using System;

using System.Windows.Forms;

namespace Assignment\_5

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{ //declare variables to store user input

int radius;

double m = 3.14;

double Area;

double Perimeter;

string output;

//retrieve user input

radius = Convert.ToInt32(textBox3.Text);

//Calculate Area and Perimeter

Area = m \* radius \* radius;

Perimeter = 2 \* m\* radius;

//set output

output = ("The area of Circle is: " + Area + "\r\nThe perimeter of Circle is: " + Perimeter);

textBox16.Text = output;

MessageBox.Show(output);

}

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

{ //declare variables to store user input

int a, b, c, h;

int Area;

int Perimeter;

string output;

//retrieve user input

a = Convert.ToInt32(textBox5.Text);

b = Convert.ToInt32(textBox4.Text);

c = Convert.ToInt32(textBox6.Text);

h= Convert.ToInt32(textBox7.Text);

//Calculate Area and Perimeter

Area = (a \* h) / 2;

Perimeter = a + b + c;

//set output

output= ("The area of Triangle is: " + Area + "\r\nThe perimeter of Triangle is: " + Perimeter);

textBox9.Text = output;

MessageBox.Show(output);

}

private void button5\_Click(object sender, EventArgs e)

{

//declare variables to store user input

int d, f,h;

int Area;

int Perimeter;

string output;

//retrieve user input

d= Convert.ToInt32(textBox10.Text);

f = Convert.ToInt32(textBox11.Text);

h = Convert.ToInt32(textBox12.Text);

//Calculate Area and Perimeter

Area = d \* h;

Perimeter = 2 \* (d + f);

//set output

output = ("The area of Parallelogram is: " + Area + "\r\nThe perimeter of Parallelogram is: " + Perimeter);

textBox13.Text = output;

MessageBox.Show(output);

}

private void button4\_Click(object sender, EventArgs e)

{

//declare variables to store user input

int L,W;

int Area;

int Perimeter;

string output;

//retrieve user input

L = Convert.ToInt32(textBox1.Text);

W = Convert.ToInt32(textBox2.Text);

//Calculate Area and Perimeter

Area = L \* W;

Perimeter = 2 \* (L + W);

//set output

output = ("The area of Rectangle is: " + Area + "\r\nThe perimeter of Rectangle is: " + Perimeter);

textBox14.Text = output;

MessageBox.Show(output);

}

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

{

//declare variables to store user input

int s;

int Area;

int Perimeter;

string output;

//retrieve user input

s = Convert.ToInt32(textBox8.Text);

//Calculate Area and Perimeter

Area = s\*s;

Perimeter = 4\* s;

//set output

output = ("The area of Squeare is: " + Area + "\r\nThe perimeter of Square is: " + Perimeter);

textBox15.Text = output;

MessageBox.Show(output);

}

}

}



