Visual Studio C#

<https://learn.microsoft.com/en-us/visualstudio/ide/create-csharp-winform-visual-studio?view=vs-2022>

<https://learn.microsoft.com/en-us/azure/postgresql/single-server/connect-csharp>

<https://www.guru99.com/c-sharp-windows-forms-application.html>

<https://www.guru99.com/net-framework.html>

https://www.youtube.com/watch?v=\_6lc22dLl48&ab\_channel=LearningProgrammingTutorial

Construirea unei interfețe grafice în C#

Sa se realizeze Interfetele aplicatiei folosind Visual Studio C#

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application, email

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Se proiecteaza structura folosind elementele din ViewàToolBox

Graphical user interface, application

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Graphical user interface, application, Word

Description automatically generated

Form 2 Graphical user interface, application

Description automatically generated

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 FormApp1

{

public partial class Menu : Form

{

public Menu()

{

InitializeComponent();

}

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

{

Calculator calc = new Calculator();

calc.Show();

this.Hide();

}

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

{

}

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

{

Form3 next\_frame = new Form3();

next\_frame.Show();

this.Hide();

}

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

{

btn3.Hide();

btn4.Location = new Point(130, 80);

}

}

}

A screenshot of a computer

Description automatically generated

Graphical user interface, application

Description automatically generated

Butonul Calculeaza contine codul

string selectedItem = OPcomboBox.Items[OPcomboBox.SelectedIndex].ToString();

int result = 0;

double rez = 1;

try

{

switch (selectedItem)

{

case "+":

{

result = Convert.ToInt32(operand1.Text) + Convert.ToInt32(operand2.Text);

RezLabel.Text = result.ToString();

break;

}

case "-":

{

result = Convert.ToInt32(operand1.Text) - Convert.ToInt32(operand2.Text);

RezLabel.Text = result.ToString();

break;

}

case "\*":

{

rez = Convert.ToDouble(operand1.Text) \* Convert.ToDouble(operand2.Text);

RezLabel.Text = rez.ToString();

break;

}

case "/":

{

rez = (Convert.ToDouble(operand1.Text) / Convert.ToDouble(operand2.Text));

RezLabel.Text = rez.ToString();

break;

}

default:

{

RezLabel.Text = "Error!";

break;

}

}

}

catch

{

RezLabel.Text = "Error!";

}

Butonul Meniu are codul

Menu meniu = new Menu(); //este numele unui alt Forma

meniu.Show();

this.Hide();

Graphical user interface

Description automatically generated with medium confidence

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 FormApp1

{

public partial class Form3 : Form

{

public Form3()

{

InitializeComponent();

ConvertComboBox.SelectedIndex = 0;

}

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

{

Menu meniu = new Menu();

meniu.Show();

this.Hide();

}

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

{

string selectedItem = ConvertComboBox.Items[ConvertComboBox.SelectedIndex].ToString();

double t1, t2;

try

{

switch (selectedItem)

{

case "Inch -> CM":

{

t1 = Convert.ToDouble(textBox1.Text);

t2 = t1 \* 2.54;

textBox2.Text = t2.ToString();

break;

}

case "Celsius -> Fahrenheit":

{

t1 = Convert.ToDouble(textBox1.Text);

t2 = t1 \* 33.8;

textBox2.Text = t2.ToString();

break;

}

case "Mile -> KM":

{

t1 = Convert.ToDouble(textBox1.Text);

t2 = t1 \* 1.60935;

textBox2.Text = t2.ToString();

break;

}

case "Meter -> Yard":

{

t1 = Convert.ToDouble(textBox1.Text);

t2 = t1 \* 1.0936132983;

textBox2.Text = t2.ToString();

break;

}

case "Liters -> M3":

{

t1 = Convert.ToDouble(textBox1.Text);

t2 = t1 \* 0.001;

textBox2.Text = t2.ToString();

break;

}

default:

{

break;

}

}

}

catch

{

RezLabel.Text = "Error!";

}

}

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

{

textBox1.Text = "";

textBox2.Text = "";

}

}

}