



```
namespace lab7_1_CalebFontenot
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void generateButton_Click(object sender, EventArgs e)
        {
            // Create an array to hold the numbers.
            const int SIZE = 5;
            int[] lotteryNumbers = new int[SIZE];

            // Create a random object.
            Random rand = new Random();

            // Fill the array with random numbers, in the range of 0 through 99.
            for (int index = 0; index < lotteryNumbers.Length; index++)
            {
                lotteryNumbers[index] = rand.Next(100);
            }
            // Display the array elements in the Label controls.
            firstLabel.Text = lotteryNumbers[0].ToString();
            secondLabel.Text = lotteryNumbers[1].ToString();
            thirdLabel.Text = lotteryNumbers[2].ToString();
            fourthLabel.Text = lotteryNumbers[3].ToString();
            fithLabel.Text = lotteryNumbers[4].ToString();

        }

        private void exitButton_Click(object sender, EventArgs e)
        {
            this.Close();
        }
    }
}
```