# 利润预测源码

## UI

### Program.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Threading.Tasks;

using System.Windows.Forms;

using Control;

namespace 利润预测

{

static class Program

{

/// <summary>

/// 应用程序的主入口点。

/// </summary>

[STAThread]

static void Main()

{

//初始化字典

Common.ConfigDictionary.InitializationConfigList();

Application.EnableVisualStyles();

Application.SetCompatibleTextRenderingDefault(false);

Application.Run(new Year());

}

}

}

### App.config

<?xml version="1.0" encoding="utf-8"?>

<configuration>

<startup>

<supportedRuntime version="v4.0" sku=".NETFramework,Version=v4.5" />

</startup>

<appSettings>

<!--回收系数-->

<!--精品煤-->

<add key="FineCoalRecoveryCoefficient" value="0.455" />

<!--块煤-->

<add key="LumpCoalRecoveryCoefficient" value="0.066" />

<!--原煤-->

<add key="RawCoalRecoveryCoefficient" value="0.08" />

<!--煤泥-->

<add key="SlimeRecoveryCoefficient" value="0.15" />

<!--末矸-->

<add key="MoGanRecoveryCoefficient" value="0.249" />

<!--回收系数End-->

<!--售价-->

<!--精品煤-->

<add key="FineCoalPrice" value="990.00" />

<!--块煤-->

<add key="LumpCoalPrice" value="1330.00" />

<!--原煤-->

<add key="RawCoalPrice" value="640.00" />

<!--煤泥-->

<add key="SlimePrice" value="165.00" />

<!--末矸-->

<add key="MoGanPrice" value="15.00" />

<!--售价End-->

<!--成本基数-->

<add key="CostBasis" value="18243.45" />

<!--成本基数End-->

<!--成本系数-->

<!--年成本系数-->

<add key="YearCostCoefficient" value="0.99" />

<!--月成本系数-->

<add key="MonthCostCoefficient" value="0.0825" />

<!--成本系数End-->

<!--税金系数-->

<add key="TaxCoefficient" value="0.0286991577301613" />

<!--税金系数End-->

<add key="ClientSettingsProvider.ServiceUri" value="" />

</appSettings>

<system.web>

<membership defaultProvider="ClientAuthenticationMembershipProvider">

<providers>

<add name="ClientAuthenticationMembershipProvider" type="System.Web.ClientServices.Providers.ClientFormsAuthenticationMembershipProvider, System.Web.Extensions, Version=4.0.0.0, Culture=neutral, PublicKeyToken=31bf3856ad364e35" serviceUri="" />

</providers>

</membership>

<roleManager defaultProvider="ClientRoleProvider" enabled="true">

<providers>

<add name="ClientRoleProvider" type="System.Web.ClientServices.Providers.ClientRoleProvider, System.Web.Extensions, Version=4.0.0.0, Culture=neutral, PublicKeyToken=31bf3856ad364e35" serviceUri="" cacheTimeout="86400" />

</providers>

</roleManager>

</system.web>

</configuration>

### Begin.cs

#### Begin.Designer.cs

namespace 利润预测

{

partial class Begin

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.components = new System.ComponentModel.Container();

this.timer1 = new System.Windows.Forms.Timer(this.components);

this.progressBar1 = new System.Windows.Forms.ProgressBar();

this.label1 = new System.Windows.Forms.Label();

this.SuspendLayout();

//

// timer1

//

this.timer1.Tick += new System.EventHandler(this.timer1\_Tick);

//

// progressBar1

//

this.progressBar1.Location = new System.Drawing.Point(41, 114);

this.progressBar1.Name = "progressBar1";

this.progressBar1.Size = new System.Drawing.Size(301, 29);

this.progressBar1.TabIndex = 2;

//

// label1

//

this.label1.AutoSize = true;

this.label1.Font = new System.Drawing.Font("宋体", 14.25F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.label1.Location = new System.Drawing.Point(39, 74);

this.label1.Name = "label1";

this.label1.Size = new System.Drawing.Size(218, 19);

this.label1.TabIndex = 3;

this.label1.Text = "程序加载中，请稍等……";

//

// Begin

//

this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 12F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(375, 267);

this.Controls.Add(this.label1);

this.Controls.Add(this.progressBar1);

this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.None;

this.Name = "Begin";

this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;

this.Text = "Begin";

this.Load += new System.EventHandler(this.Begin\_Load);

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Timer timer1;

private System.Windows.Forms.ProgressBar progressBar1;

private System.Windows.Forms.Label label1;

}

}

#### Begin.cs

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 利润预测

{

public partial class Begin : Form

{

public Begin()

{

InitializeComponent();

}

private void timer1\_Tick(object sender, EventArgs e)

{

if (progressBar1.Value < progressBar1.Maximum)

{

progressBar1.Value++;

}

else

{

timer1.Enabled = false;

//this.button1.Visible = true;

this.Close();

}

}

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

{

//output("进度开始！");

this.Close();

}

private void Begin\_Load(object sender, EventArgs e)

{

progressBar1.Value = 0;

progressBar1.Minimum = 0;

progressBar1.Maximum = 15;

timer1.Enabled = true;

}

}

}

### Year.cs

#### Year.Designer.cs

namespace 利润预测

{

partial class Year

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.components = new System.ComponentModel.Container();

System.ComponentModel.ComponentResourceManager resources = new System.ComponentModel.ComponentResourceManager(typeof(Year));

this.btnMonth = new System.Windows.Forms.Button();

this.label6 = new System.Windows.Forms.Label();

this.label5 = new System.Windows.Forms.Label();

this.label2 = new System.Windows.Forms.Label();

this.txtIncome = new System.Windows.Forms.TextBox();

this.txtPorfit = new System.Windows.Forms.TextBox();

this.button1 = new System.Windows.Forms.Button();

this.panel1 = new System.Windows.Forms.Panel();

this.label9 = new System.Windows.Forms.Label();

this.button2 = new System.Windows.Forms.Button();

this.txtCoal = new System.Windows.Forms.TextBox();

this.btnSetUp = new System.Windows.Forms.Button();

this.panel2 = new System.Windows.Forms.Panel();

this.panel3 = new System.Windows.Forms.Panel();

this.panel4 = new System.Windows.Forms.Panel();

this.btnYear = new System.Windows.Forms.Button();

this.configDictionaryBindingSource = new System.Windows.Forms.BindingSource(this.components);

this.panel1.SuspendLayout();

((System.ComponentModel.ISupportInitialize)(this.configDictionaryBindingSource)).BeginInit();

this.SuspendLayout();

//

// btnMonth

//

this.btnMonth.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.btnMonth.FlatAppearance.BorderColor = System.Drawing.Color.White;

this.btnMonth.FlatAppearance.BorderSize = 0;

this.btnMonth.FlatStyle = System.Windows.Forms.FlatStyle.Flat;

this.btnMonth.Font = new System.Drawing.Font("微软雅黑", 12F);

this.btnMonth.ForeColor = System.Drawing.Color.White;

this.btnMonth.Location = new System.Drawing.Point(39, 126);

this.btnMonth.Name = "btnMonth";

this.btnMonth.Size = new System.Drawing.Size(120, 40);

this.btnMonth.TabIndex = 2;

this.btnMonth.Text = "月度利润预测";

this.btnMonth.UseVisualStyleBackColor = false;

this.btnMonth.Click += new System.EventHandler(this.btnMonth\_Click);

//

// label6

//

this.label6.AutoSize = true;

this.label6.Font = new System.Drawing.Font("微软雅黑", 15F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.label6.ForeColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label6.Location = new System.Drawing.Point(33, 251);

this.label6.Name = "label6";

this.label6.Size = new System.Drawing.Size(112, 27);

this.label6.TabIndex = 17;

this.label6.Text = "预测利润：";

//

// label5

//

this.label5.AutoSize = true;

this.label5.Font = new System.Drawing.Font("微软雅黑", 15F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.label5.ForeColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label5.Location = new System.Drawing.Point(33, 201);

this.label5.Name = "label5";

this.label5.Size = new System.Drawing.Size(112, 27);

this.label5.TabIndex = 16;

this.label5.Text = "营业收入：";

//

// label2

//

this.label2.AutoSize = true;

this.label2.Font = new System.Drawing.Font("微软雅黑", 18F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.label2.Location = new System.Drawing.Point(33, 67);

this.label2.Name = "label2";

this.label2.Size = new System.Drawing.Size(100, 31);

this.label2.TabIndex = 14;

this.label2.Text = "原 煤：";

