بسم الله الرحمن الرحيم

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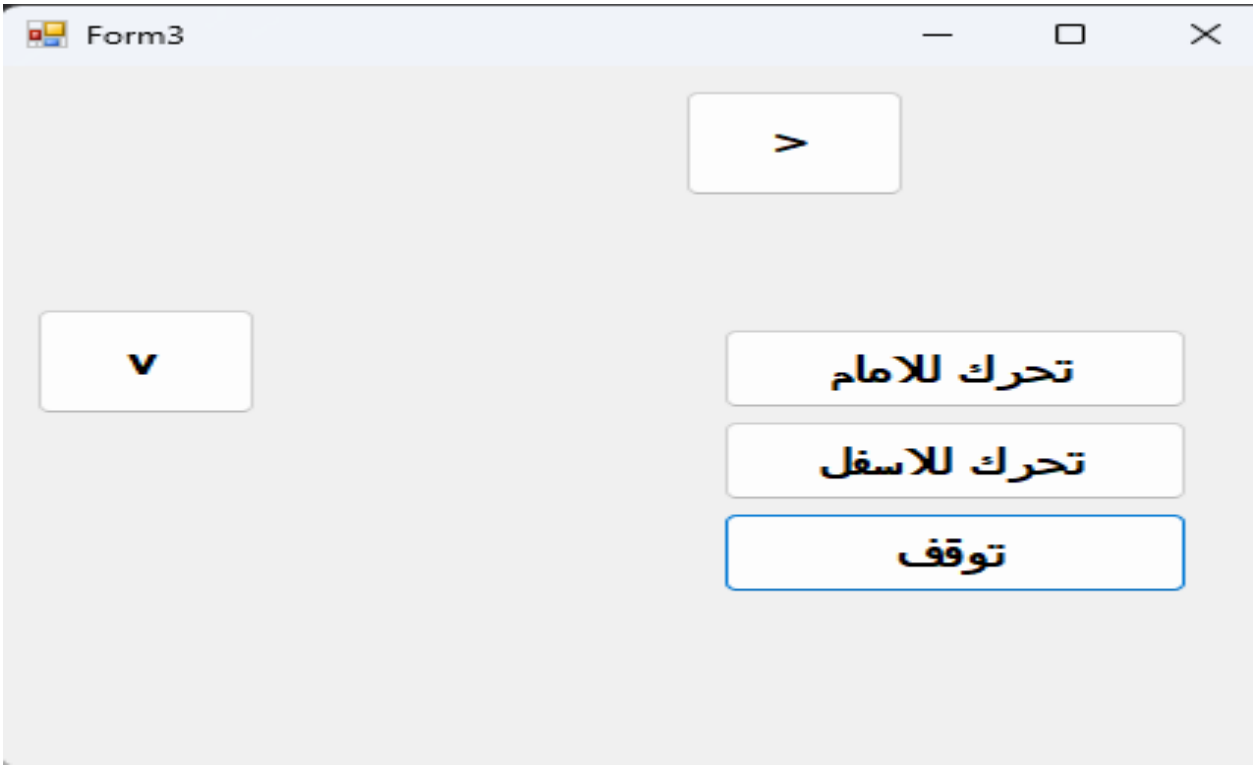
البرنامج الاول

```
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 lesson_5
{
    public partial class Form1 : Form
    {
        bool isenalbled = true, isvisible = true;

        public Form1()
        {
            InitializeComponent();
            button3.Text = "Enabled";
            button4.Text = "Visible";

        }

        private void button1_Click(object sender, EventArgs e)
        {
            int s = 0; bool f = false;
            textBox1.Text = null;
            if(checkBox1.Checked)
            {
                s +=Convert.ToInt32( checkBox1.Text);
                f = true;
            }
            if(checkBox2.Checked)
            {
                s += Convert.ToInt32(checkBox2.Text);
                f = true;
            }
            if(checkBox3.Checked)
            {
                s += Convert.ToInt32(checkBox3.Text);
                f = true;
            }
            if(checkBox4.Checked)
            {
                s += Convert.ToInt32(checkBox4.Text);
                f = true;
            }
            if(checkBox5.Checked)
            {
                s += Convert.ToInt32(checkBox5.Text);
                f = true;
            }

            textBox1.Text = s.ToString();
```

```
}
private void button2_Click(object sender, EventArgs e)
{
    if(radioButton3.Checked)
        label3.ForeColor = Color.Red;

    if(radioButton4.Checked)
        label3.ForeColor = Color.Green;

    if(radioButton5.Checked)
        label3.ForeColor = Color.Yellow;

    if(radioButton6.Checked)
        label3.ForeColor = Color.Black;

    //-------------------------------------------

    if(radioButton1.Checked)
        label3.BackColor = Color.Red;

    if(radioButton2.Checked)
        label3.BackColor = Color.White;

    if(radioButton7.Checked)
        label3.BackColor = Color.Yellow;

    if(radioButton8.Checked)
        label3.BackColor = Color.Black;

}

private void button3_Click(object sender, EventArgs e)
{
    if(isenalbled)
    {
        panel1.Enabled = true;
        isenalbled = false;
        button3.Text = "Disabled";
    }
    else
    {
        panel1.Enabled = false;
        isenalbled = true;
        button3.Text = "Enabled";
    }

}


private void button4_Click(object sender, EventArgs e)
{
    if(isvisible)
    {
        panel1.Visible = true;
        isvisible = false;
```

```
                button4.Text = "UnVisible";
            }
            else
            {
                panel1.Visible = false;
                isvisible = true;
                button4.Text = "Visible";
            }

        }

    }
}
```

