Prise en main de Visual Studio suite

## Partie 1 : Découverte de nouveaux composants et créations de forms

|  |
| --- |
| public partial class Form1 : Form |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| public Form1() |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| InitializeComponent(); |
|  |

|  |
| --- |
| cmb\_diffi.Items.Add("Facile"); |
|  |

|  |
| --- |
| cmb\_diffi.Items.Add("Moyen"); |
|  |

|  |
| --- |
| cmb\_diffi.Items.Add("Difficile"); |
|  |

|  |
| --- |
| cmb\_diffi.Items.Add("Enfer"); |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| private void btn\_valider\_Click(object sender, EventArgs e) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| if (txt\_nom.Text =="") |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| MessageBox.Show("Veuillez rentrer un nom", |
|  |

|  |
| --- |
| "Erreur 1", |
|  |

|  |
| --- |
| MessageBoxButtons.OK, |
|  |

|  |
| --- |
| MessageBoxIcon.Warning, |
|  |

|  |
| --- |
| MessageBoxDefaultButton.Button1, |
|  |

|  |
| --- |
| MessageBoxOptions.RightAlign, |
|  |

|  |
| --- |
| true); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| if (txt\_prenom.Text == "") |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| MessageBox.Show("Veuillez rentrer un prenom", |
|  |

|  |
| --- |
| "Erreur 2", |
|  |

|  |
| --- |
| MessageBoxButtons.OK, |
|  |

|  |
| --- |
| MessageBoxIcon.Warning, |
|  |

|  |
| --- |
| MessageBoxDefaultButton.Button1, |
|  |

|  |
| --- |
| MessageBoxOptions.RightAlign, |
|  |

|  |
| --- |
| true); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| if (cmb\_diffi.SelectedIndex == -1) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| MessageBox.Show("Veuillez séléctionner une difficulté", |
|  |

|  |
| --- |
| "Erreur 3", |
|  |

|  |
| --- |
| MessageBoxButtons.OK, |
|  |

|  |
| --- |
| MessageBoxIcon.Warning, |
|  |

|  |
| --- |
| MessageBoxDefaultButton.Button1, |
|  |

|  |
| --- |
| MessageBoxOptions.RightAlign, |
|  |

|  |
| --- |
| true); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| if (txt\_nom.Text != "" && txt\_prenom.Text != "" && cmb\_diffi.SelectedIndex > -1) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| Jeu J = new Jeu(txt\_prenom.Text +" "+txt\_nom.Text, cmb\_diffi.SelectedItem.ToString()); |
|  |

|  |
| --- |
| J.Show(); |
|  |

|  |
| --- |
| this.Hide(); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |  |
| --- | --- |
|  | |
|  | |
| public partial class Jeu : Form | |
|  | |

|  |
| --- |
| { |
|  |

|  |
| --- |
| public static string motatrouver; |
|  |

|  |
| --- |
| public static string motaafficher ; |
|  |

|  |
| --- |
| public static int compteur = 1; |
|  |

|  |
| --- |
| public Int32 dureeTotal = 0; |
|  |

|  |
| --- |
| public Int32 dureeCout = 0; |
|  |

|  |
| --- |
| public Timer timer; |
|  |

|  |
| --- |
| public Jeu() |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| Init(); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| public Jeu(string nomPrenomJoueur, string difficultePartie) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| Init(); |
|  |

|  |
| --- |
| txt\_nomPrenom.Text = nomPrenomJoueur; |
|  |

|  |
| --- |
| txt\_difficulte.Text = difficultePartie; |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| private void Init() |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| InitializeComponent(); |
|  |

|  |
| --- |
| var listeMotaTrouver = new List<string> { "Francophile", "Chlorophylle", "Conspirateur", "Qualification", "Attraction", "Cornemuse", "Tourisme", "Diapason", "Brouhaha" }; |
|  |

|  |
| --- |
| motatrouver = choisirMotATrouver(listeMotaTrouver); |
|  |

|  |
| --- |
| motaafficher = genererMotAfficher(motatrouver); |
|  |

|  |
| --- |
| txt\_motAtrouver.Text = motaafficher; |
|  |

|  |
| --- |
| txt\_timer.Text = dureeTotal.ToString() + " secondes"; |
|  |

|  |
| --- |
| //timer |
|  |

|  |
| --- |
| timer = new Timer(); |
|  |

|  |
| --- |
| timer.Interval = 1000; |
|  |

|  |
| --- |
| timer.Tick += Timer\_Tick; |
|  |

|  |
| --- |
| timer.Start(); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| private void Timer\_Tick(object sender, EventArgs e) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| dureeTotal++; |
|  |