//

// txtIncome

//

this.txtIncome.BackColor = System.Drawing.Color.White;

this.txtIncome.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txtIncome.Font = new System.Drawing.Font("宋体", 18F);

this.txtIncome.ForeColor = System.Drawing.Color.Black;

this.txtIncome.Location = new System.Drawing.Point(149, 200);

this.txtIncome.MaxLength = 8;

this.txtIncome.Name = "txtIncome";

this.txtIncome.Size = new System.Drawing.Size(186, 28);

this.txtIncome.TabIndex = 105;

//

// txtPorfit

//

this.txtPorfit.BackColor = System.Drawing.Color.White;

this.txtPorfit.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txtPorfit.Font = new System.Drawing.Font("宋体", 18F);

this.txtPorfit.ForeColor = System.Drawing.Color.Black;

this.txtPorfit.Location = new System.Drawing.Point(149, 250);

this.txtPorfit.MaxLength = 8;

this.txtPorfit.Name = "txtPorfit";

this.txtPorfit.Size = new System.Drawing.Size(186, 28);

this.txtPorfit.TabIndex = 106;

//

// button1

//

this.button1.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(104)))), ((int)(((byte)(109)))), ((int)(((byte)(224)))));

this.button1.FlatAppearance.BorderColor = System.Drawing.Color.DimGray;

this.button1.FlatAppearance.BorderSize = 0;

this.button1.FlatStyle = System.Windows.Forms.FlatStyle.Flat;

this.button1.Image = ((System.Drawing.Image)(resources.GetObject("button1.Image")));

this.button1.Location = new System.Drawing.Point(334, 0);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(36, 33);

this.button1.TabIndex = 108;

this.button1.UseVisualStyleBackColor = false;

this.button1.Click += new System.EventHandler(this.button1\_Click);

//

// panel1

//

this.panel1.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(104)))), ((int)(((byte)(109)))), ((int)(((byte)(224)))));

this.panel1.Controls.Add(this.btnSetUp);

this.panel1.Controls.Add(this.label9);

this.panel1.Controls.Add(this.button2);

this.panel1.Controls.Add(this.button1);

this.panel1.Location = new System.Drawing.Point(-2, -1);

this.panel1.Name = "panel1";

this.panel1.Size = new System.Drawing.Size(601, 33);

this.panel1.TabIndex = 110;

this.panel1.MouseDown += new System.Windows.Forms.MouseEventHandler(this.panel1\_MouseDown);

this.panel1.MouseMove += new System.Windows.Forms.MouseEventHandler(this.panel1\_MouseMove);

//

// label9

//

this.label9.AutoSize = true;

this.label9.Font = new System.Drawing.Font("微软雅黑", 15.75F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.label9.ForeColor = System.Drawing.Color.White;

this.label9.Location = new System.Drawing.Point(16, 3);

this.label9.Name = "label9";

this.label9.Size = new System.Drawing.Size(150, 28);

this.label9.TabIndex = 137;

this.label9.Text = "利 润 预 测";

//

// button2

//

this.button2.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(104)))), ((int)(((byte)(109)))), ((int)(((byte)(224)))));

this.button2.FlatAppearance.BorderColor = System.Drawing.Color.DimGray;

this.button2.FlatAppearance.BorderSize = 0;

this.button2.FlatStyle = System.Windows.Forms.FlatStyle.Flat;

this.button2.Image = ((System.Drawing.Image)(resources.GetObject("button2.Image")));

this.button2.Location = new System.Drawing.Point(299, 0);

this.button2.Name = "button2";

this.button2.Size = new System.Drawing.Size(36, 33);

this.button2.TabIndex = 111;

this.button2.UseVisualStyleBackColor = false;

this.button2.Click += new System.EventHandler(this.button2\_Click);

//

// txtCoal

//

this.txtCoal.BackColor = System.Drawing.Color.White;

this.txtCoal.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txtCoal.Font = new System.Drawing.Font("宋体", 20F);

this.txtCoal.Location = new System.Drawing.Point(149, 67);

this.txtCoal.MaxLength = 8;

this.txtCoal.Name = "txtCoal";

this.txtCoal.Size = new System.Drawing.Size(186, 31);

this.txtCoal.TabIndex = 104;

this.txtCoal.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txtCoal\_KeyPress);

//

// btnSetUp

//

this.btnSetUp.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(104)))), ((int)(((byte)(109)))), ((int)(((byte)(224)))));

this.btnSetUp.FlatAppearance.BorderColor = System.Drawing.Color.DimGray;

this.btnSetUp.FlatAppearance.BorderSize = 0;

this.btnSetUp.FlatStyle = System.Windows.Forms.FlatStyle.Flat;

this.btnSetUp.Image = ((System.Drawing.Image)(resources.GetObject("btnSetUp.Image")));

this.btnSetUp.Location = new System.Drawing.Point(268, 0);

this.btnSetUp.Name = "btnSetUp";

this.btnSetUp.Size = new System.Drawing.Size(36, 33);

this.btnSetUp.TabIndex = 138;

this.btnSetUp.UseVisualStyleBackColor = false;

this.btnSetUp.Click += new System.EventHandler(this.btnSetUp\_Click);

//

// panel2

//

this.panel2.Location = new System.Drawing.Point(-15, 300);

this.panel2.Name = "panel2";

this.panel2.Size = new System.Drawing.Size(403, 100);

this.panel2.TabIndex = 111;

//

// panel3

//

this.panel3.Location = new System.Drawing.Point(355, 32);

this.panel3.Name = "panel3";

this.panel3.Size = new System.Drawing.Size(403, 288);

this.panel3.TabIndex = 112;

//

// panel4

//

this.panel4.Location = new System.Drawing.Point(-12, 32);

this.panel4.Name = "panel4";

this.panel4.Size = new System.Drawing.Size(45, 322);

this.panel4.TabIndex = 113;

//

// btnYear

//

this.btnYear.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.btnYear.FlatAppearance.BorderColor = System.Drawing.Color.White;

this.btnYear.FlatAppearance.BorderSize = 0;

this.btnYear.FlatStyle = System.Windows.Forms.FlatStyle.Flat;

this.btnYear.Font = new System.Drawing.Font("微软雅黑", 12F);

this.btnYear.ForeColor = System.Drawing.Color.White;

this.btnYear.Location = new System.Drawing.Point(215, 126);

this.btnYear.Name = "btnYear";

this.btnYear.Size = new System.Drawing.Size(120, 40);

this.btnYear.TabIndex = 114;

this.btnYear.Text = "年度利润预测";

this.btnYear.UseVisualStyleBackColor = false;

this.btnYear.Click += new System.EventHandler(this.btnYear\_Click\_1);

//

// configDictionaryBindingSource

//

this.configDictionaryBindingSource.DataSource = typeof(Common.ConfigDictionary);

//

// Year

//

this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 12F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.BackColor = System.Drawing.Color.White;

this.ClientSize = new System.Drawing.Size(367, 313);

this.Controls.Add(this.btnYear);

this.Controls.Add(this.panel4);

this.Controls.Add(this.panel3);

this.Controls.Add(this.panel2);

this.Controls.Add(this.panel1);

this.Controls.Add(this.txtCoal);

this.Controls.Add(this.txtPorfit);

this.Controls.Add(this.txtIncome);

this.Controls.Add(this.btnMonth);

this.Controls.Add(this.label6);

this.Controls.Add(this.label5);

this.Controls.Add(this.label2);

this.Icon = ((System.Drawing.Icon)(resources.GetObject("$this.Icon")));

this.MaximizeBox = false;

this.Name = "Year";

this.ShowIcon = false;

this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;

this.Text = "利润预测";

this.FormClosing += new System.Windows.Forms.FormClosingEventHandler(this.Year\_FormClosing);

this.Load += new System.EventHandler(this.Year\_Load);

this.Paint += new System.Windows.Forms.PaintEventHandler(this.Year\_Paint);

this.panel1.ResumeLayout(false);

this.panel1.PerformLayout();

((System.ComponentModel.ISupportInitialize)(this.configDictionaryBindingSource)).EndInit();

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Button btnMonth;

private System.Windows.Forms.Label label6;

private System.Windows.Forms.Label label5;

private System.Windows.Forms.Label label2;

private System.Windows.Forms.BindingSource configDictionaryBindingSource;

private System.Windows.Forms.TextBox txtIncome;

private System.Windows.Forms.TextBox txtPorfit;

private System.Windows.Forms.Button button1;

private System.Windows.Forms.Panel panel1;

private System.Windows.Forms.Button button2;

private System.Windows.Forms.Label label9;

private System.Windows.Forms.TextBox txtCoal;

private System.Windows.Forms.Button btnSetUp;

private System.Windows.Forms.Panel panel2;

private System.Windows.Forms.Panel panel3;

private System.Windows.Forms.Panel panel4;

private System.Windows.Forms.Button btnYear;

}

}

#### Year.cs

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;

using Control;

using Common;

using Model;

using System.Configuration;

using CCWin;

namespace 利润预测

{

public partial class Year : SkinMain

{

public Year()

{

InitializeComponent();

}

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

{

//double income;

//double porfit;

if (this.txtCoal.Text.Length>0)

{

Calculate calculate = new Calculate(Convert.ToDouble(this.txtCoal.Text),Data.Month);

this.txtIncome.Text = Math.Round(calculate.profit.Income, 2).ToString();

this.txtPorfit.Text = Math.Round(calculate.profit.Profit1).ToString();

}

else

{

MessageBox.Show("请输入原煤！");

}

//this.txtIncome.Text=calculate.

