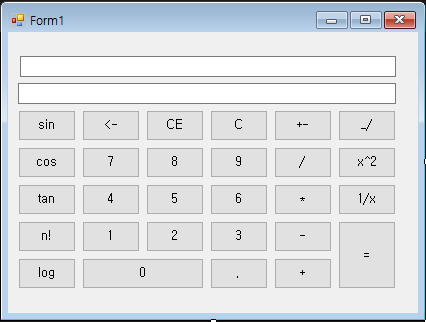
**윈도우즈 프로그래밍 #12**

**컴퓨터공학과**

**20204062 이인규**

**1. Windows Forms 응용 프로그램으로 프로젝트를 생성하여서  
다음과 같은 계산기를 만드시오.**

**1-1. 계산기 인터페이스**

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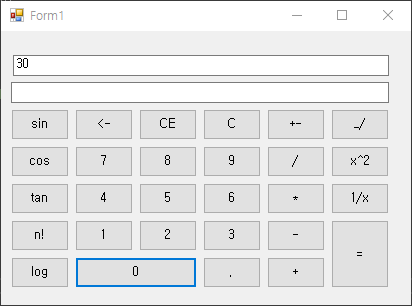
**1-2. 계산기 소스 코드 (Form1.cs)**

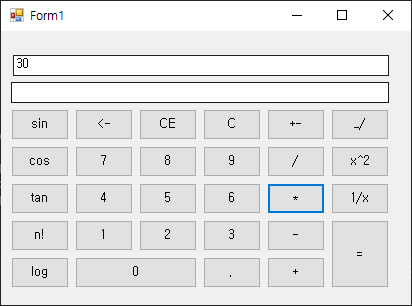
|  |
| --- |
| **using System;**  **using System.Collections.Generic;**  **using System.ComponentModel;**  **using System.Data;**  **using System.Drawing;**  **using System.Linq;**  **using System.Text;**  **using System.Threading.Tasks;**  **using System.Windows.Forms;**  **namespace WindowsFormsApp7**  **{**  **public partial class Form1 : Form**  **{**  **public static class Global**  **{**  **public static double temp = 0;**  **public static string op;**  **public static bool yestemp;**  **}**  **public Form1()**  **{**  **InitializeComponent();**  **}**  **private void button1\_Click(object sender, EventArgs e)**  **{**  **sik.Text += "sin";**  **try**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **catch(Exception ex)**  **{**  **Global.temp = 1;**  **}**  **Global.op = "sin";**  **Global.yestemp = true;**  **}**  **private void CE\_Click(object sender, EventArgs e)**  **{**  **result.Text = "";**  **}**  **private void C\_Click(object sender, EventArgs e)**  **{**  **sik.Text = "";**  **result.Text = "";**  **}**  **private void back\_Click(object sender, EventArgs e)**  **{**  **sik.Text = sik.Text.Substring(0, sik.Text.Length - 1) + "";**  **}**  **private void seven\_Click(object sender, EventArgs e)**  **{**  **if(Global.yestemp)**  **{**  **sik.Text = "7";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "7";**  **}**  **}**  **private void eight\_Click(object sender, EventArgs e)**  **{**  **if (Global.yestemp)**  **{**  **sik.Text = "8";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "8";**  **}**  **}**  **private void nine\_Click(object sender, EventArgs e)**  **{**  **if (Global.yestemp)**  **{**  **sik.Text = "9";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "9";**  **}**  **}**  **private void four\_Click(object sender, EventArgs e)**  **{**  **if (Global.yestemp)**  **{**  **sik.Text = "4";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "4";**  **}**  **}**  **private void five\_Click(object sender, EventArgs e)**  **{**  **if (Global.yestemp)**  **{**  **sik.Text = "5";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "5";**  **}**  **}**  **private void six\_Click(object sender, EventArgs e)**  **{**  **if (Global.yestemp)**  **{**  **sik.Text = "6";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "6";**  **}**  **}**  **private void one\_Click(object sender, EventArgs e)**  **{**  **if (Global.yestemp)**  **{**  **sik.Text = "1";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "1";**  **}**  **}**  **private void two\_Click(object sender, EventArgs e)**  **{**  **if (Global.yestemp)**  **{**  **sik.Text = "2";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "2";**  **}**  **}**  **private void three\_Click(object sender, EventArgs e)**  **{**  **if (Global.yestemp)**  **{**  **sik.Text = "3";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "3";**  **}**  **}**  **private void zero\_Click(object sender, EventArgs e)**  **{**  **if (Global.yestemp)**  **{**  **sik.Text = "0";**  **Global.yestemp = false;**  **}**  **else**  **{**  **sik.Text += "0";**  **}**  **}**  **private void plus\_Click(object