|  |
| --- |
| dureeCout++; |
|  |

|  |
| --- |
| txt\_timer.Text = dureeTotal.ToString() + " secondes"; |
|  |

|  |
| --- |
| pgb\_coupTimer.Increment(1); |
|  |

|  |
| --- |
| if (dureeCout==10) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| compteur++; |
|  |

|  |
| --- |
| ChangerIMG(compteur, pb\_pendu); |
|  |

|  |
| --- |
| victoire(); |
|  |

|  |
| --- |
| dureeCout = 0; |
|  |

|  |
| --- |
| pgb\_coupTimer.Value = 0; |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| private void btn\_A\_Click(object sender, EventArgs e) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| Verifier((sender as Button).Text.ToString(), txt\_motAtrouver); |
|  |

|  |
| --- |
| ChangerIMG(compteur, pb\_pendu); |
|  |

|  |
| --- |
| pgb\_coupTimer.Value = 0; |
|  |

|  |
| --- |
| dureeCout = 0; |
|  |

|  |
| --- |
| (sender as Button).Enabled = false; |
|  |

|  |
| --- |
| victoire(); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| public void victoire() |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| DialogResult msg; |
|  |

|  |
| --- |
| if (compteur >= 9) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| timer.Stop(); |
|  |

|  |
| --- |
| msg = MessageBox.Show("Vous avez perdu !! \r\nVous deviez trouver le mot: " + motatrouver + "\r\nVoulez vous faire une autre partie ??", |
|  |

|  |
| --- |
| "You loose", |
|  |

|  |
| --- |
| MessageBoxButtons.YesNo, |
|  |

|  |
| --- |
| MessageBoxIcon.Exclamation, |
|  |

|  |
| --- |
| MessageBoxDefaultButton.Button1); |
|  |

|  |
| --- |
| if (msg == DialogResult.Yes) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| var listeMotaTrouver = new List<string> { "Francophile", "Chlorophylle", "Conspirateur", "Qualification", "Attraction", "Cornemuse", "Tourisme", "Diapason", "Brouhaha" }; |
|  |

|  |
| --- |
| remiseAZero(txt\_motAtrouver, listeMotaTrouver); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| else |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| Form1 Accueil = new Form1(); |
|  |

|  |
| --- |
| Accueil.Show(); |
|  |

|  |
| --- |
| this.Hide(); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| if (motatrouver == motaafficher) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| timer.Stop(); |
|  |

|  |
| --- |
| msg = MessageBox.Show("Bravo, vous avez gagné !! \r\nVous avez trouver le mot: " + motatrouver + " En " + dureeTotal + " secondes.\r\nVoulez vous faire une autre partie ??", |
|  |

|  |
| --- |
| "You win", |
|  |

|  |
| --- |
| MessageBoxButtons.YesNo, |
|  |

|  |
| --- |
| MessageBoxIcon.None, |
|  |

|  |
| --- |
| MessageBoxDefaultButton.Button1); |
|  |

|  |
| --- |
| if (msg == DialogResult.Yes) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| var listeMotaTrouver = new List<string> { "Francophile", "Chlorophylle", "Conspirateur", "Qualification", "Attraction", "Cornemuse", "Tourisme", "Diapason", "Brouhaha" }; |
|  |

|  |
| --- |
| remiseAZero(txt\_motAtrouver, listeMotaTrouver); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| else |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| Form1 Accueil = new Form1(); |
|  |

|  |
| --- |
| Accueil.Show(); |
|  |

|  |
| --- |
| this.Hide(); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| public void remiseAZero(TextBox txt, List<String> listeATrouver) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| motaafficher = ""; |
|  |

|  |
| --- |
| motatrouver = ""; |
|  |

|  |
| --- |
| compteur = 1; |
|  |

|  |
| --- |
| motatrouver = choisirMotATrouver(listeATrouver); |
|  |

|  |
| --- |
| motaafficher = genererMotAfficher(motatrouver); |
|  |

|  |
| --- |
| txt.Text = motaafficher; |
|  |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | foreach (Control c in this.Controls) | |  |  |  | | --- | | { | |  |  |  | | --- | | if (c.GetType() == typeof(Button)) | |  |  |  | | --- | | c.Enabled = true; | |  |  |  | | --- | | } | |  | |

