

Ce face alicatia?

Aplicatia va avea:

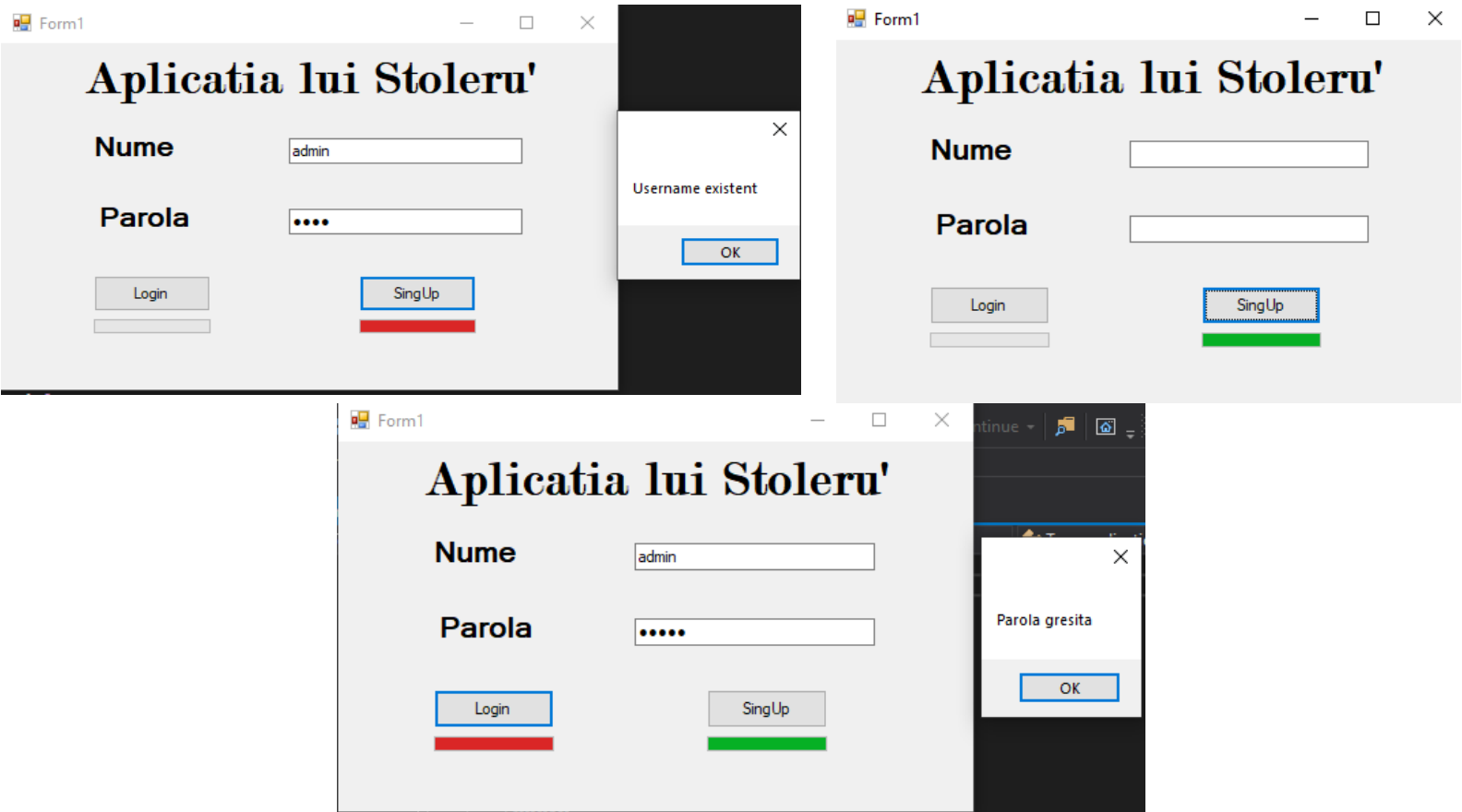
- Prima fereastră ce permite crearea și intrarea unui cont;
- A doua fereastră este un meniu către celelalte ferestre
- A treia fereastră este o listă de cumpărături individuale pentru fiecare user;
- A patra este convertor din Ron → Euro, Celsius → Fahrenheit și Kg → Pounds;
- A cincea este un joc de X și 0.