sender, EventArgs e)**  **{**  **if (sik.Text.Contains("/"))**  **{**  **double one = Double.Parse(sik.Text.Split('/')[0]);**  **double two = Double.Parse(sik.Text.Split('/')[1]);**  **Global.temp = one / two;**  **}**  **else if (sik.Text.Contains("^"))**  **{**  **double one = Double.Parse(sik.Text.Split('^')[0]);**  **Global.temp = one \* one;**  **}**  **else**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **Global.op = "+";**  **Global.yestemp = true;**  **}**  **private void minus\_Click(object sender, EventArgs e)**  **{**  **if (sik.Text.Contains("/"))**  **{**  **double one = Double.Parse(sik.Text.Split('/')[0]);**  **double two = Double.Parse(sik.Text.Split('/')[1]);**  **Global.temp = one / two;**  **}**  **else if (sik.Text.Contains("^"))**  **{**  **double one = Double.Parse(sik.Text.Split('^')[0]);**  **Global.temp = one \* one;**  **}**  **else**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **Global.op = "-";**  **Global.yestemp = true;**  **}**  **private void mul\_Click(object sender, EventArgs e)**  **{**  **if (sik.Text.Contains("/"))**  **{**  **double one = Double.Parse(sik.Text.Split('/')[0]);**  **double two = Double.Parse(sik.Text.Split('/')[1]);**  **Global.temp = one / two;**  **}**  **else if (sik.Text.Contains("^"))**  **{**  **double one = Double.Parse(sik.Text.Split('^')[0]);**  **Global.temp = one \* one;**  **}**  **else**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **Global.op = "\*";**  **Global.yestemp = true;**  **}**  **private void divide\_Click(object sender, EventArgs e)**  **{**  **if (sik.Text.Contains("/"))**  **{**  **double one = Double.Parse(sik.Text.Split('/')[0]);**  **double two = Double.Parse(sik.Text.Split('/')[1]);**  **Global.temp = one / two;**  **}**  **else if (sik.Text.Contains("^"))**  **{**  **double one = Double.Parse(sik.Text.Split('^')[0]);**  **Global.temp = one \* one;**  **}**  **else**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **Global.op = "/";**  **Global.yestemp = true;**  **}**  **private void bunsu\_Click(object sender, EventArgs e)**  **{**  **sik.Text += "1/";**  **}**  **private void zegop\_Click(object sender, EventArgs e)**  **{**  **sik.Text += "^2";**  **}**  **private void root\_Click(object sender, EventArgs e)**  **{**  **sik.Text += "/-";**  **try**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **catch (Exception ex)**  **{**  **Global.temp = 1;**  **}**  **Global.op = "root";**  **Global.yestemp = true;**  **}**  **private void pm\_Click(object sender, EventArgs e)**  **{**  **char check = sik.Text.FirstOrDefault();**  **if(check == '-')**  **{**  **sik.Text = sik.Text.Substring(1);**  **}**  **else**  **{**  **sik.Text = "-" + sik.Text;**  **}**  **}**  **private void point\_Click(object sender, EventArgs e)**  **{**  **if (sik.Text != "")**  **{**  **sik.Text += ".";**  **}**  **}**  **private void log\_Click(object sender, EventArgs e)**  **{**  **sik.Text += "log";**  **try**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **catch (Exception ex)**  **{**  **Global.temp = 1;**  **}**  **Global.op = "log";**  **Global.yestemp = true;**  **}**  **private void npack\_Click(object sender, EventArgs e)**  **{**  **sik.Text += "!";**  **try**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **catch (Exception ex)**  **{**  **Global.temp = 1;**  **}**  **Global.op = "!";**  **Global.yestemp = true;**  **}**  **private void tan\_Click(object sender, EventArgs