}

private void Year\_Load(object sender, EventArgs e)

{

//MessageBox.Show("???");

//进度条页面

Begin begion = new Begin();

begion.ShowDialog();

//重绘TextBox边框

this.Paint+=Year\_Paint;

}

private void txtCoal\_Enter(object sender, EventArgs e)

{

this.txtCoal.Clear();

}

#region 关闭窗口时事件： 更改配置文件的值

/// <summary>

/// 关闭窗口时事件： 更改配置文件的值

/// </summary>

/// <param name="sender"></param>

/// <param name="e"></param>

private void Year\_FormClosing(object sender, FormClosingEventArgs e)

{

ConfigDictionary.InitializationConfig();

}

#endregion

#region txtCoal\_KeyPress事件： 只输入数字

/// <summary>

/// 限制文本框只输入数字

/// </summary>

/// <param name="sender"></param>

/// <param name="e"></param>

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

{

e.Handled = Detection.OnlyNum(this.txtCoal, e);

}

#endregion

#region 移动窗体

private Point mPoint = new Point();

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

{

this.Close();

}

private void panel1\_MouseDown(object sender, MouseEventArgs e)

{

mPoint.X = e.X;

mPoint.Y = e.Y;

}

private void panel1\_MouseMove(object sender, MouseEventArgs e)

{

if (e.Button == MouseButtons.Left)

{

Point myPosittion = MousePosition;

myPosittion.Offset(-mPoint.X, -mPoint.Y);

Location = myPosittion;

}

}

#endregion

#region 最小化窗体

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

{

this.WindowState = FormWindowState.Minimized;

}

#endregion

#region 重新绘制TextBox边框

private void Year\_Paint(object sender, PaintEventArgs e)

{

Graphics g = e.Graphics;

Pen pen = new Pen(Color.FromArgb(255, 155, 0), 2.0f);

foreach (System.Windows.Forms.Control ctr in this.Controls)

{

if (ctr is TextBox)

{

g.DrawRectangle(pen, new Rectangle(ctr.Location, ctr.Size));

}

}

pen.Dispose();

}

#endregion

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

{

SetUp setup = new SetUp();

setup.ShowDialog();

this.txtCoal.Clear();

this.txtIncome.Clear();

this.txtPorfit.Clear();

}

private void btnYear\_Click\_1(object sender, EventArgs e)

{

if (this.txtCoal.Text.Length > 0)

{

Calculate calculate = new Calculate(Convert.ToDouble(this.txtCoal.Text), Data.Year);

this.txtIncome.Text = Math.Round(calculate.profit.Income, 2).ToString();

this.txtPorfit.Text = Math.Round(calculate.profit.Profit1).ToString();

}

else

{

MessageBox.Show("请输入原煤！");

}

}

}

}

### SetUp.cs

#### SetUp.Designer.cs

namespace 利润预测

{

partial class SetUp

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

System.ComponentModel.ComponentResourceManager resources = new System.ComponentModel.ComponentResourceManager(typeof(SetUp));

this.panel3 = new System.Windows.Forms.Panel();

this.panel11 = new System.Windows.Forms.Panel();

this.label15 = new System.Windows.Forms.Label();

this.panel1 = new System.Windows.Forms.Panel();

this.button1 = new System.Windows.Forms.Button();

this.label2 = new System.Windows.Forms.Label();

this.txt5\_2 = new System.Windows.Forms.TextBox();

this.txt5\_1 = new System.Windows.Forms.TextBox();

this.txt4\_2 = new System.Windows.Forms.TextBox();

this.txt4\_1 = new System.Windows.Forms.TextBox();

this.txt3\_2 = new System.Windows.Forms.TextBox();

this.txt3\_1 = new System.Windows.Forms.TextBox();

this.txt2\_2 = new System.Windows.Forms.TextBox();

this.txt2\_1 = new System.Windows.Forms.TextBox();

this.txt1\_2 = new System.Windows.Forms.TextBox();

this.txt1\_1 = new System.Windows.Forms.TextBox();

this.label14 = new System.Windows.Forms.Label();

this.label13 = new System.Windows.Forms.Label();

this.label12 = new System.Windows.Forms.Label();

this.label11 = new System.Windows.Forms.Label();

this.label10 = new System.Windows.Forms.Label();

this.panel4 = new System.Windows.Forms.Panel();

this.label16 = new System.Windows.Forms.Label();

this.btnChange = new System.Windows.Forms.Button();

this.txt9 = new System.Windows.Forms.TextBox();

this.label8 = new System.Windows.Forms.Label();

this.txt8 = new System.Windows.Forms.TextBox();

this.txt7 = new System.Windows.Forms.TextBox();

this.txt6 = new System.Windows.Forms.TextBox();

this.label22 = new System.Windows.Forms.Label();

this.label23 = new System.Windows.Forms.Label();

this.label24 = new System.Windows.Forms.Label();

this.panel2 = new System.Windows.Forms.Panel();

this.panel6 = new System.Windows.Forms.Panel();

this.panel7 = new System.Windows.Forms.Panel();

this.panel8 = new System.Windows.Forms.Panel();

this.panel9 = new System.Windows.Forms.Panel();

this.panel12 = new System.Windows.Forms.Panel();

this.panel5 = new System.Windows.Forms.Panel();

this.label1 = new System.Windows.Forms.Label();

this.label3 = new System.Windows.Forms.Label();

this.label4 = new System.Windows.Forms.Label();

this.panel3.SuspendLayout();

this.panel1.SuspendLayout();

this.panel4.SuspendLayout();

this.panel7.SuspendLayout();

this.SuspendLayout();

//

// panel3

//

this.panel3.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(189)))), ((int)(((byte)(244)))), ((int)(((byte)(0)))));

this.panel3.Controls.Add(this.panel11);

this.panel3.Controls.Add(this.label15);

this.panel3.Location = new System.Drawing.Point(0, 32);

this.panel3.Name = "panel3";

this.panel3.Size = new System.Drawing.Size(260, 32);

this.panel3.TabIndex = 137;

//

// panel11

//

this.panel11.Location = new System.Drawing.Point(248, 32);

this.panel11.Name = "panel11";

this.panel11.Size = new System.Drawing.Size(200, 205);

this.panel11.TabIndex = 169;

//

// label15

//

this.label15.AutoSize = true;

this.label15.Font = new System.Drawing.Font("微软雅黑", 14.25F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.label15.ForeColor = System.Drawing.Color.White;

this.label15.Location = new System.Drawing.Point(78, 4);

this.label15.Name = "label15";

this.label15.Size = new System.Drawing.Size(124, 26);

this.label15.TabIndex = 0;

this.label15.Text = "基 本 参 数";

//

// panel1

//

this.panel1.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(104)))), ((int)(((byte)(153)))), ((int)(((byte)(211)))));

this.panel1.Controls.Add(this.button1);

this.panel1.Controls.Add(this.label2);

this.panel1.Location = new System.Drawing.Point(-7, 0);

this.panel1.Name = "panel1";

this.panel1.Size = new System.Drawing.Size(296, 32);

this.panel1.TabIndex = 138;

this.panel1.MouseDown += new System.Windows.Forms.MouseEventHandler(this.panel1\_MouseDown);

this.panel1.MouseMove += new System.Windows.Forms.MouseEventHandler(this.panel1\_MouseMove);

//

// button1

//

this.button1.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(104)))), ((int)(((byte)(153)))), ((int)(((byte)(211)))));

this.button1.FlatAppearance.BorderColor = System.Drawing.Color.DimGray;

this.button1.FlatAppearance.BorderSize = 0;

this.button1.FlatStyle = System.Windows.Forms.FlatStyle.Flat;

this.button1.Image = ((System.Drawing.Image)(resources.GetObject("button1.Image")));

this.button1.Location = new System.Drawing.Point(235, 0);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(31, 31);

this.button1.TabIndex = 167;

this.button1.UseVisualStyleBackColor = false;

this.button1.Click += new System.EventHandler(this.button1\_Click);

