



```
namespace lab6_1_CalebFontenot
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void exitButton_Click(object sender, EventArgs e)
        {
            this.Close();
        }
        bool isLit = false;
        private void switchButton_Click(object sender, EventArgs e)
        {
            // Update the light state according to what state we are currently in
            if (isLit)
            {
                isLit = false;
            } else
            {
                isLit = true;
            }
            lightState(isLit);
        }
        private void lightState(bool lightState)
        {
            if (lightState)
            {
                // Update the label
                lightStateLabel.Text = "ON";
                // Update the image.
                lightPictureBox.Image = Properties.Resources.LightOn;
            }
            else
            {
                // Update the label
                lightStateLabel.Text = "OFF";
                // Update the image.
                lightPictureBox.Image = Properties.Resources.LightOff;
            }
        }
    }
}
```