Cod fereastră 1:

<pre>namespace Tema_aplicatie { public partial class Form1 : Form { public Form1() { InitializeComponent(); } private void singup_Click(object sender, EventArgs e) { int i = 0; while (i <= 100) { progressBar2.Value=i++; } StreamReader streamReader = new StreamReader(path: "date.txt"); string line; bool ok = false; while ((line = streamReader.ReadLine()) != null) { string[] cuvinte = line.Split(' '); if (cuvinte[0] == user.Text) { ok = true; } } streamReader.Close(); if (ok == false) { StreamWriter str = new StreamWriter("date.txt", true); str.WriteLine("{0} {1}", user.Text, pass.Text); user.Clear(); pass.Clear(); str.Close(); progressBar2.SetState(1); }else { progressBar2.SetState(2); MessageBox.Show("Username existent"); } } } }</pre>	<pre>private void button1_Click(object sender, EventArgs e) { progressBar1.SetState(1); int i = 0; while (i <= 100) { progressBar1.Value = i++; } StreamReader streamReader = new StreamReader(path: "date.txt"); string line; bool ok = false; while ((line = streamReader.ReadLine()) != null) { string[] cuvinte = line.Split(' '); if (cuvinte[0] == user.Text & cuvinte[1] == pass.Text) { Form2 secondForm = new Form2(user.Text); secondForm.Show(); ok = true; this.Hide(); } } if (ok == false) { progressBar1.SetState(2); MessageBox.Show("Parola gresita"); } streamReader.Close(); } }</pre>
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```
public static class ModifyProgressBarColor
{
    [DllImport("user32.dll", CharSet = CharSet.Auto, SetLastError = false)]
    static extern IntPtr SendMessage(IntPtr hWnd, uint Msg, IntPtr w, IntPtr l);
    public static void SetState(this ProgressBar pBar, int state)
    {
        SendMessage(pBar.Handle, 1040, (IntPtr)state, IntPtr.Zero);
    }
}
```

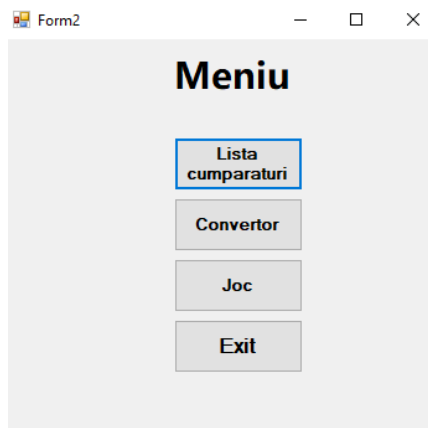
Imagini functionalitate fereastra 1



Cod fereastra 2:

```
namespace Tema_aplicatie
{
    public partial class Form2 : Form
    {
        private string user;
        public Form2(string user)
        {
            InitializeComponent();
            this.user = user;
        }
        private void button1_Click(object sender, EventArgs e)
        {
            LCump listaCumparaturi = new LCump(user);
            listaCumparaturi.Show();
            this.Hide();
        }
        private void button2_Click(object sender, EventArgs e)
        {
            Convertor convertor = new Convertor(user);
            convertor.Show();
            this.Hide();
        }
        private void button4_Click(object sender, EventArgs e)
        {
            Environment.Exit(1);
        }
        private void button5_Click(object sender, EventArgs e)
        {
            Xand0 xand0 = new Xand0(user);
            xand0.Show();
            this.Hide();
        }
    }
}
```

Imagini functionalitate fereastra 2



Cod fereastra 3:

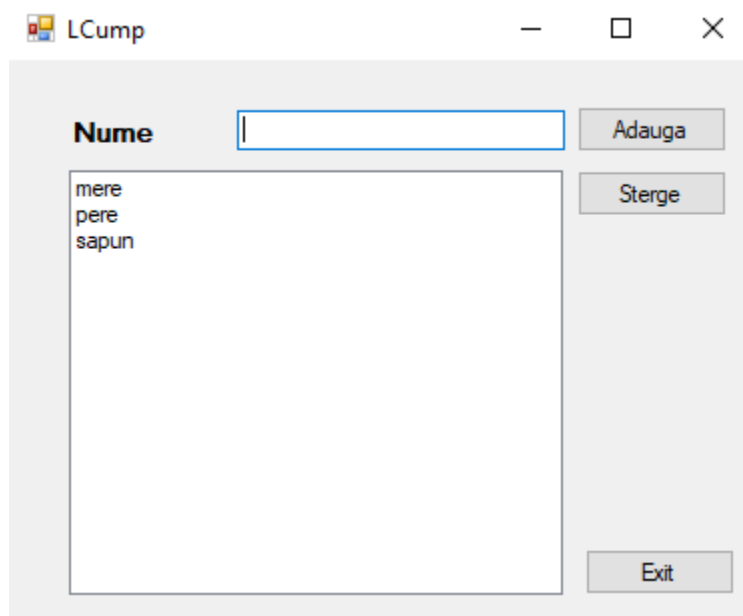
```
namespace Tema_aplicatie
{
    public partial class LCump : Form
    {
        private string user;
        private string path;
        public LCump(string user)
        {
            this.user = user;
            this.path = user + "ListaCump.txt";
            InitializeComponent();
            StreamWriter str = new StreamWriter(path, true);
            str.Close();
        }
        private void LCump_Load(object sender, EventArgs e)
        {
            StreamReader streamReader = new StreamReader(path);
            string line;