//

// label2

//

this.label2.AutoSize = true;

this.label2.Font = new System.Drawing.Font("微软雅黑", 12F, System.Drawing.FontStyle.Regular, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.label2.ForeColor = System.Drawing.Color.White;

this.label2.Location = new System.Drawing.Point(12, 5);

this.label2.Name = "label2";

this.label2.Size = new System.Drawing.Size(109, 21);

this.label2.TabIndex = 0;

this.label2.Text = "参 数 修 改";

//

// txt5\_2

//

this.txt5\_2.BackColor = System.Drawing.Color.White;

this.txt5\_2.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt5\_2.Font = new System.Drawing.Font("宋体", 14F);

this.txt5\_2.ForeColor = System.Drawing.Color.Black;

this.txt5\_2.Location = new System.Drawing.Point(155, 234);

this.txt5\_2.Name = "txt5\_2";

this.txt5\_2.ReadOnly = true;

this.txt5\_2.Size = new System.Drawing.Size(88, 22);

this.txt5\_2.TabIndex = 156;

this.txt5\_2.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt5\_2.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt5\_2\_KeyPress);

//

// txt5\_1

//

this.txt5\_1.BackColor = System.Drawing.Color.White;

this.txt5\_1.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt5\_1.Font = new System.Drawing.Font("宋体", 14F);

this.txt5\_1.ForeColor = System.Drawing.Color.Black;

this.txt5\_1.Location = new System.Drawing.Point(77, 234);

this.txt5\_1.Name = "txt5\_1";

this.txt5\_1.ReadOnly = true;

this.txt5\_1.Size = new System.Drawing.Size(63, 22);

this.txt5\_1.TabIndex = 155;

this.txt5\_1.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt5\_1.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt5\_1\_KeyPress);

//

// txt4\_2

//

this.txt4\_2.BackColor = System.Drawing.Color.White;

this.txt4\_2.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt4\_2.Font = new System.Drawing.Font("宋体", 14F);

this.txt4\_2.ForeColor = System.Drawing.Color.Black;

this.txt4\_2.Location = new System.Drawing.Point(155, 202);

this.txt4\_2.Name = "txt4\_2";

this.txt4\_2.ReadOnly = true;

this.txt4\_2.Size = new System.Drawing.Size(88, 22);

this.txt4\_2.TabIndex = 154;

this.txt4\_2.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt4\_2.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt4\_2\_KeyPress);

//

// txt4\_1

//

this.txt4\_1.BackColor = System.Drawing.Color.White;

this.txt4\_1.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt4\_1.Font = new System.Drawing.Font("宋体", 14F);

this.txt4\_1.ForeColor = System.Drawing.Color.Black;

this.txt4\_1.Location = new System.Drawing.Point(77, 202);

this.txt4\_1.Name = "txt4\_1";

this.txt4\_1.ReadOnly = true;

this.txt4\_1.Size = new System.Drawing.Size(63, 22);

this.txt4\_1.TabIndex = 153;

this.txt4\_1.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt4\_1.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt4\_1\_KeyPress);

//

// txt3\_2

//

this.txt3\_2.BackColor = System.Drawing.Color.White;

this.txt3\_2.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt3\_2.Font = new System.Drawing.Font("宋体", 14F);

this.txt3\_2.ForeColor = System.Drawing.Color.Black;

this.txt3\_2.Location = new System.Drawing.Point(155, 169);

this.txt3\_2.Name = "txt3\_2";

this.txt3\_2.ReadOnly = true;

this.txt3\_2.Size = new System.Drawing.Size(88, 22);

this.txt3\_2.TabIndex = 152;

this.txt3\_2.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt3\_2.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt3\_2\_KeyPress);

//

// txt3\_1

//

this.txt3\_1.BackColor = System.Drawing.Color.White;

this.txt3\_1.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt3\_1.Font = new System.Drawing.Font("宋体", 14F);

this.txt3\_1.ForeColor = System.Drawing.Color.Black;

this.txt3\_1.Location = new System.Drawing.Point(77, 169);

this.txt3\_1.Name = "txt3\_1";

this.txt3\_1.ReadOnly = true;

this.txt3\_1.Size = new System.Drawing.Size(63, 22);

this.txt3\_1.TabIndex = 151;

this.txt3\_1.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt3\_1.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt3\_1\_KeyPress);

//

// txt2\_2

//

this.txt2\_2.BackColor = System.Drawing.Color.White;

this.txt2\_2.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt2\_2.Font = new System.Drawing.Font("宋体", 14F);

this.txt2\_2.ForeColor = System.Drawing.Color.Black;

this.txt2\_2.Location = new System.Drawing.Point(155, 139);

this.txt2\_2.Name = "txt2\_2";

this.txt2\_2.ReadOnly = true;

this.txt2\_2.Size = new System.Drawing.Size(88, 22);

this.txt2\_2.TabIndex = 150;

this.txt2\_2.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt2\_2.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt2\_2\_KeyPress);

//

// txt2\_1

//

this.txt2\_1.BackColor = System.Drawing.Color.White;

this.txt2\_1.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt2\_1.Font = new System.Drawing.Font("宋体", 14F);

this.txt2\_1.ForeColor = System.Drawing.Color.Black;

this.txt2\_1.Location = new System.Drawing.Point(77, 139);

this.txt2\_1.Name = "txt2\_1";

this.txt2\_1.ReadOnly = true;

this.txt2\_1.Size = new System.Drawing.Size(63, 22);

this.txt2\_1.TabIndex = 149;

this.txt2\_1.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt2\_1.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt2\_1\_KeyPress);

//

// txt1\_2

//

this.txt1\_2.BackColor = System.Drawing.Color.White;

this.txt1\_2.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt1\_2.Font = new System.Drawing.Font("宋体", 14F);

this.txt1\_2.ForeColor = System.Drawing.Color.Black;

this.txt1\_2.Location = new System.Drawing.Point(155, 105);

this.txt1\_2.Name = "txt1\_2";

this.txt1\_2.ReadOnly = true;

this.txt1\_2.Size = new System.Drawing.Size(88, 22);

this.txt1\_2.TabIndex = 148;

this.txt1\_2.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt1\_2.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt1\_2\_KeyPress);

//

// txt1\_1

//

this.txt1\_1.BackColor = System.Drawing.Color.White;

this.txt1\_1.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt1\_1.Font = new System.Drawing.Font("宋体", 14F);

this.txt1\_1.ForeColor = System.Drawing.Color.Black;

this.txt1\_1.Location = new System.Drawing.Point(77, 105);

this.txt1\_1.Name = "txt1\_1";

this.txt1\_1.ReadOnly = true;

this.txt1\_1.Size = new System.Drawing.Size(63, 22);

this.txt1\_1.TabIndex = 147;

this.txt1\_1.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt1\_1.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt1\_1\_KeyPress);

//

// label14

//

this.label14.AutoSize = true;

this.label14.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label14.Font = new System.Drawing.Font("微软雅黑", 13F);

this.label14.ForeColor = System.Drawing.Color.White;

this.label14.Location = new System.Drawing.Point(12, 233);

this.label14.Name = "label14";

this.label14.Size = new System.Drawing.Size(51, 24);

this.label14.TabIndex = 146;

this.label14.Text = "末 矸";

//

// label13

//

this.label13.AutoSize = true;

this.label13.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label13.Font = new System.Drawing.Font("微软雅黑", 13F);

this.label13.ForeColor = System.Drawing.Color.White;

this.label13.Location = new System.Drawing.Point(12, 201);

this.label13.Name = "label13";

this.label13.Size = new System.Drawing.Size(51, 24);

this.label13.TabIndex = 145;

this.label13.Text = "煤 泥";

//

// label12

//

this.label12.AutoSize = true;

this.label12.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label12.Font = new System.Drawing.Font("微软雅黑", 13F);

this.label12.ForeColor = System.Drawing.Color.White;

this.label12.Location = new System.Drawing.Point(12, 168);

this.label12.Name = "label12";

this.label12.Size = new System.Drawing.Size(51, 24);

this.label12.TabIndex = 144;

this.label12.Text = "原 煤";

//

// label11

//

this.label11.AutoSize = true;

this.label11.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label11.Font = new System.Drawing.Font("微软雅黑", 13F);

this.label11.ForeColor = System.Drawing.Color.White;

this.label11.Location = new System.Drawing.Point(12, 138);

this.label11.Name = "label11";

this.label11.Size = new System.Drawing.Size(51, 24);

this.label11.TabIndex = 143;

this.label11.Text = "块 煤";

