using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace Grados

{

public partial class Form1 : Form

{

int bandera = 0;

public Form1()

{

InitializeComponent();

}

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

{

try

{

double grados;

if (bandera == 1)

{

grados = Convert.ToDouble(textBox1.Text) \* 9.0 / 5.0 + 32.0;

textBox2.Text = string.Format("{0:F2}", grados);

}

if (bandera == 2)

{

grados = (Convert.ToDouble(textBox2.Text) - 32.0) \* 5.0 / 9.0;

textBox1.Text = string.Format("{0:F2}", grados);

}

}

catch(FormatException)

{

textBox1.Text = "0.0";

textBox2.Text = "32.00";

}

}

private void TextBox1\_TextChanged(object sender, EventArgs e)

{

}

private void TextBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

bandera = 1;

if(e.KeyChar==13)

{

Btnconvertir\_Click(sender, e);

}

}

private void TextBox2\_KeyPress(object sender, KeyPressEventArgs e)

{

bandera = 2;

if(e.KeyChar==13)

{

Btnconvertir\_Click(sender, e);

}

}

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

{

}

}

}



