

```

using System;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;

namespace SB54_CSAI.CDRip
{
    #region uctCDRipper CLASS
    /// <summary>
    /// FormRipType is a sub class of a <see cref="System.Windows.Forms.Form">Form</see>
    /// that provides an modal dialog for the user to select their preferred ripping output
    /// file type. This can be either WAV or MP3. The chosen ripping type is used by the
    /// <see cref="SB54_CSAI.CDRip.uctCDRipper">CD Ripper control</see>
    /// </summary>
    public class FormRipType : System.Windows.Forms.Form
    {
        #region Instance fields
        //Instance fields
        private System.Windows.Forms.Panel oPnlTop;
        private System.Windows.Forms.Button oBtnWAV;
        private System.Windows.Forms.Button oBtnMP3;
        private System.Windows.Forms.Label oLblTop;
        private System.Windows.Forms.ToolTip oToolTip1;
        private System.ComponentModel.IContainer components;
        #endregion
        #region Public Constructor
        /// <summary>
        /// Simply creates a new FormRipType object
        /// </summary>
        public FormRipType()
        {
            InitializeComponent();
        }
        #endregion
        #region Public Methods
        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        /// <param name="disposing">true indicates the object should be disposed</param>
        protected override void Dispose( bool disposing )
        {
            if( disposing )
            {
                if(components != null) { components.Dispose(); }
            }
            base.Dispose( disposing );
        }
        #endregion
        #region Windows Form Designer generated code
        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        private void InitializeComponent()
        {
            this.components = new System.ComponentModel.Container();
            System.Resources.ResourceManager resources = new System.Resources.
ResourceManager( typeof( FormRipType ) );
            this.oPnlTop = new System.Windows.Forms.Panel();
            this.oBtnWAV = new System.Windows.Forms.Button();
            this.oBtnMP3 = new System.Windows.Forms.Button();
            this.oLblTop = new System.Windows.Forms.Label();
            this.oToolTip1 = new System.Windows.Forms.ToolTip( this.components );
            this.oPnlTop.SuspendLayout();
            this.SuspendLayout();
            //
            // oPnlTop
            //
            this.oPnlTop.BackColor = System.Drawing.Color.Gainsboro;
            this.oPnlTop.Controls.Add( this.oLblTop );
        }
    }
}

```

```

        this.oPnlTop.Dock = System.Windows.Forms.DockStyle.Top;
        this.oPnlTop.Location = new System.Drawing.Point(0, 0);
        this.oPnlTop.Name = "oPnlTop";
        this.oPnlTop.Size = new System.Drawing.Size(385, 31);
        this.oPnlTop.TabIndex = 0;
        this.oPnlTop.Paint += new System.Windows.Forms.PaintEventHandler(this.
oPnlTop_Paint);
        //
        // oBtnWAV
        //
        this.oBtnWAV.BackColor = System.Drawing.Color.WhiteSmoke;
        this.oBtnWAV.FlatStyle = System.Windows.Forms.FlatStyle.Flat;
        this.oBtnWAV.Image = ((System.Drawing.Image)(resources.GetObject("oBtnWAV.Image"
)));
        this.oBtnWAV.Location = new System.Drawing.Point(99, 72);
        this.oBtnWAV.Name = "oBtnWAV";
        this.oBtnWAV.Size = new System.Drawing.Size(88, 45);
        this.oBtnWAV.TabIndex = 1;
        this.oToolTip1.SetToolTip(this.oBtnWAV, "Select here to rip track(s) to WAV (*.
wav) format");
        this.oBtnWAV.Click += new System.EventHandler(this.oBtnWAV_Click);
        //
        // oBtnMP3
        //
        this.oBtnMP3.BackColor = System.Drawing.Color.WhiteSmoke;
        this.oBtnMP3.FlatStyle = System.Windows.Forms.FlatStyle.Flat;
        this.oBtnMP3.Image = ((System.Drawing.Image)(resources.GetObject("oBtnMP3.Image"
)));
        this.oBtnMP3.Location = new System.Drawing.Point(199, 72);
        this.oBtnMP3.Name = "oBtnMP3";
        this.oBtnMP3.Size = new System.Drawing.Size(88, 45);
        this.oBtnMP3.TabIndex = 2;
        this.oToolTip1.SetToolTip(this.oBtnMP3, "Select here to rip track(s) to MP3 (*.
mp3) format");
        this.oBtnMP3.Click += new System.EventHandler(this.oBtnMP3_Click);
        //
        // oLblTop
        //
        this.oLblTop.BackColor = System.Drawing.Color.Transparent;
        this.oLblTop.Dock = System.Windows.Forms.DockStyle.Fill;
        this.oLblTop.Font = new System.Drawing.Font("Microsoft Sans Serif", 9.75F,
System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((System.Byte)(0)));
        this.oLblTop.ForeColor = System.Drawing.Color.White;
        this.oLblTop.Location = new System.Drawing.Point(0, 0);
        this.oLblTop.Name = "oLblTop";
        this.oLblTop.Size = new System.Drawing.Size(385, 31);
        this.oLblTop.TabIndex = 0;
        this.oLblTop.Text = "Please Select Your Preferred Ripping File Output";
        this.oLblTop.TextAlign = System.Drawing.ContentAlignment.MiddleCenter;
        //
        // FormRipType
        //
        this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
        this.BackColor = System.Drawing.Color.White;
        this.ClientSize = new System.Drawing.Size(385, 127);
        this.ControlBox = false;
        this.Controls.Add(this.oBtnMP3);
        this.Controls.Add(this.oBtnWAV);
        this.Controls.Add(this.oPnlTop);
        this.MaximizeBox = false;
        this.MinimizeBox = false;
        this.Name = "FormRipType";
        this.ShowInTaskbar = false;
        this.SizeGripStyle = System.Windows.Forms.SizeGripStyle.Hide;
        this.StartPosition = System.Windows.Forms.FormStartPosition.CenterParent;
        this.Text = " ";
        this.oPnlTop.ResumeLayout(false);
        this.ResumeLayout(false);
    }
#endregion
#region Private Methods

```

```

#region GUI Interactions
/// <summary>
/// Simply sets the <see cref="SB54_CSAI.CDRip.uctCDRipper">CD Ripper control</see>
/// rip filetype to be WAV
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oBtnWAV_Click(object sender, System.EventArgs e)
{
    uctCDRipper.RipOperation = uctCDRipper.ripType.RIP_WAV;
    this.Dispose();
}

/// <summary>
/// Simply sets the <see cref="SB54_CSAI.CDRip.uctCDRipper">CD Ripper control</see>
/// rip filetype to be MP3
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oBtnMP3_Click(object sender, System.EventArgs e)
{
    uctCDRipper.RipOperation = uctCDRipper.ripType.RIP_MP3;
    this.Dispose();
}
#endregion
#region GUI look and feel methods
/// <summary>
/// Event handler that occurs when the FormRipType oPnlTop panel paints
/// Simply paints the FormRipType oPnlTop panel using a custom brush
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oPnlTop_Paint(object sender, System.Windows.Forms.PaintEventArgs e)
{
    //call base class paint method
    base.OnPaint(e);

    Graphics g = e.Graphics;
    Pen penBlack = new Pen(Color.Black);
    Rectangle r = new Rectangle(0,0,oPnlTop.Size.Width,oPnlTop.Size.Height);
    g.DrawRectangle(penBlack,r);
    Brush divBrush = new HatchBrush(HatchStyle.Divot,Color.Gray,Color.Black);
    g.FillRectangle(divBrush,r);
}
#endregion
#endregion
}
#endregion
}

```