//

// label10

//

this.label10.AutoSize = true;

this.label10.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label10.Font = new System.Drawing.Font("微软雅黑", 13F);

this.label10.ForeColor = System.Drawing.Color.White;

this.label10.Location = new System.Drawing.Point(12, 104);

this.label10.Name = "label10";

this.label10.Size = new System.Drawing.Size(51, 24);

this.label10.TabIndex = 142;

this.label10.Text = "精 煤";

//

// panel4

//

this.panel4.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(189)))), ((int)(((byte)(244)))), ((int)(((byte)(0)))));

this.panel4.Controls.Add(this.label16);

this.panel4.Location = new System.Drawing.Point(0, 267);

this.panel4.Name = "panel4";

this.panel4.Size = new System.Drawing.Size(260, 32);

this.panel4.TabIndex = 157;

//

// label16

//

this.label16.AutoSize = true;

this.label16.Font = new System.Drawing.Font("微软雅黑", 14.25F, System.Drawing.FontStyle.Bold);

this.label16.ForeColor = System.Drawing.Color.White;

this.label16.Location = new System.Drawing.Point(76, 3);

this.label16.Name = "label16";

this.label16.Size = new System.Drawing.Size(124, 26);

this.label16.TabIndex = 1;

this.label16.Text = "其 它 参 数";

//

// btnChange

//

this.btnChange.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(184)))), ((int)(((byte)(0)))));

this.btnChange.FlatAppearance.BorderColor = System.Drawing.Color.FromArgb(((int)(((byte)(104)))), ((int)(((byte)(109)))), ((int)(((byte)(224)))));

this.btnChange.FlatAppearance.BorderSize = 0;

this.btnChange.FlatStyle = System.Windows.Forms.FlatStyle.Flat;

this.btnChange.Font = new System.Drawing.Font("微软雅黑", 14.25F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(134)));

this.btnChange.ForeColor = System.Drawing.Color.Transparent;

this.btnChange.Location = new System.Drawing.Point(27, 430);

this.btnChange.Name = "btnChange";

this.btnChange.Size = new System.Drawing.Size(202, 33);

this.btnChange.TabIndex = 158;

this.btnChange.Text = "修 改 参 数";

this.btnChange.TextAlign = System.Drawing.ContentAlignment.TopCenter;

this.btnChange.UseVisualStyleBackColor = false;

this.btnChange.Click += new System.EventHandler(this.btnChange\_Click);

//

// txt9

//

this.txt9.BackColor = System.Drawing.Color.White;

this.txt9.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt9.Font = new System.Drawing.Font("宋体", 12F);

this.txt9.Location = new System.Drawing.Point(109, 398);

this.txt9.Name = "txt9";

this.txt9.ReadOnly = true;

this.txt9.Size = new System.Drawing.Size(134, 19);

this.txt9.TabIndex = 166;

this.txt9.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt9.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt9\_KeyPress);

//

// label8

//

this.label8.AutoSize = true;

this.label8.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label8.Font = new System.Drawing.Font("微软雅黑", 11.5F);

this.label8.ForeColor = System.Drawing.Color.White;

this.label8.Location = new System.Drawing.Point(9, 338);

this.label8.Name = "label8";

this.label8.Size = new System.Drawing.Size(89, 21);

this.label8.TabIndex = 162;

this.label8.Text = "税 金 系 数";

//

// txt8

//

this.txt8.BackColor = System.Drawing.Color.White;

this.txt8.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt8.Font = new System.Drawing.Font("宋体", 12F);

this.txt8.Location = new System.Drawing.Point(109, 369);

this.txt8.Name = "txt8";

this.txt8.ReadOnly = true;

this.txt8.Size = new System.Drawing.Size(134, 19);

this.txt8.TabIndex = 165;

this.txt8.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt8.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt8\_KeyPress);

//

// txt7

//

this.txt7.BackColor = System.Drawing.Color.White;

this.txt7.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt7.Font = new System.Drawing.Font("宋体", 12F);

this.txt7.Location = new System.Drawing.Point(109, 340);

this.txt7.Name = "txt7";

this.txt7.ReadOnly = true;

this.txt7.Size = new System.Drawing.Size(134, 19);

this.txt7.TabIndex = 164;

this.txt7.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt7.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt7\_KeyPress);

//

// txt6

//

this.txt6.BackColor = System.Drawing.Color.White;

this.txt6.BorderStyle = System.Windows.Forms.BorderStyle.None;

this.txt6.Font = new System.Drawing.Font("宋体", 12F);

this.txt6.Location = new System.Drawing.Point(109, 311);

this.txt6.Name = "txt6";

this.txt6.ReadOnly = true;

this.txt6.Size = new System.Drawing.Size(134, 19);

this.txt6.TabIndex = 163;

this.txt6.TextAlign = System.Windows.Forms.HorizontalAlignment.Center;

this.txt6.KeyPress += new System.Windows.Forms.KeyPressEventHandler(this.txt6\_KeyPress);

//

// label22

//

this.label22.AutoSize = true;

this.label22.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label22.Font = new System.Drawing.Font("微软雅黑", 11.5F);

this.label22.ForeColor = System.Drawing.Color.White;

this.label22.Location = new System.Drawing.Point(8, 367);

this.label22.Name = "label22";

this.label22.Size = new System.Drawing.Size(90, 21);

this.label22.TabIndex = 161;

this.label22.Text = "月成本系数";

//

// label23

//

this.label23.AutoSize = true;

this.label23.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label23.Font = new System.Drawing.Font("微软雅黑", 11.5F);

this.label23.ForeColor = System.Drawing.Color.White;

this.label23.Location = new System.Drawing.Point(8, 395);

this.label23.Name = "label23";

this.label23.Size = new System.Drawing.Size(90, 21);

this.label23.TabIndex = 160;

this.label23.Text = "年成本系数";

//

// label24

//

this.label24.AutoSize = true;

this.label24.BackColor = System.Drawing.Color.FromArgb(((int)(((byte)(255)))), ((int)(((byte)(155)))), ((int)(((byte)(0)))));

this.label24.Font = new System.Drawing.Font("微软雅黑", 11.5F);

this.label24.ForeColor = System.Drawing.Color.White;

this.label24.Location = new System.Drawing.Point(9, 310);

this.label24.Name = "label24";

this.label24.Size = new System.Drawing.Size(89, 21);

this.label24.TabIndex = 159;

this.label24.Text = "成 本 基 数";

//

// panel2

//

this.panel2.Location = new System.Drawing.Point(266, 64);

this.panel2.Name = "panel2";

this.panel2.Size = new System.Drawing.Size(186, 206);

this.panel2.TabIndex = 167;

//

// panel6

//

this.panel6.Location = new System.Drawing.Point(246, 299);

this.panel6.Name = "panel6";

this.panel6.Size = new System.Drawing.Size(200, 197);

this.panel6.TabIndex = 168;

//

// panel7

//

this.panel7.Controls.Add(this.panel8);

this.panel7.Location = new System.Drawing.Point(-208, 299);

this.panel7.Name = "panel7";

this.panel7.Size = new System.Drawing.Size(216, 197);

this.panel7.TabIndex = 169;

//

// panel8

//

this.panel8.Location = new System.Drawing.Point(196, 177);

this.panel8.Name = "panel8";

this.panel8.Size = new System.Drawing.Size(200, 197);

this.panel8.TabIndex = 169;

//

// panel9

//

this.panel9.Location = new System.Drawing.Point(-7, 469);

this.panel9.Name = "panel9";

this.panel9.Size = new System.Drawing.Size(283, 194);

this.panel9.TabIndex = 169;

//

// panel12

//

this.panel12.Location = new System.Drawing.Point(246, 64);

this.panel12.Name = "panel12";

this.panel12.Size = new System.Drawing.Size(200, 203);

this.panel12.TabIndex = 169;

//

// panel5

//

this.panel5.Location = new System.Drawing.Point(-187, 64);

this.panel5.Name = "panel5";

this.panel5.Size = new System.Drawing.Size(200, 203);

this.panel5.TabIndex = 170;

//

// label1

//

this.label1.AutoSize = true;

this.label1.Font = new System.Drawing.Font("微软雅黑", 12.5F);

this.label1.Location = new System.Drawing.Point(12, 72);

this.label1.Name = "label1";

this.label1.Size = new System.Drawing.Size(54, 23);

this.label1.TabIndex = 171;

this.label1.Text = "品 种";

//

// label3

//

this.label3.AutoSize = true;

this.label3.Font = new System.Drawing.Font("微软雅黑", 12.5F);

this.label3.Location = new System.Drawing.Point(78, 72);

this.label3.Name = "label3";

this.label3.Size = new System.Drawing.Size(64, 23);

this.label3.TabIndex = 172;

this.label3.Text = "售 价";

