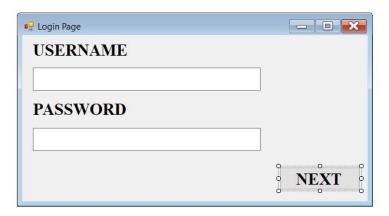
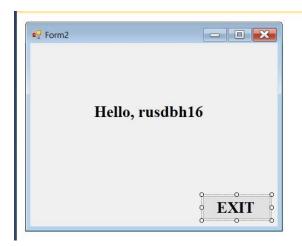
Laborator 2

Problema 1:

Design forme:





Cod prima forma:

```
▼ 🔊 Form1_Load(ol
%L2_p1.Form1
  ⊟using System;
   using System.Collections.Generic;
    using System.ComponentModel;
   using System.Data;
   using System.Drawing;
    using System.Linq;
   using System.Text;
   using System.Windows.Forms;
 using System.IO;
  □namespace L2_p1
 | <del>{</del>
        public partial class Form1 : Form
            public Form1()
                InitializeComponent();
           private void Form1_Load(object sender, EventArgs e)
                StreamWriter streamWriter = new StreamWriter("login.txt", true);
               streamWriter.WriteLine("rusdbh16 ******");
                streamWriter.Close();
```

```
StreamReader streamReader = new StreamReader(path: "login.txt");
            {
                 string line = string.Empty;
                while ((line = streamReader.ReadLine()) != null)
                     string[] array = line.Split(' ');
                     textBox1.Text = array[0];
                    textBox2.Text = array[1];
                }
            }
        }
        private void button1_Click(object sender, EventArgs e)
            Form2 form2 = new Form2();
            form2.Show();
        }
    }
}
```

Cod a doua forma:

```
<sup>№</sup> L2_p1.Form2

  ∃using System;
    using System.Collections.Generic;
    using System.ComponentModel;
   using System.Data;
    using System.Drawing;
    using System.Ling;
   using System.Text;
   using System.Windows.Forms;

□namespace L2_p1

   {
        public partial class Form2 : Form
            public Form2()
                InitializeComponent();
            private void Form2_Load(object sender, EventArgs e)
            {
            private void button1_Click(object sender, EventArgs e)
                this.Close();
            }
        }
```

Parcurs prin aplicatie:

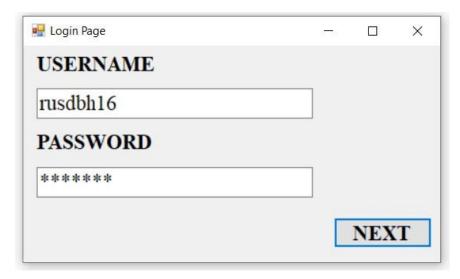
Se lanseaza programul in executie



Se apasa butonul "NEXT"



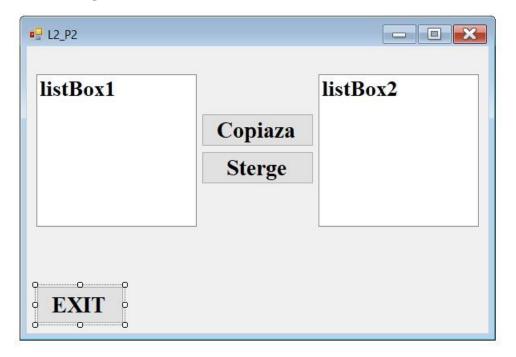
Se apasa butonul "EXIT"



Apasarea butonului "X" va conduce la inchiderea aplicatiei

Problema 2:

Design forma:



