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using System;
using System.Runtime.InteropServices;

namespace sb54_CSAI.GUI
{
    #region ShrinkPanelCollection CLASS
    /// <summary>
    /// ShrinkPanelCollection is a sub class of a <see cref="System.Collections.
CollectionBase">CollectionBase </see>
    /// that provides a collection of <see cref="sb54_CSAI.GUI.ShrinkPanel">ShrinkPanels</
see>
    /// <br></br>
    /// <br></br>
    /// This class was written using an article contained at the following URL
    /// http://www.codeproject.com/cs/miscctrl/CollapsiblePanelBar.asp?df=100&forumid=12638&
exp=0&fr=51
    /// <br></br>
    /// GUI components are an area that interest me so I have included the source code in
this namespace so that
    /// I could understand what was being done by the Author (Derek Lakin) of the original
classes.
    /// I could have simply used the Authors original C# Dll, but I would not have learned
much that way
    /// so I chose to examine and use the source code. Some of the names of classes are
different here, as I
    /// actually wrote the code line by line, using the original article so that I could
fully comprehend the
    /// original implementation. As such all the comments that are found within the code are
by and large my own
    /// comments
    /// </summary>
    public class ShrinkPanelCollection : System.Collections.CollectionBase
    {
        #region Public Constructor
        /// <summary>
        /// Creates a new ShrinkPanelCollection object
        /// </summary>
        public ShrinkPanelCollection()
        {
        }
        #endregion
        #region Public Methods
        /// <summary>
        /// Adds a <see cref="sb54_CSAI.GUI.ShrinkPanel">ShrinkPanel</see> to the end of the
collection.
        /// </summary>
        /// <param name="panel">The <see cref="sb54_CSAI.GUI.ShrinkPanel">ShrinkPanel</see>
to add</param>
        public void Add(ShrinkPanel panel)
        {
            //add to internal list
            this.List.Add(panel);
        }

        /// <summary>
        /// Removes the <see cref="sb54_CSAI.GUI.ShrinkPanel">ShrinkPanel</see> from the
collection at the specified index.
        /// </summary>
        /// <param name="index">The index of the <see cref="sb54_CSAI.GUI.ShrinkPanel">
ShrinkPanel</see> to remove.</param>
        public void Remove(int index)
        {
            // Ensure the supplied index is valid
            if((index >= this.Count) || (index < 0))
            {
                throw new IndexOutOfRangeException("The supplied index is out of range");
            }
            this.List.RemoveAt(index);
        }

        /// <summary>
        /// Gets a reference to the <see cref="sb54_CSAI.GUI.ShrinkPanel">ShrinkPanel</see>
at the specified index.

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    /// </summary>
    /// <param name="index">The index of the <see cref="sb54_CSAI.GUI.ShrinkPanel">
ShrinkPanel</see> to retrieve.</param>
    /// <returns></returns>
    public ShrinkPanel Item(int index)
    {
        // Ensure the supplied index is valid
        if((index >= this.Count) || (index < 0))
        {
            throw new IndexOutOfRangeException("The supplied index is out of range");
        }
        return (ShrinkPanel)this.List[index];
    }

    /// <summary>
    /// Inserts a <see cref="sb54_CSAI.GUI.ShrinkPanel">ShrinkPanel</see> at the
specified position.
    /// </summary>
    /// <param name="index">The zero-based index at which <i>panel</i> should be
inserted.</param>
    /// <param name="panel">The <see cref="sb54_CSAI.GUI.ShrinkPanel">ShrinkPanel</see>
to insert into the collection.</param>
    public void Insert(int index, ShrinkPanel panel)
    {
        this.List.Insert(index, panel);
    }

    /// <summary>
    /// Searches for the specified <see cref="sb54_CSAI.GUI.ShrinkPanel">ShrinkPanel</
see> and returns the zero-based index of the first occurrence.
    /// </summary>
    /// <param name="panel">The <see cref="sb54_CSAI.GUI.ShrinkPanel">ShrinkPanel</see>
to search for.</param>
    /// <returns></returns>
    public int IndexOf(ShrinkPanel panel)
    {
        return this.List.IndexOf(panel);
    }
#endregion
}
#endregion
}

```