            while ((line = streamReader.ReadLine()) != null)
            {
                listaCumpar.Items.Add(line);
            }
            streamReader.Close();
        }

        private void adauga_Click(object sender, EventArgs e)
        {
            listaCumpar.Items.Add(lucruNou.Text);
            lucruNou.Clear();
        }
        private void Sterge_Click(object sender, EventArgs e)
        {
            listaCumpar.Items.RemoveAt(listaCumpar.SelectedIndex);
        }

        private void Exit_Click(object sender, EventArgs e)
        {
            File.WriteAllText(path, String.Empty);
            StreamWriter str = new StreamWriter(path, true);
            foreach(string item in listaCumpar.Items)
            {
                str.WriteLine(item);
            }
            str.Close();
            Form2 form2 = new Form2(user);
            form2.Show();
            this.Hide();
        }
    }
}
```

Imagini functionalitate fereastra 3



Cod fereastra 4:

```
namespace Tema_aplicatie
{
    public partial class Convertor : Form
    {
        private string user;
        public Convertor(string user)
        {
            InitializeComponent();
            this.user = user;
        }

        private void button1_Click(object sender, EventArgs e)
        {
            double suma = Convert.ToDouble(detinTB.Text);
            if (ron.Checked)
            {
                convLabel.Text = suma/4.84 + " EURO";
            }
            if(euro.Checked)
            {
                convLabel.Text = suma * 4.84 + " RON";
            }
        }

        private void grdButt_Click(object sender, EventArgs e)
        {
            double grade = Convert.ToDouble(detinTB.Text);
            if (celsius.Checked)
            {
                conGrd.Text = grade *9/5 +32 + " F";
            }
            if (Far.Checked)
            {
                conGrd.Text = (grade -32)*5/9 + " C";
            }
        }

        private void button2_Click(object sender, EventArgs e)
        {
            double grade = Convert.ToDouble(masaTB.Text);
            if (kg.Checked)
            {
                masaLb.Text = grade * 2.20 + " Pounds";
            }
            if (pounds.Checked)
            {
                masaLb.Text = grade/2.20 + " Kg";
            }
        }

        private void button3_Click(object sender, EventArgs e)
        {
            Form2 form2 = new Form2(user);
            form2.Show();
            this.Hide();
        }
    }
}
```

Imagini functionalitate fereastra 4

The image shows a Windows application window titled "Convertor". It contains three main sections for different types of conversions:

- Curs Valutar (Currency Exchange):** Features a label "Detin:" followed by a text input field containing "123". To the right are two radio buttons labeled "RON" (which is selected) and "EURO". Below these is a "Conversie" button. The result is displayed as "Primesc: 25.4132231404959 EURO".
- Temperatura (Temperature):** Features a label "Grade:" followed by a text input field containing "123". To the right are two radio buttons labeled "C" and "F" (which is selected). Below these is a "Conversie" button. The result is displayed as "Resultat: 50.5555555555556 C".
- Masa (Weight):** Features a label "Masa:" followed by a text input field containing "123". To the right are two radio buttons labeled "Kg" (which is selected) and "Pounds". Below these is a "Conversie" button. The result is displayed as "Resultat: 270.6 Pounds".

On the right side of the window, there is a large "Exit" button.

Cod fereastra 5:

```
namespace Tema_aplicatie
{
    public partial class Xand0 : Form
    {
        private bool turn = true;
        private int turnCount = 0;
        private string user;
        public Xand0(string user)
        {
            InitializeComponent();
            this.user = user;
        }
        private void button1_Click(object sender, EventArgs e)
        {
            if (turn == true)
            {
                button1.Text = "X";
            }
            else button1.Text = "0";
            turn = !turn;
            turnCount++;
            button1.Enabled = false;
            check();
        }
        public void check()
        {
            bool winner = false;
            if ((button1.Text == button2.Text) && (button2.Text == button3.Text) && (button1.Text != ""))
                winner = true;
            if ((button4.Text == button5.Text) && (button5.Text == button6.Text) && (button4.Text != ""))
                winner = true;
            if ((button7.Text == button8.Text) && (button8.Text == button9.Text) && (button7.Text != ""))
                winner = true;
            if ((button1.Text == button4.Text) && (button4.Text == button7.Text) && (button1.Text != ""))
                winner = true;
            if ((button2.Text == button5.Text) && (button2.Text == button8.Text) && (button2.Text != ""))
                winner = true;
            if ((button3.Text == button6.Text) && (button6.Text == button9.Text) && (button3.Text != ""))
                winner = true;
            if ((button1.Text == button5.Text) && (button5.Text == button9.Text) && (button1.Text != ""))
                winner = true;
            if ((button3.Text == button5.Text) && (button5.Text == button7.Text) && (button3.Text != ""))
                winner = true;
            if (winner)
            {
                MessageBox.Show("Castigatorul este " + (turn ? "0" : "X"));
                reset();
            }
            else if (turnCount == 9)
            {
                MessageBox.Show("Egalitate");
                reset();
            }
        }
        public void reset()
        {
            foreach(Control b in Controls.OfType<Button>())
            {
                b.Enabled = true;
                b.Text = "";
            }
            Reset.Text = "Reset";
            button10.Text = "Exit";
            turn = true;
            turnCount = 0;
        }
        private void Reset_Click(object sender, EventArgs e)
        {
            reset();
        }
        private void button10_Click(object sender, EventArgs e)
        {
            Form2 form2 = new Form2(user);
            form2.Show();
            this.Hide();
        }
        private void button2_Click(object sender, EventArgs e)
        {
            if (turn == true)
            {
                button2.Text = "X";
            }
            else button2.Text = "0";
            turn = !turn;
            turnCount++;
            button2.Enabled = false;
            check();
        }
    }
}
```



```
private void button3_Click(object sender, EventArgs e)
{
    if (turn == true)
    {
        button3.Text = "X";
    }
    else button3.Text = "0";
    turn = !turn;
    turnCount++;
    button3.Enabled = false;
    check();
}
private void button4_Click(object sender, EventArgs e)
{
    if (turn == true)
    {
        button4.Text = "X";
    }
    else button4.Text = "0";
    turn = !turn;
    turnCount++;
    button4.Enabled = false;
    check();
}
private void button5_Click(object sender, EventArgs e)
{
    if (turn == true)
    {
        button5.Text = "X";
    }
    else button5.Text = "0";
    turn = !turn;
    turnCount++;
    button5.Enabled = false;
    check();
}
private void button6_Click(object sender, EventArgs e)
{
    if (turn == true)
    {
        button6.Text = "X";
    }
    else button6.Text = "0";
    turn = !turn;
    turnCount++;
    button6.Enabled = false;
    check();
}
private void button7_Click(object sender, EventArgs e)
{
    if (turn == true)
    {
        button7.Text = "X";
    }
    else button7.Text = "0";
    turn = !turn;
    turnCount++;
    button7.Enabled = false;
    check();
}
private void button8_Click(object sender, EventArgs e)
{
    if (turn == true)
    {
        button8.Text = "X";
    }
    else button8.Text = "0";
    turn = !turn;
    turnCount++;
    button8.Enabled = false;
    check();
}
private void button9_Click(object sender, EventArgs e)
{
    if (turn == true)
    {
        button9.Text = "X";
    }
    else button9.Text = "0";
    turn = !turn;
    turnCount++;
    button9.Enabled = false;
    check();
}

private void Xand0_Load(object sender, EventArgs e)
{
}
}
```

Imagini functionalitate fereastra 5

