习题二

四

1.

Form1.Designer.cs

namespace \_2.\_1

{

partial class Form1

{

/// <summary>

/// 必须的设计器变量

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// 清理所有正在使用的资源

/// </summary>

/// <param name="disposing">如果应释放托管资源，为a true；否则为a false。</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows 窗体设计器生成的代码?

/// <summary>

/// 设计器支持所需的方法不要a

/// 使用代码编辑-器修改此方法的内容。

/// </summary>

private void InitializeComponent()

{

this.textBox1 = new System.Windows.Forms.TextBox();

this.label1 = new System.Windows.Forms.Label();

this.textBox2 = new System.Windows.Forms.TextBox();

this.button1 = new System.Windows.Forms.Button();

this.label2 = new System.Windows.Forms.Label();

this.label3 = new System.Windows.Forms.Label();

this.SuspendLayout();

//

// textBox1

//

this.textBox1.Location = new System.Drawing.Point(31, 75);

this.textBox1.Name = "textBox1";

this.textBox1.Size = new System.Drawing.Size(46, 25);

this.textBox1.TabIndex = 0;

this.textBox1.TextChanged += new System.EventHandler(this.textBox1\_TextChanged);

//

// label1

//

this.label1.AutoSize = true;

this.label1.Location = new System.Drawing.Point(83, 75);

this.label1.Name = "label1";

this.label1.Size = new System.Drawing.Size(15, 15);

this.label1.TabIndex = 1;

this.label1.Text = "+";

this.label1.Click += new System.EventHandler(this.label1\_Click);

//

// textBox2

//

this.textBox2.Location = new System.Drawing.Point(104, 75);

this.textBox2.Name = "textBox2";

this.textBox2.Size = new System.Drawing.Size(48, 25);

this.textBox2.TabIndex = 2;

this.textBox2.TextChanged += new System.EventHandler(this.textBox2\_TextChanged);

//

// button1

//

this.button1.Location = new System.Drawing.Point(98, 167);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(75, 29);

this.button1.TabIndex = 3;

this.button1.Text = "计算";

this.button1.UseVisualStyleBackColor = true;

this.button1.Click += new System.EventHandler(this.button1\_Click);

//

// label2

//

this.label2.AutoSize = true;

this.label2.Location = new System.Drawing.Point(158, 78);

this.label2.Name = "label2";

this.label2.Size = new System.Drawing.Size(15, 15);

this.label2.TabIndex = 4;

this.label2.Text = "=";

//

// label3

//

this.label3.AutoSize = true;

this.label3.Location = new System.Drawing.Point(179, 78);

this.label3.Name = "label3";

this.label3.Size = new System.Drawing.Size(0, 15);

this.label3.TabIndex = 5;

this.label3.Click += new System.EventHandler(this.label3\_Click);

//

// Form1

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 15F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(282, 253);

this.Controls.Add(this.label3);

this.Controls.Add(this.label2);

this.Controls.Add(this.button1);

this.Controls.Add(this.textBox2);

this.Controls.Add(this.label1);

this.Controls.Add(this.textBox1);

this.Name = "Form1";

this.Text = "计算两个整数相加之和";

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.TextBox textBox1;

private System.Windows.Forms.Label label1;

private System.Windows.Forms.TextBox textBox2;

private System.Windows.Forms.Button button1;

private System.Windows.Forms.Label label2;

private System.Windows.Forms.Label label3;

}

}

Program.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace \_2.\_1

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void textBox1\_TextChanged(object sender, EventArgs e)

{

}

private void label1\_Click(object sender, EventArgs e)

{

}

private void textBox2\_TextChanged(object sender, EventArgs e)

{

}

private void label3\_Click(object sender, EventArgs e)

{

}

private void button1\_Click(object sender, EventArgs e)

{

float a, b, c;

a = float.Parse(textBox1.Text);

b = float.Parse(textBox2.Text);

c = a + b;

label1.Text="+";

label2.Text = "=";

label3.Text =c.ToString();

}

}

}

2.

Form1.Designer.cs

namespace \_2.\_2

{

partial class Form1

{

/// <summary>

/// 必需的设计器变量。

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// 清理所有正在使用的资源。

/// </summary>

/// <param name="disposing">如果应释放托管资源，为a true；否则为a false。</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows 窗体设计器生成的代码?

