.ShowDialog() == DialogResult.OK)
83         {
84             File.WriteAllLines(saveFileDialog.FileName, lyrics);
85             MessageBox.Show("File Successfully Exported");
86         }
87     }
88
89     private void btnSave_Click(object sender, EventArgs e)
90     {
91         if (tbLyrics.Lines.Length > 0)
92         {
93             Timestamp t = new Timestamp(tbLyrics.Lines);
94             Hide();
95             t.ShowDialog();
96         }
97         else
98         {
99             MessageBox.Show("You must load lyrics before you can continue", "Invalid"
100             );
101         }
102     }
103
104     private void btnHelp_Click(object sender, EventArgs e)
105     {
106         String instructions = "Open an existing Text File or paste lyrics into the
107         text box and edit as needed" +
108         "\n\nPress the \"Export\" button to save your lyrics to a text file" +
109         "\n\nPress the \"Save and Continue\" button to continue on to the
110         timestamping section";
111         MessageBox.Show(instructions, "How To");
112     }
113
114     private void btnBack_Click(object sender, EventArgs e)
115     {
116         Main m = new Main();
117         Hide();
118         m.ShowDialog();
119     }
120
121     #endregion //btn clicks
122 }

```