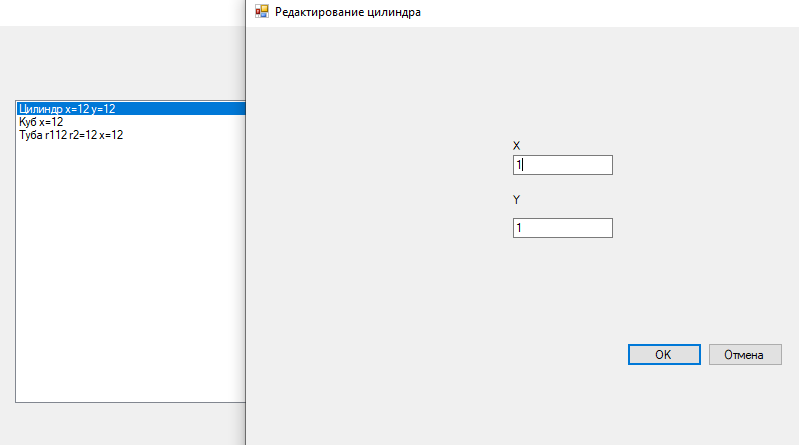
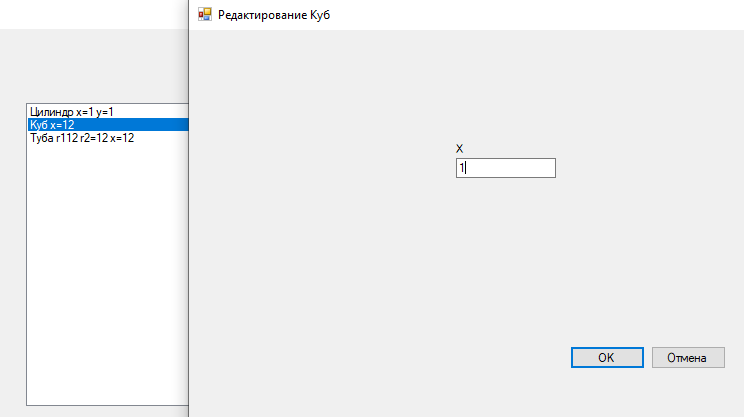
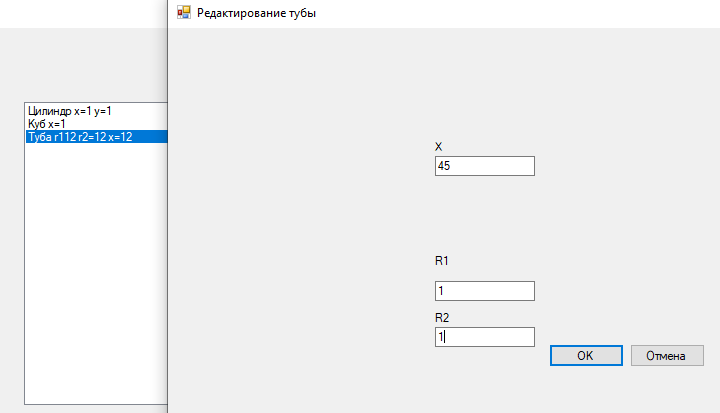
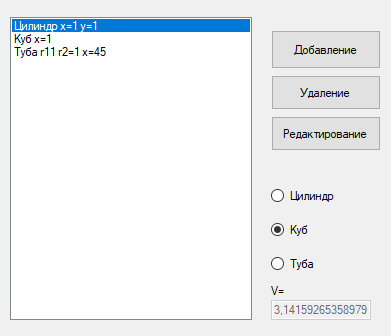
Практическая работа №6

Задание: В практической работе №5 добавить механизм редактирования объектов.









Parents.cs

abstract class Parents

{

public double x;

public Parents(double new\_x)

{

x = new\_x;

}

abstract public double S();

}

Cl.cs

class Cl:Parents

{

public double y;

public Cl(double new\_x, double new\_y) : base(new\_x)

{

y = new\_y;

}

public override double S()

{

double s = Math.PI \* Math.Pow(x, 2) \* y;

return s;

}

public override string ToString()

{

return "Цилиндр x=" + x + " y=" + y;

}

Cube.cs

class Cube:Parents

{

public Cube(double new\_x) : base(new\_x) { }

public override double S()

{

double s = Math.Pow(x, 2);

return s;

}

public override string ToString()

{

return "Куб x=" + x;

}

}

Tuba.cs

class Tuba:Parents

{

public double r1;

public double r2;

public Tuba(double new\_x, double new\_r1, double new\_r2) : base(new\_x)