/// <summary>

/// 设计器支持所需的方法不要

/// 使用代码编辑-器修改此方法的内容。

/// </summary>

private void InitializeComponent()

{

this.label1 = new System.Windows.Forms.Label();

this.label2 = new System.Windows.Forms.Label();

this.label3 = new System.Windows.Forms.Label();

this.textBox1 = new System.Windows.Forms.TextBox();

this.button1 = new System.Windows.Forms.Button();

this.button2 = new System.Windows.Forms.Button();

this.button3 = new System.Windows.Forms.Button();

this.SuspendLayout();

//

// label1

//

this.label1.AutoSize = true;

this.label1.Location = new System.Drawing.Point(12, 39);

this.label1.Name = "label1";

this.label1.Size = new System.Drawing.Size(82, 15);

this.label1.TabIndex = 0;

this.label1.Text = "华氏温度：";

this.label1.Click += new System.EventHandler(this.label1\_Click);

//

// label2

//

this.label2.AutoSize = true;

this.label2.Location = new System.Drawing.Point(12, 87);

this.label2.Name = "label2";

this.label2.Size = new System.Drawing.Size(82, 15);

this.label2.TabIndex = 1;

this.label2.Text = "摄氏温度：";

this.label2.Click += new System.EventHandler(this.label2\_Click);

//

// label3

//

this.label3.AutoSize = true;

this.label3.Location = new System.Drawing.Point(100, 87);

this.label3.Name = "label3";

this.label3.Size = new System.Drawing.Size(0, 15);

this.label3.TabIndex = 2;

this.label3.Click += new System.EventHandler(this.label3\_Click);

//

// textBox1

//

this.textBox1.Location = new System.Drawing.Point(100, 36);

this.textBox1.Name = "textBox1";

this.textBox1.Size = new System.Drawing.Size(170, 25);

this.textBox1.TabIndex = 3;

this.textBox1.TextChanged += new System.EventHandler(this.textBox1\_TextChanged);

//

// button1

//

this.button1.Location = new System.Drawing.Point(19, 153);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(75, 32);

this.button1.TabIndex = 4;

this.button1.Text = "转换";

this.button1.UseVisualStyleBackColor = true;

this.button1.Click += new System.EventHandler(this.button1\_Click);

//

// button2

//

this.button2.Location = new System.Drawing.Point(108, 153);

this.button2.Name = "button2";

this.button2.Size = new System.Drawing.Size(75, 32);

this.button2.TabIndex = 5;

this.button2.Text = "清除";

this.button2.UseVisualStyleBackColor = true;

this.button2.Click += new System.EventHandler(this.button2\_Click);

//

// button3

//

this.button3.Location = new System.Drawing.Point(195, 153);

this.button3.Name = "button3";

this.button3.Size = new System.Drawing.Size(75, 32);

this.button3.TabIndex = 6;

this.button3.Text = "退出";

this.button3.UseVisualStyleBackColor = true;

this.button3.Click += new System.EventHandler(this.button3\_Click);

//

// Form1

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 15F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(282, 253);

this.Controls.Add(this.button3);

this.Controls.Add(this.button2);

this.Controls.Add(this.button1);

this.Controls.Add(this.textBox1);

this.Controls.Add(this.label3);

this.Controls.Add(this.label2);

this.Controls.Add(this.label1);

this.Name = "Form1";

this.Text = "Form1";

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Label label1;

private System.Windows.Forms.Label label2;

private System.Windows.Forms.Label label3;

private System.Windows.Forms.TextBox textBox1;

private System.Windows.Forms.Button button1;

private System.Windows.Forms.Button button2;

private System.Windows.Forms.Button button3;

}

}

Program.cs

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace \_2.\_2

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void label1\_Click(object sender, EventArgs e)

{

}

private void label2\_Click(object sender, EventArgs e)

{

}

private void label3\_Click(object sender, EventArgs e)

{

}

private void textBox1\_TextChanged(object sender, EventArgs e)

{

}

private void button1\_Click(object sender, EventArgs e)

{

double f, c;

f = double.Parse(textBox1.Text);

c =((double)5/(double)9)\*(f-32);

label3.Text = c.ToString();

}

private void button2\_Click(object sender, EventArgs e)

{

textBox1.Text = null;

label3.Text = null;

}

private void button3\_Click(object sender, EventArgs e)

{

Application.Exit();

}

}

}

3.

Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace \_2.\_3

{

class Program

{

static void Main(string[] args)

{

double r, s, pi;

pi = 3.1425926;

Console.WriteLine("请输入圆的半径:");

r=double.Parse(Console.ReadLine());

s = 2 \* pi \* r \* r;

Console.WriteLine("该圆的半径为:", s);

Console.ReadLine();

}

}

}

4. fruit.peach 值为8

fruit.strawberry 值为13

5.double a,b

If(a>=90&&a<=140)

{ if(b>=60&&b<=90)

{Console.WriteLine(“血压正常”)}

else

{ Console.WriteLine(“血压不正常”)}

}

else

{ Console.WriteLine(“血压正常”)}