

FormAna

Class
→ Form

- Fields
 - btnHakkinda
 - btnOyunBasla
 - btnOyunBitir
 - btnSayiCek
 - components
 - fiipKontroler
 - lblBilgi
 - nudOyuncuSayisi
 - oyunBasladi
 - oyunBitti
 - oyuncularim
 - pnBilgi
 - tpOyunAlani
 - tmrBilgi
- Methods
 - bilgiVer
 - Dispose
 - FormAna
 - getOyuncularim
 - hataVer
 - InitializeComponent
 - kartlarDagit
 - oyunBasla
 - sayilarKartlarayaz
 - sonuclariAydet
 - tklaHakkinda
 - tklaOyunBasla
 - tklaOyunBitir
 - tklaSayiCek
 - tklaTimerBilgi

FormKart

Class
→ UserControl

- Fields
 - baslik
 - components
 - numaralar
- Methods
 - Dispose
 - FormKart
 - InitializeComponent
 - setBaslik
 - setKapali (+ 1 overload)
 - setNumarabackColor
 - setNumaralFont
 - setNumaralForeColor
 - setNumaralText

FormHakkinda

Class
→ Form

- Fields
 - components
 - labelCompanyName
 - labelCopyright
 - labelProductName
 - labelVersion
 - logPictureBox
 - okButton
 - tabelayoutPanel
 - textBoxDescription
- Properties
 - AssemblyCompany
 - AssemblyCopyright
 - AssemblyDescription
 - AssemblyProduct
 - AssemblyTitle
 - AssemblyVersion
- Methods
 - Dispose
 - FormHakkinda
 - InitializeComponent
 - tklaKapt

Oyuncular

Class

- Fields
 - ceklenSayilar
 - ceklimisSayilar
 - kartlar
 - oyuncular
- Methods
 - bitti
 - getCeklimisSayilar
 - getFormKart
 - getOyuncu
 - getOyuncuSayisi
 - getSayiCek
 - iscEklimis
 - isVar
 - isVarInt
 - kartYenile
 - numaralariDagit
 - Oyuncular
 - sayiCek

Oyuncu

Class

- Fields
 - kart
 - yedekKart
- Methods
 - getKartInt
 - getKartString
 - getYedekKartInt
 - getYedekKartString
 - isBitti
 - isVar
 - isVarInt
 - kapat
 - kartSiralala
 - Oyuncu
 - setKart
 - yedekKartSiralala

Resources

Class

- Fields
 - resourceCulture
 - resourceMan
- Properties
 - Culture
 - ResourceManager
- Methods
 - Resources

Program

Static Class

- Methods
 - Main

Settings

Sealed Class
→ ApplicationSettingsBase

- Fields
 - defaultInstance
- Properties
 - Default