Cod forma:

```
1 L2_p2.Form1
  ∃using System;
   using System.Collections.Generic;
   using System.ComponentModel;
   using System.Data;
   using System.Drawing;
   using System.Linq;
   using System. Text;
   using System.Windows.Forms;
   using System.IO;

¬namespace L2_p2

   {
       public partial class Form1 : Form
            public Form1()
                InitializeComponent();
            private void Form1_Load(object sender, EventArgs e)
                StreamWriter streamWriter = new StreamWriter("list.txt", true);
                streamWriter.WriteLine("A B C D E F");
                streamWriter.Close();
```

```
StreamReader streamReader = new StreamReader(path: "list.txt");
                 string line = string.Empty;
                 while ((line = streamReader.ReadLine()) != null)
                     string[] array = line.Split(' ');
                     foreach (string arrayElement in array)
                         listBox1.Items.Add(arrayElement);
             streamReader.Close();
             File.WriteAllText("list.txt", string.Empty);
         }
         private void button1_Click(object sender, EventArgs e)
             foreach (object item in listBox1.Items)
                 listBox2.Items.Add(item);
         }
        private void button2_Click(object sender, EventArgs e)
            listBox2.Items.Clear();
        private void button3_Click(object sender, EventArgs e)
            this.Close();
    }
}
```

Parcurs prin aplicatie:

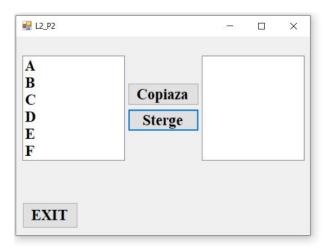
Se lanseaza programul in executie



Se apasa butonul "Copiaza"



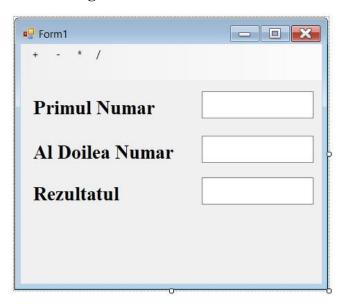
Se apasa butonul "Sterge"



Apasarea butonului "EXIT" va conduce la inchiderea aplicatiei

Problema 3:

Design forma:



Cod forma:

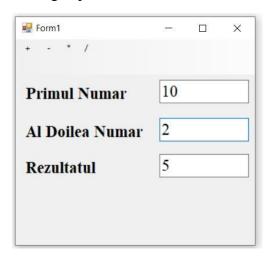
```
<sup>№</sup> L2_p3.Form1
                                                                                          🧬 toolStripMenultem1_Click(object s
  ∃using System;
   using System.Collections.Generic;
    using System.ComponentModel;
   using System.Data;
   using System.Drawing;
   using System.Linq;
   using System.Text;
  using System.Windows.Forms;
  ⊟namespace L2_p3
   {
        public partial class Form1 : Form
            public Form1()
                InitializeComponent();
            }
            private void toolStripMenuItem1_Click(object sender, EventArgs e)
                try
                {
                    textBox3.Text = (Convert.ToDouble(textBox1.Text) + Convert.ToDouble(textBox2.Text)).ToString();
                catch (Exception ex)
                    MessageBox.Show("Operatia nu a putut fi efectuata!");
             }
         }
         private void toolStripMenuItem2_Click(object sender, EventArgs e)
             try
                 textBox3.Text = (Convert.ToDouble(textBox1.Text) - Convert.ToDouble(textBox2.Text)).ToString();
             }
             catch (Exception ex)
                 MessageBox.Show("Operatia nu a putut fi efectuata!");
         }
         private void toolStripMenuItem3_Click(object sender, EventArgs e)
             try
                 textBox3.Text = (Convert.ToDouble(textBox1.Text) * Convert.ToDouble(textBox2.Text)).ToString();
             }
             catch (Exception ex)
                 MessageBox.Show("Operatia nu a putut fi efectuata!");
        private void toolStripMenuItem4_Click(object sender, EventArgs e)
            try
            {
                textBox3.Text = (Convert.ToDouble(textBox1.Text) / Convert.ToDouble(textBox2.Text)).ToString();
            catch (Exception ex)
                MessageBox.Show("Operatia nu a putut fi efectuata!");
       }
   }
```

Parcurs prin aplicatie:

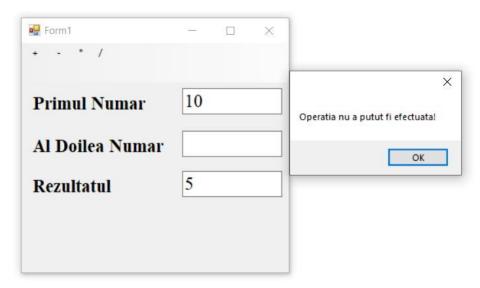
Se lanseaza programul in executie si se insereaza numere in cele doua textBox-uri



Se alege operatia '/' din meniu



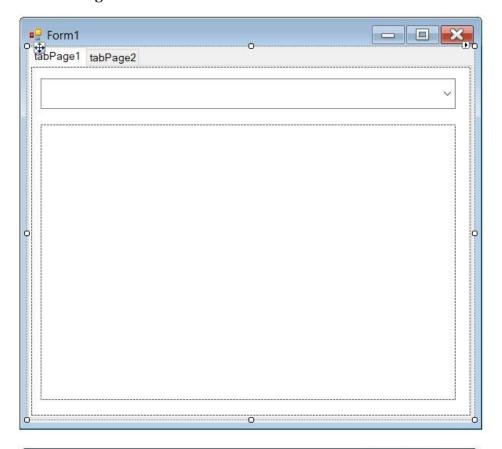
Se reincearca alegerea operatiei '/' din meniu in lipsa unuia dintre operatori – se afiseaza un mesaj de eroare

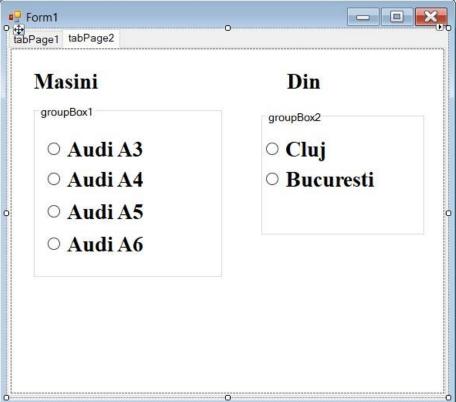


Apasarea butoanelor "X" va conduce la inchiderea aplicatiei

Problema 4:

Design forma:





Cod forma:

```
4 L2_p4.Form1
                                                                        Form1()
  ∃using System;
    using System.Collections.Generic;
    using System.ComponentModel;
    using System.Data;
    using System.Drawing;
    using System.Linq;
    using System. Text;
   using System.Windows.Forms;

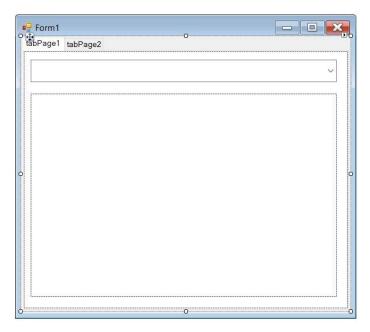
□ namespace L2_p4

    {
        public partial class Form1 : Form
            public Form1()
               InitializeComponent();
            }
            private void tabPage1_Click(object sender, EventArgs e)
            }
            private void comboBox1_SelectedIndexChanged(object sender, EventArgs e)
               pictureBox1.Image = null;
    switch (comboBox1.SelectedIndex)
        case 0:
             pictureBox1.Image = Image.FromFile("image_1");
             break;
        case 1:
             pictureBox1.Image = Image.FromFile("image_2");
        case 2:
             pictureBox1.Image = Image.FromFile("image_3");
             break;
        case 3:
             pictureBox1.Image = Image.FromFile("image 4");
             break;
        case 4:
             pictureBox1.Image = Image.FromFile("image_5");
             break;
        case 5:
             pictureBox1.Image = Image.FromFile("image_6");
             break;
        case 6:
             pictureBox1.Image = Image.FromFile("image_7");
             break;
         default:
             break;
    }
}
```

```
private void radioButton1_CheckedChanged(object sender, EventArgs e)
    if (radioButton1.Checked)
    {
         if (radioButton5.Checked)
            MessageBox.Show(radioButton1.Text + " din " + radioButton5.Text);
             if (radioButton6.Checked)
                 MessageBox.Show(radioButton1.Text + " din " + radioButton6.Text);
}
private void radioButton5_CheckedChanged(object sender, EventArgs e)
    if (radioButton5.Checked)
    {
        if (radioButton1.Checked)
            MessageBox.Show(radioButton1.Text + " din " + radioButton5.Text);
        else
             if (radioButton2.Checked)
                 MessageBox.Show(radioButton2.Text + " din " + radioButton5.Text);
             else
                 if (radioButton3.Checked)
                     MessageBox.Show(radioButton3.Text + " din " + radioButton5.Text);
                     if (radioButton4.Checked)
                         MessageBox.Show(radioButton4.Text + " din " + radioButton5.Text);
               else
                   if (radioButton4.Checked)
                       MessageBox.Show(radioButton4.Text + " din " + radioButton5.Text);
                       MessageBox.Show("Informatii insuficiente.");
}
private void radioButton6_CheckedChanged(object sender, EventArgs e)
    if (radioButton6.Checked)
   {
        if (radioButton1.Checked)
           MessageBox.Show(radioButton1.Text + " din " + radioButton6.Text);
           if (radioButton2.Checked)
               MessageBox.Show(radioButton2.Text + " din " + radioButton6.Text);
           else
               if (radioButton3.Checked)
                   MessageBox.Show(radioButton3.Text + " din " + radioButton6.Text);
               else
                   if (radioButton4.Checked)
                       MessageBox.Show(radioButton4.Text + " din " + radioButton6.Text);
                       MessageBox.Show("Informatii insuficiente.");
   }
}
 private void radioButton2_CheckedChanged(object sender, EventArgs e)
     if (radioButton2.Checked)
     {
         if (radioButton5.Checked)
             MessageBox.Show(radioButton2.Text + " din " + radioButton5.Text);
             if (radioButton6.Checked)
                 MessageBox.Show(radioButton2.Text + " din " + radioButton6.Text);
     }
 }
 private void radioButton3_CheckedChanged(object sender, EventArgs e)
     if (radioButton3.Checked)
         if (radioButton5.Checked)
             MessageBox.Show(radioButton3.Text + " din " + radioButton5.Text);
             if (radioButton6.Checked)
                  MessageBox.Show(radioButton3.Text + " din " + radioButton6.Text);
 }
```

Parcurs prin aplicatie:

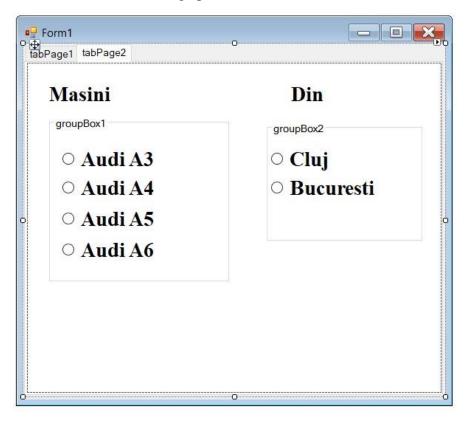
Se lanseaza programul in executie



Din comboBox se alege item-ul dorit



Se trece la al doilea tabPage prin selectarea acestuia



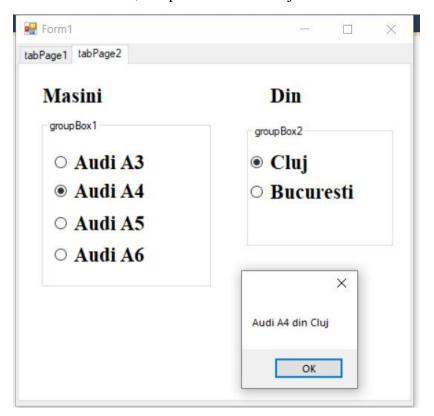
Se alege masina dorita din primul grup



Se alege locul de preluare/ridicare dorit – va aparea un mesaj cu selectia



Schimband masina, va aparea un nou mesaj actualizat cu noua selectie



Apasarea butoanelor "X" va conduce la inchiderea aplicatiei