//

// label4

//

this.label4.AutoSize = true;

this.label4.Font = new System.Drawing.Font("微软雅黑", 12.5F);

this.label4.Location = new System.Drawing.Point(153, 71);

this.label4.Name = "label4";

this.label4.Size = new System.Drawing.Size(93, 23);

this.label4.TabIndex = 173;

this.label4.Text = "回 收 系 数";

//

// SetUp

//

this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 12F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.BackColor = System.Drawing.Color.White;

this.ClientSize = new System.Drawing.Size(259, 478);

this.Controls.Add(this.label4);

this.Controls.Add(this.label3);

this.Controls.Add(this.label1);

this.Controls.Add(this.panel5);

this.Controls.Add(this.panel12);

this.Controls.Add(this.panel9);

this.Controls.Add(this.panel7);

this.Controls.Add(this.panel6);

this.Controls.Add(this.panel2);

this.Controls.Add(this.btnChange);

this.Controls.Add(this.txt9);

this.Controls.Add(this.label8);

this.Controls.Add(this.txt8);

this.Controls.Add(this.txt7);

this.Controls.Add(this.txt6);

this.Controls.Add(this.label22);

this.Controls.Add(this.label23);

this.Controls.Add(this.label24);

this.Controls.Add(this.panel4);

this.Controls.Add(this.txt5\_2);

this.Controls.Add(this.txt5\_1);

this.Controls.Add(this.txt4\_2);

this.Controls.Add(this.txt4\_1);

this.Controls.Add(this.txt3\_2);

this.Controls.Add(this.txt3\_1);

this.Controls.Add(this.txt2\_2);

this.Controls.Add(this.txt2\_1);

this.Controls.Add(this.txt1\_2);

this.Controls.Add(this.txt1\_1);

this.Controls.Add(this.label14);

this.Controls.Add(this.label13);

this.Controls.Add(this.label12);

this.Controls.Add(this.label11);

this.Controls.Add(this.label10);

this.Controls.Add(this.panel1);

this.Controls.Add(this.panel3);

this.Name = "SetUp";

this.ShowIcon = false;

this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;

this.Text = "SetUp";

this.Load += new System.EventHandler(this.SetUp\_Load);

this.Paint += new System.Windows.Forms.PaintEventHandler(this.SetUp\_Paint);

this.panel3.ResumeLayout(false);

this.panel3.PerformLayout();

this.panel1.ResumeLayout(false);

this.panel1.PerformLayout();

this.panel4.ResumeLayout(false);

this.panel4.PerformLayout();

this.panel7.ResumeLayout(false);

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Panel panel3;

private System.Windows.Forms.Label label15;

private System.Windows.Forms.Panel panel1;

private System.Windows.Forms.Label label2;

private System.Windows.Forms.TextBox txt5\_2;

private System.Windows.Forms.TextBox txt5\_1;

private System.Windows.Forms.TextBox txt4\_2;

private System.Windows.Forms.TextBox txt4\_1;

private System.Windows.Forms.TextBox txt3\_2;

private System.Windows.Forms.TextBox txt3\_1;

private System.Windows.Forms.TextBox txt2\_2;

private System.Windows.Forms.TextBox txt2\_1;

private System.Windows.Forms.TextBox txt1\_2;

private System.Windows.Forms.TextBox txt1\_1;

private System.Windows.Forms.Label label14;

private System.Windows.Forms.Label label13;

private System.Windows.Forms.Label label12;

private System.Windows.Forms.Label label11;

private System.Windows.Forms.Label label10;

private System.Windows.Forms.Panel panel4;

private System.Windows.Forms.Label label16;

private System.Windows.Forms.Button btnChange;

private System.Windows.Forms.TextBox txt9;

private System.Windows.Forms.Label label8;

private System.Windows.Forms.TextBox txt8;

private System.Windows.Forms.TextBox txt7;

private System.Windows.Forms.TextBox txt6;

private System.Windows.Forms.Label label22;

private System.Windows.Forms.Label label23;

private System.Windows.Forms.Label label24;

private System.Windows.Forms.Button button1;

private System.Windows.Forms.Panel panel2;

private System.Windows.Forms.Panel panel6;

private System.Windows.Forms.Panel panel7;

private System.Windows.Forms.Panel panel8;

private System.Windows.Forms.Panel panel9;

private System.Windows.Forms.Panel panel11;

private System.Windows.Forms.Panel panel12;

private System.Windows.Forms.Panel panel5;

private System.Windows.Forms.Label label1;

private System.Windows.Forms.Label label3;

private System.Windows.Forms.Label label4;

}

}

#### SetUp.cs

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;

using CCWin;

using Common;

using Control;

namespace 利润预测

{

public partial class SetUp:SkinMain

{

public SetUp()

{

InitializeComponent();

}

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

{

if (this.txt1\_1.ReadOnly==true)

{

ConfigDictionary.InitializationConfig();

this.Close();

}

else

{

MessageBox.Show("请保存参数！");

}

}

#region 移动窗体

private Point mPoint = new Point();

private void panel1\_MouseDown(object sender, MouseEventArgs e)

{

mPoint.X = e.X;

mPoint.Y = e.Y;

}

private void panel1\_MouseMove(object sender, MouseEventArgs e)

{

if (e.Button == MouseButtons.Left)

{

Point myPosittion = MousePosition;

myPosittion.Offset(-mPoint.X, -mPoint.Y);

Location = myPosittion;

}

}

#endregion

private void SetUp\_Load(object sender, EventArgs e)

{

InitializationTxtBox();//重绘文本框边框

}

#region 初始化控件的值

/// <summary>

/// 初始化参数控件的值

/// </summary>

private void InitializationTxtBox()

{

Calculate cal = new Calculate();

this.txt1\_1.Text = cal.getvalue("FineCoalPrice").ToString();

this.txt1\_2.Text = cal.getvalue("FineCoalRecoveryCoefficient").ToString();

this.txt2\_1.Text = cal.getvalue("LumpCoalPrice").ToString();

this.txt2\_2.Text = cal.getvalue("LumpCoalRecoveryCoefficient").ToString();

this.txt3\_1.Text = cal.getvalue("RawCoalPrice").ToString();

this.txt3\_2.Text = cal.getvalue("RawCoalRecoveryCoefficient").ToString();

this.txt4\_1.Text = cal.getvalue("SlimePrice").ToString();

this.txt4\_2.Text = cal.getvalue("SlimeRecoveryCoefficient").ToString();

this.txt5\_1.Text = cal.getvalue("MoGanPrice").ToString();

this.txt5\_2.Text = cal.getvalue("MoGanRecoveryCoefficient").ToString();

this.txt6.Text = cal.getvalue("CostBasis").ToString();

this.txt7.Text = cal.getvalue("TaxCoefficient").ToString();

this.txt8.Text = cal.getvalue("MonthCostCoefficient").ToString();

this.txt9.Text = cal.getvalue("YearCostCoefficient").ToString();

}

#endregion

#region 重绘文本框边框

private void SetUp\_Paint(object sender, PaintEventArgs e)

{

Graphics g = e.Graphics;

Pen pen = new Pen(Color.FromArgb(255, 155, 0), 2.0f);

foreach (System.Windows.Forms.Control ctr in this.Controls)

{

if (ctr is TextBox)

{

g.DrawRectangle(pen, new Rectangle(ctr.Location, ctr.Size));

}

}

pen.Dispose();

}

#endregion

#region 限制文本框输入内容

private void txt1\_1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt1\_1, e);

}

private void txt1\_2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt1\_2, e);

}

private void txt2\_1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt2\_1, e);

}

private void txt2\_2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt2\_2, e);

}

private void txt3\_1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt3\_1, e);

}

private void txt3\_2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt3\_2, e);

}

private void txt4\_1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt4\_1, e);

}

private void txt4\_2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt4\_2, e);

}

private void txt5\_1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt5\_1, e);

}

private void txt5\_2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt5\_2, e);

}

private void txt6\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt6, e);

}

private void txt7\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt7, e);

}

private void txt8\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt8, e);

}

private void txt9\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = Detection.OnlyNum(this.txt9, e);

}

#endregion

#region 修改字典的值

/// <summary>

/// 修改字典的值

/// </summary>

private bool ChangeDictionaries()

{

bool flag = true;

try

{

if (Convert.ToDouble(this.txt1\_1.Text) > 0 && flag == true)

{

ConfigDictionary.configList["FineCoalPrice"] = Convert.ToDouble(this.txt1\_1.Text);

if (Convert.ToDouble(this.txt1\_2.Text) > 0 && flag == true)