{

r1 = new\_r1;

r2 = new\_r1;

}

public override double S()

{

double s = Math.PI \* ((r1 \* r1) - (r2 \* r2)) \* x;

return s;

}

public override string ToString()

{

return "Туба r1" + r1 + " r2=" + r2 + " x=" + x;

}

}

Form1.cs

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

Form2 f = new Form2();

if (radioButton1.Checked)

{

//Цилиндр

f.Text = "Добавление цилиндра";

f.textBox3.Visible = false;

f.label3.Visible = false;

f.textBox4.Visible = false;

f.label4.Visible = false;

if (f.ShowDialog() == DialogResult.OK)

{

double x = Convert.ToDouble(f.textBox1.Text);

double y = Convert.ToDouble(f.textBox2.Text);

Cl r = new Cl(x, y);

listBox1.Items.Add(r);

}

}

else if (radioButton2.Checked)

{

f.Text = "Куб";

f.textBox2.Visible = false;

f.label2.Visible = false;

f.textBox3.Visible = false;

f.label3.Visible = false;

f.textBox4.Visible = false;

f.label4.Visible = false;

if (f.ShowDialog() == DialogResult.OK)

{

double x = Convert.ToDouble(f.textBox1.Text);

Cube cu = new Cube(x);

listBox1.Items.Add(cu);

}

}

else

{

f.Text = "Добавление тубы";

f.textBox2.Visible = false;

f.label2.Visible = false;

if (f.ShowDialog() == DialogResult.OK)

{

double r1 = Convert.ToDouble(f.textBox3.Text);

double r2 = Convert.ToDouble(f.textBox4.Text);

double x = Convert.ToDouble(f.textBox1.Text);

Tuba tu = new Tuba(r1, r2, x);

listBox1.Items.Add(tu);

}

}

}

private void listBox1\_SelectedIndexChanged(object sender, EventArgs e)

{

if (listBox1.SelectedIndex != -1)

{

Parents p = listBox1.Items[listBox1.SelectedIndex] as Parents;

textBox1.Text = p.S().ToString();

}

}

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

{

if (listBox1.SelectedIndex == -1)

{

MessageBox.Show("Объект не выбран");

}

else

{

listBox1.Items.RemoveAt(listBox1.SelectedIndex);

}

}

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

{

if(listBox1.SelectedIndex != -1)

{

Form2 f = new Form2();

if (listBox1.Items[listBox1.SelectedIndex]is Cl)

{

//Цилиндр

f.Text = "Редактирование цилиндра";

f.textBox3.Visible = false;

f.label3.Visible = false;

f.textBox4.Visible = false;

f.label4.Visible = false;

Cl r = listBox1.Items[listBox1.SelectedIndex] as Cl;

f.textBox1.Text = r.x.ToString();

f.textBox2.Text = r.y.ToString();

if (f.ShowDialog() == DialogResult.OK)

{

r.x = Convert.ToDouble(f.textBox1.Text);

r.y = Convert.ToDouble(f.textBox2.Text);

listBox1.Items[listBox1.SelectedIndex] = r;

}

}

else if (listBox1.Items[listBox1.SelectedIndex] is Cube)

{

f.Text = "Редактирование Куб";

f.textBox2.Visible = false;

f.label2.Visible = false;

f.textBox3.Visible = false;

f.label3.Visible = false;

f.textBox4.Visible = false;

f.label4.Visible = false;

Cube r = listBox1.Items[listBox1.SelectedIndex] as Cube;

f.textBox1.Text = r.x.ToString();

if (f.ShowDialog() == DialogResult.OK)

{

r.x = Convert.ToDouble(f.textBox1.Text);

listBox1.Items[listBox1.SelectedIndex] = r;

}

}

else if (listBox1.Items[listBox1.SelectedIndex] is Tuba)

{

f.Text = "Редактирование тубы";

f.textBox2.Visible = false;

f.label2.Visible = false;

Tuba r = listBox1.Items[listBox1.SelectedIndex] as Tuba;

f.textBox3.Text = r.r1.ToString();

f.textBox4.Text = r.r2.ToString();

f.textBox1.Text = r.x.ToString();

if (f.ShowDialog() == DialogResult.OK)

{

r.r1 = Convert.ToDouble(f.textBox3.Text);

r.r2 = Convert.ToDouble(f.textBox4.Text);

r.x = Convert.ToDouble(f.textBox1.Text);

listBox1.Items[listBox1.SelectedIndex] = r;

}

}

}

}

}

Ссылка на гитхаб:

<https://github.com/Alexandrov911/PR6.2022.git>