e)**  **{**  **sik.Text += "tan";**  **try**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **catch (Exception ex)**  **{**  **Global.temp = 1;**  **}**  **Global.op = "tan";**  **Global.yestemp = true;**  **}**  **private void cos\_Click(object sender, EventArgs e)**  **{**  **sik.Text += "cos";**  **try**  **{**  **Global.temp = Double.Parse(sik.Text);**  **}**  **catch (Exception ex)**  **{**  **Global.temp = 1;**  **}**  **Global.op = "cos";**  **Global.yestemp = true;**  **}**  **private void equl\_Click(object sender, EventArgs e)**  **{**  **double temp;**  **try**  **{**  **temp = Double.Parse(sik.Text);**  **}**  **catch(Exception ex)**  **{**  **temp = 1;**  **}**  **if(Global.op == "+")**  **{**  **result.Text = (Global.temp + temp).ToString();**  **}**  **else if(Global.op == "-")**  **{**  **result.Text = (Global.temp - temp).ToString();**  **}**  **else if (Global.op == "\*")**  **{**  **result.Text = (Global.temp \* temp).ToString();**  **}**  **else if (Global.op == "/")**  **{**  **result.Text = (Global.temp / temp).ToString();**  **}**  **else if (Global.op == "sin")**  **{**  **result.Text = (Global.temp \* Math.Sin(temp)).ToString();**  **}**  **else if (Global.op == "cos")**  **{**  **result.Text = (Global.temp \* Math.Cos(temp)).ToString();**  **}**  **else if (Global.op == "tan")**  **{**  **result.Text = (Global.temp \* Math.Tan(temp)).ToString();**  **}**  **else if (Global.op == "!")**  **{**  **int tem = 1;**  **for(int i=(int)Global.temp; i>=2; i--)**  **{**  **tem \*= i;**  **}**  **result.Text = (tem).ToString();**  **}**  **else if (Global.op == "log")**  **{**  **result.Text = (Global.temp \* Math.Log(temp)).ToString();**  **}**  **else if (Global.op == "root")**  **{**  **result.Text = (Global.temp \* Math.Sqrt(temp)).ToString();**  **}**  **sik.Text = "";**  **}**  **}**  **}** |

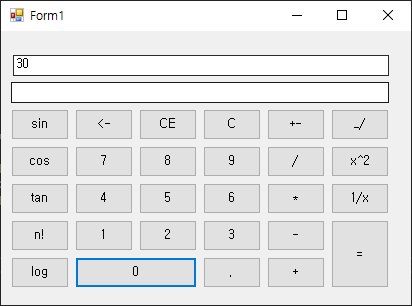
**1-3. 디자인 코드 (Designer.cs)**

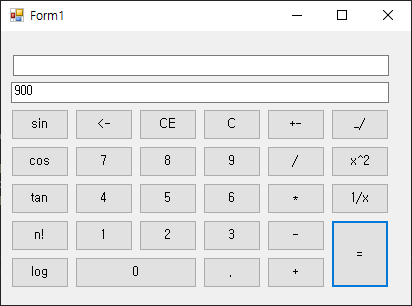
|  |
| --- |
| **namespace WindowsFormsApp7**  **{**  **partial class Form1**  **{**  **/// <summary>**  **/// 필수 디자이너 변수입니다.**  **/// </summary>**  **private System.ComponentModel.IContainer components = null;**  **/// <summary>**  **/// 사용 중인 모든 리소스를 정리합니다.**  **/// </summary>**  **/// <param name="disposing">관리되는 리소스를 삭제해야 하면 true이고, 그렇지 않으면 false입니다.</param>**  **protected override void Dispose(bool disposing)**  **{**  **if (disposing && (components != null))**  **{**  **components.Dispose();**  **}**  **base.Dispose(disposing);**  **}**  **#region Windows Form 디자이너에서 생성한 코드**  **/// <summary>**  **/// 디자이너 지원에 필요한 메서드입니다.**  **/// 이 메서드의 내용을 코드 편집기로 수정하지 마세요.**  **/// </summary>**  **private void InitializeComponent()**  **{**  **this.sik = new System.Windows.Forms.TextBox();**  **this.result = new System.Windows.Forms.TextBox();**  **this.sin = new System.Windows.Forms.Button();**  **this.back = new System.Windows.Forms.Button();**  **this.CE = new System.Windows.Forms.Button();**  **this.C = new System.Windows.Forms.Button();**  **this.pm = new System.Windows.Forms.Button();**  **this.root = new System.Windows.Forms.Button();**  **this.zegop = new System.Windows.Forms.Button();**  **this.divide = new System.Windows.Forms.Button();**  **this.nine = new System.Windows.Forms.Button();**  **this.eight = new System.Windows.Forms.Button();**  **this.seven = new System.Windows.Forms.Button();**  **this.cos = new System.Windows.Forms.Button();**  **this.bunsu = new