{

ConfigDictionary.configList["FineCoalRecoveryCoefficient"] = Convert.ToDouble(this.txt1\_2.Text);

if (Convert.ToDouble(this.txt2\_1.Text) > 0 && flag == true)

{

ConfigDictionary.configList["LumpCoalPrice"] = Convert.ToDouble(this.txt2\_1.Text);

if (Convert.ToDouble(this.txt2\_2.Text) > 0 && flag == true)

{

ConfigDictionary.configList["LumpCoalRecoveryCoefficient"] = Convert.ToDouble(this.txt2\_2.Text);

if (Convert.ToDouble(this.txt3\_1.Text) > 0 && flag == true)

{

ConfigDictionary.configList["RawCoalPrice"] = Convert.ToDouble(this.txt3\_1.Text);

if (Convert.ToDouble(this.txt3\_2.Text) > 0 && flag == true)

{

ConfigDictionary.configList["RawCoalRecoveryCoefficient"] = Convert.ToDouble(this.txt3\_2.Text);

if (Convert.ToDouble(this.txt4\_1.Text) > 0 && flag == true)

{

ConfigDictionary.configList["SlimePrice"] = Convert.ToDouble(this.txt4\_1.Text);

if (Convert.ToDouble(this.txt4\_2.Text) > 0 && flag == true)

{

ConfigDictionary.configList["SlimeRecoveryCoefficient"] = Convert.ToDouble(this.txt4\_2.Text);

if (Convert.ToDouble(this.txt5\_1.Text) > 0 && flag == true)

{

ConfigDictionary.configList["MoGanPrice"] = Convert.ToDouble(this.txt5\_1.Text);

if (Convert.ToDouble(this.txt5\_2.Text) > 0 && flag == true)

{

ConfigDictionary.configList["MoGanRecoveryCoefficient"] = Convert.ToDouble(this.txt5\_2.Text);

if (Convert.ToDouble(this.txt6.Text) > 0 && flag == true)

{

ConfigDictionary.configList["CostBasis"] = Convert.ToDouble(this.txt6.Text);

if (Convert.ToDouble(this.txt7.Text) > 0 && flag == true)

{

ConfigDictionary.configList["TaxCoefficient"] = Convert.ToDouble(this.txt7.Text);

if (Convert.ToDouble(this.txt8.Text) > 0 && flag == true)

{

ConfigDictionary.configList["MonthCostCoefficient"] = Convert.ToDouble(this.txt8.Text);

if (Convert.ToDouble(this.txt9.Text) > 0 && flag == true)

{

ConfigDictionary.configList["YearCostCoefficient"] = Convert.ToDouble(this.txt9.Text);

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

else

{

flag = false;

}

}

catch (Exception)

{

flag = false;

}

return flag;

}

#endregion

#region 解除/固定 控件修改状态

/// <summary>

/// 解除/固定 控件修改状态

/// </summary>

/// <param name="b">为真则解除，否则固定</param>

private void TxtBoxState(bool b)

{

if (b)

{

this.txt1\_1.ReadOnly = false;

this.txt1\_2.ReadOnly = false;

this.txt2\_1.ReadOnly = false;

this.txt2\_2.ReadOnly = false;

this.txt3\_1.ReadOnly = false;

this.txt3\_2.ReadOnly = false;

this.txt4\_1.ReadOnly = false;

this.txt4\_2.ReadOnly = false;

this.txt5\_1.ReadOnly = false;

this.txt5\_2.ReadOnly = false;

this.txt6.ReadOnly = false;

this.txt7.ReadOnly = false;

this.txt8.ReadOnly = false;

this.txt9.ReadOnly = false;

}

else

{

this.txt1\_1.ReadOnly = true;

this.txt1\_2.ReadOnly = true;

this.txt2\_1.ReadOnly = true;

this.txt2\_2.ReadOnly = true;

this.txt3\_1.ReadOnly = true;

this.txt3\_2.ReadOnly = true;

this.txt4\_1.ReadOnly = true;

this.txt4\_2.ReadOnly = true;

this.txt5\_1.ReadOnly = true;

this.txt5\_2.ReadOnly = true;

this.txt6.ReadOnly = true;

this.txt7.ReadOnly = true;

this.txt8.ReadOnly = true;

this.txt9.ReadOnly = true;

}

}

#endregion

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

{

if (this.btnChange.Text == "修 改 参 数")

{

this.TxtBoxState(true);

this.btnChange.Text = "保 存 参 数";

}

else

{

if (this.ChangeDictionaries())

{

this.TxtBoxState(false);

this.btnChange.Text = "修 改 参 数";

}

else

{

MessageBox.Show("参数必须大于零！");

}

}

}

}

}

## Model

### Coal.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Configuration;

namespace Model

{

/// <summary>

/// 煤 父类

/// </summary>

public class Coal

{

private string name; //品种 可读写

private double wight; //重量 可读写

private double price; //售价 可读写

private double recoveryCoefficient; //回收系数 可读写

private double yield; //商品煤产量 可读，不可写

private double income; //营业收入 可读，不可写

/// <summary>

/// 品种

/// </summary>

public string Name

{

get { return name; }

set { name = value; }

}

/// <summary>

/// 重量

/// </summary>

public double Wight

{

get { return wight; }

set { wight = value; }

}

/// <summary>

/// 售价

/// </summary>

public double Price

{

get { return price; }

set { price = value; }

}

/// <summary>

/// 回收系数

/// </summary>

public double RecoveryCoefficient

{

get { return recoveryCoefficient; }

set { recoveryCoefficient = value; }

}

/// <summary>

/// 商品煤产量

/// </summary>

public double Yield

{

get { return yield; }

set { yield = value; }

}

/// <summary>

/// 营业收入

/// </summary>

public double Income

{

get { return income; }

set { income = value; }

}

}

}

### Profit.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Model

{

/// <summary>

/// 利润类

/// </summary>

public class Profit

{

private double wight; //重量 可读写

private double yield; //总商品煤产量 可读，不可写

private double income; //总营业收入 可读，不可写

private double cSPrice; //综合售价

private double profit; //预计利润

private double cost; //预计单位成本

private double costBasis; //成本基数

private double costCoefficient; //成本系数

private double tax; //税金系数

/// <summary>

/// 重量

/// </summary>

public double Wight

{

get { return wight; }

set { wight = value; }

}

/// <summary>

/// 总商品煤产量

/// </summary>

public double Yield

{

get { return yield; }

set { yield = value; }

}

/// <summary>

/// 总营业收入

/// </summary>

public double Income

{

get { return income; }

set { income = value; }

}

/// <summary>

/// 综合售价

/// </summary>

public double CSPrice

{

get { return cSPrice; }

set { cSPrice = value; }

}

/// <summary>

/// 预计利润

/// </summary>

public double Profit1

{

get { return profit; }

set { profit = value; }

}

/// <summary>

/// 预计单位成本

/// </summary>

public double Cost

{

get { return cost; }

set { cost = value; }

}

/// <summary>

/// 成本基数

/// </summary>

public double CostBasis

{

get { return costBasis; }

set { costBasis = value; }

}

/// <summary>

/// 成本系数

/// </summary>

public double CostCoefficient

{

get { return costCoefficient; }

set { costCoefficient = value; }

}

/// <summary>

/// 税金系数

/// </summary>

public double Tax

{

get { return tax; }

set { tax = value; }

}

}

}

### Data.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Model

{

public enum Data

{

Year=0,

Month=1

}

}

## Control

### Calculate.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using Model;

using System.Configuration;

using Common;

namespace Control

{

//计算

public class Calculate

{

//public static Dictionary<string, double> configList = new Dictionary<string, double>();

public Profit profit = null;

public Calculate()

{

}

public Calculate(double dou,Data data)

{

this.profit = this.InitializationProfit(dou, data);

}

private Profit InitializationProfit(double weight, Data data)

{

//精品煤对象

Coal CleanCoal = this.InitializationCoal("精品煤", weight, this.getvalue("FineCoalPrice"), this.getvalue("FineCoalRecoveryCoefficient"));

//块煤对象

Coal LumpCoal = this.InitializationCoal("块儿煤", weight, this.getvalue("LumpCoalPrice"), this.getvalue("LumpCoalRecoveryCoefficient"));

//原煤对象

Coal coal = this.InitializationCoal("原煤", weight, this.getvalue("RawCoalPrice"), this.getvalue("RawCoalRecoveryCoefficient"));

//煤泥对象

Coal Slime = this.InitializationCoal("煤泥", weight, this.getvalue("SlimePrice"), this.getvalue("SlimeRecoveryCoefficient"));

//末矸对象

Coal Mogan = this.InitializationCoal("末矸", weight, this.getvalue("MoGanPrice"), this.getvalue("MoGanRecoveryCoefficient"));

