

```
1 using System;
2 using System.Web.UI;
3
4 namespace TimedWebFormsApp
5 {
6     public partial class _Default : Page
7     {
8         private static int tickCount = 0;
9         private static int[] allowedInterval = { 1, 2, 5, 10, 30, 60 };
10        private static object lockTickCount = new object();
11
12        protected void Page_Load(object sender, EventArgs e)
13        {
14        }
15        protected void TextBox1_TextChanged(object sender, EventArgs e)
16        {
17            lock (lockTickCount)
18            {
19                tickCount = 0;
20                TextBox2.Text = (tickCount * allowedInterval
21                                [DropDownList1.SelectedIndex]).ToString() + " seconds have
22                                elapsed";
23            }
24        }
25        protected void DropDownList1_SelectedIndexChanged(object sender, EventArgs e)
26        {
27            lock (lockTickCount)
28            {
29                Timer1.Enabled = Timer2.Enabled = Timer3.Enabled = Timer4.Enabled
30                = Timer5.Enabled = Timer6.Enabled = false;
31                tickCount = 0;
32                TextBox2.Text = (tickCount * allowedInterval
33                                [DropDownList1.SelectedIndex]).ToString() + " seconds have
34                                elapsed";
35
36                switch (DropDownList1.SelectedIndex)
37                {
38                    case 0:
39                        Timer1.Enabled = true;
40                        Timer1.Interval = 1000;
41                        Timer1.Focus();
42                        break;
43                    case 1:
44                        Timer2.Enabled = true;
45                        Timer2.Interval = 2000;
46                        Timer2.Focus();
47                        break;
48                    case 2:
49                        Timer3.Enabled = true;
50                        Timer3.Interval = 5000;
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```
47         Timer3.Focus();
48         break;
49     case 3:
50         Timer4.Enabled = true;
51         Timer4.Interval = 10000;
52         Timer4.Focus();
53         break;
54     case 4:
55         Timer5.Enabled = true;
56         Timer5.Interval = 30000;
57         Timer5.Focus();
58         break;
59     case 5:
60         Timer6.Enabled = true;
61         Timer6.Interval = 60000;
62         Timer6.Focus();
63         break;
64     }
65 }
66 }
67
68 protected void Timer4_Tick(object sender, EventArgs e)
69 {
70     lock (lockTickCount)
71     {
72         tickCount++;
73
74         if (tickCount * allowedInterval[DropDownList1.SelectedIndex] >= 1200)
75         {
76             Timer1.Enabled = Timer2.Enabled = Timer3.Enabled =
77             Timer4.Enabled = Timer5.Enabled = Timer6.Enabled = false;
78             TextBox2.Text = "Out of Time";
79         }
80         else
81             TextBox2.Text = (tickCount * allowedInterval
82             [DropDownList1.SelectedIndex]).ToString() + " seconds have
83             elapsed";
84     }
85 }
```