System.Windows.Forms.Button();**  **this.mul = new System.Windows.Forms.Button();**  **this.six = new System.Windows.Forms.Button();**  **this.five = new System.Windows.Forms.Button();**  **this.four = new System.Windows.Forms.Button();**  **this.tan = new System.Windows.Forms.Button();**  **this.equl = new System.Windows.Forms.Button();**  **this.minus = new System.Windows.Forms.Button();**  **this.three = new System.Windows.Forms.Button();**  **this.two = new System.Windows.Forms.Button();**  **this.one = new System.Windows.Forms.Button();**  **this.npack = new System.Windows.Forms.Button();**  **this.plus = new System.Windows.Forms.Button();**  **this.point = new System.Windows.Forms.Button();**  **this.zero = new System.Windows.Forms.Button();**  **this.log = new System.Windows.Forms.Button();**  **this.SuspendLayout();**  **//**  **// sik**  **//**  **this.sik.Location = new System.Drawing.Point(12, 24);**  **this.sik.Name = "sik";**  **this.sik.Size = new System.Drawing.Size(376, 21);**  **this.sik.TabIndex = 0;**  **//**  **// result**  **//**  **this.result.Location = new System.Drawing.Point(10, 51);**  **this.result.Name = "result";**  **this.result.Size = new System.Drawing.Size(378, 21);**  **this.result.TabIndex = 1;**  **//**  **// sin**  **//**  **this.sin.Location = new System.Drawing.Point(10, 78);**  **this.sin.Name = "sin";**  **this.sin.Size = new System.Drawing.Size(58, 31);**  **this.sin.TabIndex = 2;**  **this.sin.Text = "sin";**  **this.sin.UseVisualStyleBackColor = true;**  **this.sin.Click += new System.EventHandler(this.button1\_Click);**  **//**  **// back**  **//**  **this.back.Location = new System.Drawing.Point(74, 78);**  **this.back.Name = "back";**  **this.back.Size = new System.Drawing.Size(58, 31);**  **this.back.TabIndex = 3;**  **this.back.Text = "<-";**  **this.back.UseVisualStyleBackColor = true;**  **this.back.Click += new System.EventHandler(this.back\_Click);**  **//**  **// CE**  **//**  **this.CE.Location = new System.Drawing.Point(138, 78);**  **this.CE.Name = "CE";**  **this.CE.Size = new System.Drawing.Size(58, 31);**  **this.CE.TabIndex = 4;**  **this.CE.Text = "CE";**  **this.CE.UseVisualStyleBackColor = true;**  **this.CE.Click += new System.EventHandler(this.CE\_Click);**  **//**  **// C**  **//**  **this.C.Location = new System.Drawing.Point(202, 78);**  **this.C.Name = "C";**  **this.C.Size = new System.Drawing.Size(58, 31);**  **this.C.TabIndex = 5;**  **this.C.Text = "C";**  **this.C.UseVisualStyleBackColor = true;**  **this.C.Click += new System.EventHandler(this.C\_Click);**  **//**  **// pm**  **//**  **this.pm.Location = new System.Drawing.Point(266, 78);**  **this.pm.Name = "pm";**  **this.pm.Size = new System.Drawing.Size(58, 31);**  **this.pm.TabIndex = 6;**  **this.pm.Text = "+-";**  **this.pm.UseVisualStyleBackColor = true;**  **this.pm.Click += new System.EventHandler(this.pm\_Click);**  **//**  **// root**  **//**  **this.root.Location = new System.Drawing.Point(330, 78);**  **this.root.Name = "root";**  **this.root.Size = new System.Drawing.Size(58, 31);**  **this.root.TabIndex = 7;**  **this.root.Text = "\_/";**  **this.root.UseVisualStyleBackColor = true;**  **this.root.Click += new System.EventHandler(this.root\_Click);**  **//**  **// zegop**  **//**  **this.zegop.Location = new System.Drawing.Point(330, 115);**  **this.zegop.Name = "zegop";**  **this.zegop.Size = new System.Drawing.Size(58, 31);**  **this.zegop.TabIndex = 13;**  **this.zegop.Text = "x^2";**  **this.zegop.UseVisualStyleBackColor = true;**  **this.zegop.Click += new System.EventHandler(this.zegop\_Click);**  **//**  **// divide**  **//**  **this.divide.Location = new System.Drawing.Point(266, 115);**  **this.divide.Name = "divide";**  **this.divide.Size = new System.Drawing.Size(58, 31);**  **this.divide.TabIndex = 12;**  **this.divide.Text = "/";**  **this.divide.UseVisualStyleBackColor = true;**  **this.divide.Click += new System.EventHandler(this.divide\_Click);**  **//**  **// nine**  **//**  **this.nine.Location = new System.Drawing.Point(202, 115);**  **this.nine.Name = "nine";**  **this.nine.Size = new System.Drawing.Size(58, 31);**  **this.nine.TabIndex = 11;**  **this.nine.Text = "9";**  **this.nine.UseVisualStyleBackColor = true;**  **this.nine.Click += new System.EventHandler(this.nine\_Click);**  **//**  **// eight**  **//**  **this.eight.Location = new System.Drawing.Point(138, 115);**  **this.eight.Name = "eight";**  **this.eight.Size = new System.Drawing.Size(58, 31);**  **this.eight.TabIndex = 10;**  **this.eight.Text = "8";**  **this.eight.UseVisualStyleBackColor = true;**  **this.eight.Click += new System.EventHandler(this.eight\_Click);**  **//**  **// seven**  **//**  **this.seven.Location = new System.Drawing.Point(74, 115);**  **this.seven.Name = "seven";**  **this.seven.Size = new System.Drawing.Size(58, 31);**  **this.seven.TabIndex = 9;**  **this.seven.Text = "7";**  **this.seven.UseVisualStyleBackColor = true;**  **this.seven.Click += new System.EventHandler(this.seven\_Click);**  **//**  **// cos**  **//**  **this.cos.Location = new System.Drawing.Point(10, 115);**  **this.cos.Name = "cos";**  **this.cos.Size = new System.Drawing.Size(58, 31);**  **this.cos.TabIndex = 8;**  **this.cos.Text = "cos";**  **this.cos.UseVisualStyleBackColor = true;**  **this.cos.Click += new System.EventHandler(this.cos\_Click);**  **//**  **// bunsu**  **//**  **this.bunsu.Location = new System.Drawing.Point(330, 152);**  **this.bunsu.Name = "bunsu";**  **this.bunsu.Size = new System.Drawing.Size(58, 31);**  **this.bunsu.TabIndex = 19;**  **this.bunsu.Text = "1/x";**  **this.bunsu.UseVisualStyleBackColor = true;**  **this.bunsu.Click += new System.EventHandler(this.bunsu\_Click);**  **//**  **// mul**  **//**  **this.mul.Location = new System.Drawing.Point(266, 152);**  **this.mul.Name = "mul";**  **this.mul.Size = new System.Drawing.Size(58, 31);**  **this.mul.TabIndex = 18;**  **this.mul.Text = "\*";**  **this.mul.UseVisualStyleBackColor = true;**  **this.mul.Click += new System.EventHandler(this.mul\_Click);**  **//**  **// six**  **//**  **this.six.Location = new System.Drawing.Point(202, 152);**  **this.six.Name = "six";**  **this.six.Size = new System.Drawing.Size(58, 31);**  **this.six.TabIndex = 17;**  **this.six.Text = "6";**  **this.six.UseVisualStyleBackColor = true;**  **this.six.Click += new System.EventHandler(this.six\_Click);**  **//**  **// five**  **//**  **this.five.Location = new System.Drawing.Point(138, 152);**  **this.five.Name = "five";**  **this.five.Size = new System.Drawing.Size(58, 31);**  **this.five.TabIndex = 16;**  **this.five.Text = "5";**  **this.five.UseVisualStyleBackColor = true;**  **this.five.Click += new System.EventHandler(this.five\_Click);**  **//**  **// four**  **//**  **this.four.Location = new System.Drawing.Point(74, 152);**  **this.four.Name = "four";**  **this.four.Size = new