Profit profit = new Profit();

//重量

profit.Wight = weight;

//成本基数

profit.CostBasis = this.getvalue("CostBasis");

//税金系数

profit.Tax = this.getvalue("TaxCoefficient");

//月成本系数

switch (data)

{

case Data.Year:

profit.CostCoefficient = this.getvalue("YearCostCoefficient");

break;

case Data.Month:

profit.CostCoefficient = this.getvalue("MonthCostCoefficient");

break;

}

//总商品煤产量

profit.Yield = CleanCoal.Yield + LumpCoal.Yield + coal.Yield + Slime.Yield + Mogan.Yield;

//总营业收入

profit.Income = CleanCoal.Income + LumpCoal.Income + coal.Income + Slime.Income + Mogan.Income;

//预计单位成本

profit.Cost = profit.CostBasis \* profit.CostCoefficient / profit.Wight;

//综合售价

profit.CSPrice = profit.Income / profit.Yield \* 1.17;

//预测利润

profit.Profit1 = profit.Income - profit.CostBasis \* profit.CostCoefficient - profit.Tax \* profit.Income;

return profit;

}

/// <summary>

/// 初始化煤的种类

/// </summary>

/// <param name="name">名称</param>

/// <param name="wight">重量</param>

/// <param name="price">售价</param>

/// <param name="recoveryCoefficient">回收系数</param>

/// <returns>煤的对象</returns>

private Coal InitializationCoal( string name, double wight, double price, double recoveryCoefficient)

{

Coal Coal = new Model.Coal();

Coal.Name = name;

Coal.Wight = wight;

Coal.Price = price;

Coal.RecoveryCoefficient = recoveryCoefficient;

Coal.Yield = Coal.Wight \* Coal.RecoveryCoefficient;

Coal.Income = Coal.Price / 1.17 \* Coal.Yield;

return Coal;

}

public double getvalue(string str)

{

return ConfigDictionary.getValue(str);

}

}

}

## Common

### ConfigDictionary.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Configuration;

namespace Common

{

public static class ConfigDictionary

{

/// <summary>

/// 配置文件字典 静态

/// </summary>

public static Dictionary<string, double> configList = new Dictionary<string, double>();

#region 初始化字典

/// <summary>

/// 初始化字典

/// </summary>

public static void InitializationConfigList()

{

//回收系数

double FineCoalRecoveryCoefficient = Convert.ToDouble(ConfigurationManager.AppSettings["FineCoalRecoveryCoefficient"]);

double LumpCoalRecoveryCoefficient = Convert.ToDouble(ConfigurationManager.AppSettings["LumpCoalRecoveryCoefficient"]);

double RawCoalRecoveryCoefficient = Convert.ToDouble(ConfigurationManager.AppSettings["RawCoalRecoveryCoefficient"]);

double SlimeRecoveryCoefficient = Convert.ToDouble(ConfigurationManager.AppSettings["SlimeRecoveryCoefficient"]);

double MoGanRecoveryCoefficient = Convert.ToDouble(ConfigurationManager.AppSettings["MoGanRecoveryCoefficient"]);

configList.Add("FineCoalRecoveryCoefficient", FineCoalRecoveryCoefficient);

configList.Add("LumpCoalRecoveryCoefficient", LumpCoalRecoveryCoefficient);

configList.Add("RawCoalRecoveryCoefficient", RawCoalRecoveryCoefficient);

configList.Add("SlimeRecoveryCoefficient", SlimeRecoveryCoefficient);

configList.Add("MoGanRecoveryCoefficient", MoGanRecoveryCoefficient);

//售价

double FineCoalPrice = Convert.ToDouble(ConfigurationManager.AppSettings["FineCoalPrice"]);

double LumpCoalPrice = Convert.ToDouble(ConfigurationManager.AppSettings["LumpCoalPrice"]);

double RawCoalPrice = Convert.ToDouble(ConfigurationManager.AppSettings["RawCoalPrice"]);

double SlimePrice = Convert.ToDouble(ConfigurationManager.AppSettings["SlimePrice"]);

double MoGanPrice = Convert.ToDouble(ConfigurationManager.AppSettings["MoGanPrice"]);

configList.Add("FineCoalPrice", FineCoalPrice);

configList.Add("LumpCoalPrice", LumpCoalPrice);

configList.Add("RawCoalPrice", RawCoalPrice);

configList.Add("SlimePrice", SlimePrice);

configList.Add("MoGanPrice", MoGanPrice);

//成本基数

double CostBasis = Convert.ToDouble(ConfigurationManager.AppSettings["CostBasis"]);

configList.Add("CostBasis", CostBasis);

//年成本系数

double YearCostCoefficient = Convert.ToDouble(ConfigurationManager.AppSettings["YearCostCoefficient"]);

configList.Add("YearCostCoefficient", YearCostCoefficient);

//月成本基数

double MonthCostCoefficient = Convert.ToDouble(ConfigurationManager.AppSettings["MonthCostCoefficient"]);

configList.Add("MonthCostCoefficient", MonthCostCoefficient);

//税金系数

double TaxCoefficient = Convert.ToDouble(ConfigurationManager.AppSettings["TaxCoefficient"]);

configList.Add("TaxCoefficient", TaxCoefficient);

}

#endregion

#region 从字典里面取值

/// <summary>

/// 根据Key从字典里取出Value

/// </summary>

/// <param name="str">Key</param>

/// <returns></returns>

public static double getValue(string str)

{

double dou;

configList.TryGetValue(str, out dou);

return dou;

}

#endregion

/// <summary>

/// 通过字典，修改配置文件的值

/// </summary>

public static void InitializationConfig()

{

string str = System.Windows.Forms.Application.ExecutablePath;

Configuration config = ConfigurationManager.OpenExeConfiguration(str);

config.AppSettings.Settings["FineCoalRecoveryCoefficient"].Value = getValue("FineCoalRecoveryCoefficient").ToString();

config.AppSettings.Settings["LumpCoalRecoveryCoefficient"].Value = getValue("LumpCoalRecoveryCoefficient").ToString();

config.AppSettings.Settings["RawCoalRecoveryCoefficient"].Value = getValue("RawCoalRecoveryCoefficient").ToString();

config.AppSettings.Settings["SlimeRecoveryCoefficient"].Value = getValue("SlimeRecoveryCoefficient").ToString();

config.AppSettings.Settings["MoGanRecoveryCoefficient"].Value = getValue("MoGanRecoveryCoefficient").ToString();

config.AppSettings.Settings["FineCoalPrice"].Value = getValue("FineCoalPrice").ToString();

config.AppSettings.Settings["LumpCoalPrice"].Value = getValue("LumpCoalPrice").ToString();

config.AppSettings.Settings["RawCoalPrice"].Value = getValue("RawCoalPrice").ToString();

config.AppSettings.Settings["SlimePrice"].Value = getValue("SlimePrice").ToString();

config.AppSettings.Settings["MoGanPrice"].Value = getValue("MoGanPrice").ToString();

config.AppSettings.Settings["CostBasis"].Value = getValue("CostBasis").ToString();

config.AppSettings.Settings["YearCostCoefficient"].Value = getValue("YearCostCoefficient").ToString();

config.AppSettings.Settings["MonthCostCoefficient"].Value = getValue("MonthCostCoefficient").ToString();

config.AppSettings.Settings["TaxCoefficient"].Value = getValue("TaxCoefficient").ToString();

config.Save(ConfigurationSaveMode.Modified);

ConfigurationManager.RefreshSection("appSettings");

//System.Windows.Forms.Application.ExecutablePath

//ConfigurationSaveMode.Modified;

}

}

}

### Detection.cs

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace Common

{

/// <summary>

/// 检测，判断输入时候合法

/// </summary>

public static class Detection

{

#region 限制文本框输入数字 + public static bool OnlyNum(TextBox convent, KeyPressEventArgs e)

/// <summary>

/// 限制文本框只能输入数字、小数点、退格

/// </summary>

/// <param name="convent">需要限制的文本框</param>

/// <param name="e">按键</param>

/// <returns></returns>

public static bool OnlyNum(TextBox convent, KeyPressEventArgs e)

{

e.Handled = true;

//输入0-9和Backspace del 有效

if ((e.KeyChar > 47 && e.KeyChar < 58) || e.KeyChar == 8)

{

e.Handled = false;

}

if (e.KeyChar == 46) //小数点

{

if (convent.Text.Length <= 0)

e.Handled = true; //小数点不能在第一位

else

{

float f;

if (float.TryParse(convent.Text + e.KeyChar.ToString(), out f))

{

e.Handled = false;

}

}

}

return e.Handled;

}

#endregion

}

}