|  |
| --- |
| ChangerIMG(compteur, pb\_pendu); |
|  |

|  |
| --- |
| dureeTotal = 0; |
|  |

|  |
| --- |
| txt\_timer.Text = dureeTotal + " secondes"; |
|  |

|  |
| --- |
| timer.Start(); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| public static void Verifier(String lettretape,TextBox txt\_afficher) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| bool lettreOK = false; |
|  |

|  |
| --- |
| int I = 0; |
|  |

|  |
| --- |
| char[] cArray = motatrouver.ToCharArray(); |
|  |

|  |
| --- |
| char[] motaff = motaafficher.ToCharArray(); |
|  |

|  |
| --- |
| motaafficher = ""; |
|  |

|  |
| --- |
| while (I < motatrouver.Length) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| if (cArray[I]== Convert.ToChar(lettretape)) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| motaafficher += lettretape; |
|  |

|  |
| --- |
| lettreOK = true; |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| else |
|  |

|  |
| --- |
| motaafficher += motaff[I]; |
|  |

|  |
| --- |
| I++; |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| if (!lettreOK) compteur++; |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| txt\_afficher.Text = motaafficher; |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| public static void ChangerIMG(Int32 nbcmpt,PictureBox pb\_pendu) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| switch (nbcmpt) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| case 1: |
|  |

|  |
| --- |
| pb\_pendu.Image = Properties.Resources.C1; |
|  |

|  |
| --- |
| pb\_pendu.Refresh(); |
|  |

|  |
| --- |
| break; |
|  |

|  |
| --- |
| case 2: |
|  |

|  |
| --- |
| pb\_pendu.Image = Properties.Resources.C2; |
|  |

|  |
| --- |
| pb\_pendu.Refresh(); |
|  |

|  |
| --- |
| break; |
|  |

|  |
| --- |
| case 3: |
|  |

|  |
| --- |
| pb\_pendu.Image = Properties.Resources.C3; |
|  |

|  |
| --- |
| pb\_pendu.Refresh(); |
|  |

|  |
| --- |
| break; |
|  |

|  |
| --- |
| case 4: |
|  |

|  |
| --- |
| pb\_pendu.Image = Properties.Resources.C4; |
|  |

|  |
| --- |
| pb\_pendu.Refresh(); |
|  |

|  |
| --- |
| break; |
|  |

|  |
| --- |
| case 5: |
|  |

|  |
| --- |
| pb\_pendu.Image = Properties.Resources.C5; |
|  |

|  |
| --- |
| pb\_pendu.Refresh(); |
|  |

|  |
| --- |
| break; |
|  |

|  |
| --- |
| case 6: |
|  |

|  |
| --- |
| pb\_pendu.Image = Properties.Resources.C6; |
|  |

|  |
| --- |
| pb\_pendu.Refresh(); |
|  |

|  |
| --- |
| break; |
|  |

|  |
| --- |
| case 7: |
|  |

|  |
| --- |
| pb\_pendu.Image = Properties.Resources.C7; |
|  |

|  |
| --- |
| pb\_pendu.Refresh(); |
|  |

|  |
| --- |
| break; |
|  |

|  |
| --- |
| case 8: |
|  |

|  |
| --- |
| pb\_pendu.Image = Properties.Resources.C8; |
|  |

|  |
| --- |
| pb\_pendu.Refresh(); |
|  |

|  |
| --- |
| break; |
|  |

|  |
| --- |
| case 9: |
|  |

|  |
| --- |
| pb\_pendu.Image = Properties.Resources.C9; |
|  |

|  |
| --- |
| pb\_pendu.Refresh(); |
|  |

|  |
| --- |
| break; |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| public string genererMotAfficher(String mottrouver) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| string motaff = ""; |
|  |

|  |
| --- |
| int I = 0; |
|  |

|  |
| --- |
| while (I < mottrouver.Length) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| motaff += "\_"; |
|  |

|  |
| --- |
| I++; |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| return motaff; |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| public string choisirMotATrouver(List<String> listeATrouver) |
|  |

|  |
| --- |
| { |
|  |

|  |
| --- |
| Random aleatoire = new Random(); |
|  |

|  |
| --- |
| int nbAleatoire = aleatoire.Next(listeATrouver.Count); |
|  |

|  |
| --- |
| string motchoisi = listeATrouver[nbAleatoire].ToUpper(); |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| return motchoisi; |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
|  |
|  |

### }