System.Drawing.Size(58, 31);**  **this.four.TabIndex = 15;**  **this.four.Text = "4";**  **this.four.UseVisualStyleBackColor = true;**  **this.four.Click += new System.EventHandler(this.four\_Click);**  **//**  **// tan**  **//**  **this.tan.Location = new System.Drawing.Point(10, 152);**  **this.tan.Name = "tan";**  **this.tan.Size = new System.Drawing.Size(58, 31);**  **this.tan.TabIndex = 14;**  **this.tan.Text = "tan";**  **this.tan.UseVisualStyleBackColor = true;**  **this.tan.Click += new System.EventHandler(this.tan\_Click);**  **//**  **// equl**  **//**  **this.equl.Location = new System.Drawing.Point(330, 189);**  **this.equl.Name = "equl";**  **this.equl.Size = new System.Drawing.Size(58, 68);**  **this.equl.TabIndex = 25;**  **this.equl.Text = "=";**  **this.equl.UseVisualStyleBackColor = true;**  **this.equl.Click += new System.EventHandler(this.equl\_Click);**  **//**  **// minus**  **//**  **this.minus.Location = new System.Drawing.Point(266, 189);**  **this.minus.Name = "minus";**  **this.minus.Size = new System.Drawing.Size(58, 31);**  **this.minus.TabIndex = 24;**  **this.minus.Text = "-";**  **this.minus.UseVisualStyleBackColor = true;**  **this.minus.Click += new System.EventHandler(this.minus\_Click);**  **//**  **// three**  **//**  **this.three.Location = new System.Drawing.Point(202, 189);**  **this.three.Name = "three";**  **this.three.Size = new System.Drawing.Size(58, 31);**  **this.three.TabIndex = 23;**  **this.three.Text = "3";**  **this.three.UseVisualStyleBackColor = true;**  **this.three.Click += new System.EventHandler(this.three\_Click);**  **//**  **// two**  **//**  **this.two.Location = new System.Drawing.Point(138, 189);**  **this.two.Name = "two";**  **this.two.Size = new System.Drawing.Size(58, 31);**  **this.two.TabIndex = 22;**  **this.two.Text = "2";**  **this.two.UseVisualStyleBackColor = true;**  **this.two.Click += new System.EventHandler(this.two\_Click);**  **//**  **// one**  **//**  **this.one.Location = new System.Drawing.Point(74, 189);**  **this.one.Name = "one";**  **this.one.Size = new System.Drawing.Size(58, 31);**  **this.one.TabIndex = 21;**  **this.one.Text = "1";**  **this.one.UseVisualStyleBackColor = true;**  **this.one.Click += new System.EventHandler(this.one\_Click);**  **//**  **// npack**  **//**  **this.npack.Location = new System.Drawing.Point(10, 189);**  **this.npack.Name = "npack";**  **this.npack.Size = new System.Drawing.Size(58, 31);**  **this.npack.TabIndex = 20;**  **this.npack.Text = "n!";**  **this.npack.UseVisualStyleBackColor = true;**  **this.npack.Click += new System.EventHandler(this.npack\_Click);**  **//**  **// plus**  **//**  **this.plus.Location = new System.Drawing.Point(266, 226);**  **this.plus.Name = "plus";**  **this.plus.Size = new System.Drawing.Size(58, 31);**  **this.plus.TabIndex = 30;**  **this.plus.Text = "+";**  **this.plus.UseVisualStyleBackColor = true;**  **this.plus.Click += new System.EventHandler(this.plus\_Click);**  **//**  **// point**  **//**  **this.point.Location = new System.Drawing.Point(202, 226);**  **this.point.Name = "point";**  **this.point.Size = new System.Drawing.Size(58, 31);**  **this.point.TabIndex = 29;**  **this.point.Text = ".";**  **this.point.UseVisualStyleBackColor = true;**  **this.point.Click += new System.EventHandler(this.point\_Click);**  **//**  **// zero**  **//**  **this.zero.Location = new System.Drawing.Point(74, 226);**  **this.zero.Name = "zero";**  **this.zero.Size = new System.Drawing.Size(122, 31);**  **this.zero.TabIndex = 27;**  **this.zero.Text = "0";**  **this.zero.UseVisualStyleBackColor = true;**  **this.zero.Click += new System.EventHandler(this.zero\_Click);**  **//**  **// log**  **//**  **this.log.Location = new System.Drawing.Point(10, 226);**  **this.log.Name = "log";**  **this.log.Size = new System.Drawing.Size(58, 31);**  **this.log.TabIndex = 26;**  **this.log.Text = "log";**  **this.log.UseVisualStyleBackColor = true;**  **this.log.Click += new System.EventHandler(this.log\_Click);**  **//**  **// Form1**  **//**  **this.AutoScaleDimensions = new System.Drawing.SizeF(7F, 12F);**  **this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;**  **this.ClientSize = new System.Drawing.Size(410, 281);**  **this.Controls.Add(this.plus);**  **this.Controls.Add(this.point);**  **this.Controls.Add(this.zero);**  **this.Controls.Add(this.log);**  **this.Controls.Add(this.equl);**  **this.Controls.Add(this.minus);**  **this.Controls.Add(this.three);**  **this.Controls.Add(this.two);**  **this.Controls.Add(this.one);**  **this.Controls.Add(this.npack);**  **this.Controls.Add(this.bunsu);**  **this.Controls.Add(this.mul);**  **this.Controls.Add(this.six);**  **this.Controls.Add(this.five);**  **this.Controls.Add(this.four);**  **this.Controls.Add(this.tan);**  **this.Controls.Add(this.zegop);**  **this.Controls.Add(this.divide);**  **this.Controls.Add(this.nine);**  **this.Controls.Add(this.eight);**  **this.Controls.Add(this.seven);**  **this.Controls.Add(this.cos);**  **this.Controls.Add(this.root);**  **this.Controls.Add(this.pm);**  **this.Controls.Add(this.C);**  **this.Controls.Add(this.CE);**  **this.Controls.Add(this.back);**  **this.Controls.Add(this.sin);**  **this.Controls.Add(this.result);**  **this.Controls.Add(this.sik);**  **this.Name = "Form1";**  **this.Text = "Form1";**  **this.ResumeLayout(false);**  **this.PerformLayout();**  **}**  **#endregion**  **private System.Windows.Forms.TextBox sik;**  **private System.Windows.Forms.TextBox result;**  **private System.Windows.Forms.Button sin;**  **private System.Windows.Forms.Button back;**  **private System.Windows.Forms.Button CE;**  **private System.Windows.Forms.Button C;**  **private System.Windows.Forms.Button pm;**  **private System.Windows.Forms.Button root;**  **private System.Windows.Forms.Button zegop;**  **private System.Windows.Forms.Button divide;**  **private System.Windows.Forms.Button nine;**  **private System.Windows.Forms.Button eight;**  **private System.Windows.Forms.Button seven;**  **private System.Windows.Forms.Button cos;**  **private System.Windows.Forms.Button bunsu;**  **private System.Windows.Forms.Button mul;**  **private System.Windows.Forms.Button six;**  **private System.Windows.Forms.Button five;**  **private System.Windows.Forms.Button four;**  **private System.Windows.Forms.Button tan;**  **private System.Windows.Forms.Button equl;**  **private System.Windows.Forms.Button minus;**  **private System.Windows.Forms.Button three;**  **private System.Windows.Forms.Button two;**  **private System.Windows.Forms.Button one;**  **private System.Windows.Forms.Button npack;**  **private System.Windows.Forms.Button plus;**  **private System.Windows.Forms.Button point;**  **private System.Windows.Forms.Button zero;**  **private System.Windows.Forms.Button log;**  **}**  **}** |

**1-4. 실행 결과**

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