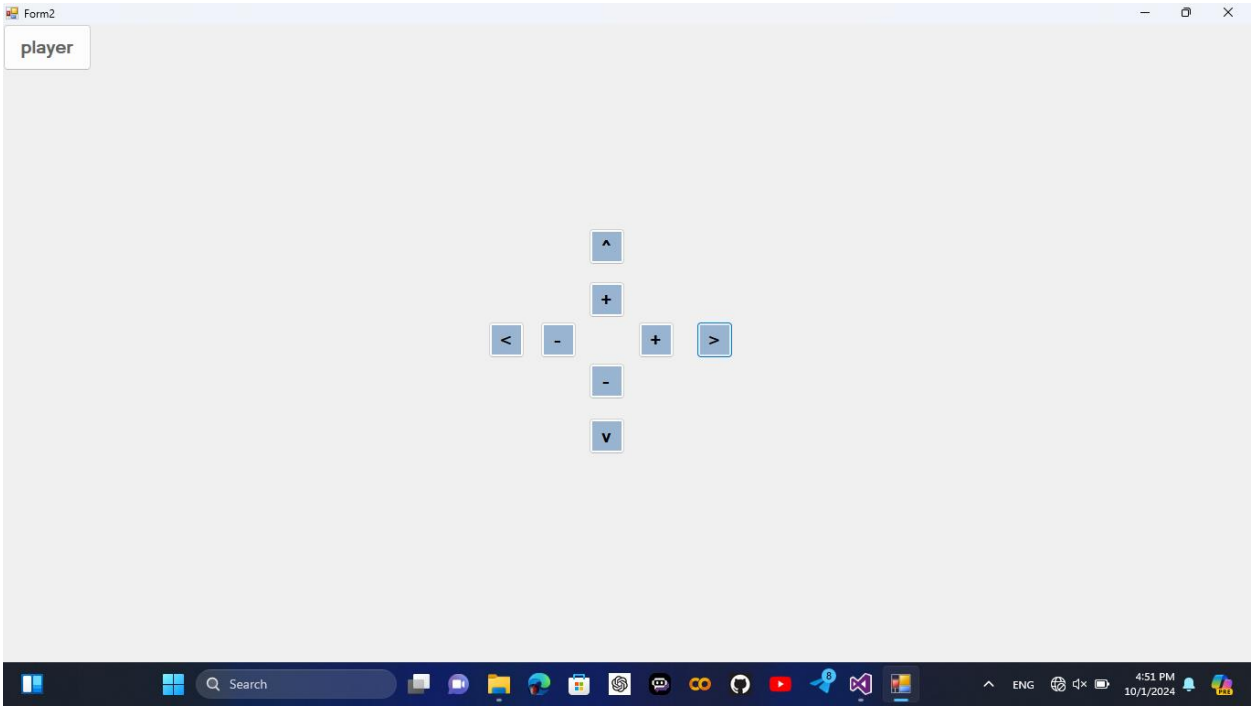
البرنامج الثاني



```
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 System.Threading;

namespace lesson_5
{
    public partial class Form3 : Form
    {
        Point originalButton1Position;
        Point originalButton2Position;
        bool stopMovement = false;

        public Form3()
        {
            InitializeComponent();
        }

        private void Form3_Load(object sender, EventArgs e)
        {
            originalButton1Position = button1.Location;
            originalButton2Position = button2.Location;
        }

        void goAndReturn()
        {
            for(int i = 0; i <= this.Width; i++)
            {
                if(stopMovement)
                    break;

                Invoke((Action)(() =>
                {
                    button1.Left += 10;
                }));
                if(button1.Left > this.Width - button1.Width - 40)
                {    break;        }
                Thread.Sleep(100);
            }

            while(button1.Left > originalButton1Position.X)
            {
                if(stopMovement)
                    break;

                Invoke((Action)(() =>
                {
                    button1.Left -= 10;
                }));
                Thread.Sleep(100);
            }
        }
```

```
        void downAndReturn()
        {
            for(int i = button2.Top; i <= this.Height; i++)
            {
                if(stopMovement)
                    break;

                Invoke((Action)(() =>
                {
                    button2.Top += 10;
                }));
                if(button2.Top > this.Height - button2.Height - 50)
                {
                    break;
                }
                Thread.Sleep(100);
            }

            while(button2.Top > originalButton2Position.Y)
            {
                if(stopMovement)
                    break;

                Invoke((Action)(() =>
                {
                    button2.Top -= 10;
                }));
                Thread.Sleep(100);
            }
        }

        private void button3_Click(object sender, EventArgs e)
        {
            stopMovement = false;
            Thread threadgo = new Thread(downAndReturn);
            threadgo.Start();
        }
        private void button4_Click(object sender, EventArgs e)
        {
            stopMovement = false;
            Thread threadgo = new Thread(goAndReturn);
            threadgo.Start();
        }
        private void buttonStop_Click(object sender, EventArgs e)
        {
            stopMovement = true;
        }

    }
}
```

البرنامج الثالث



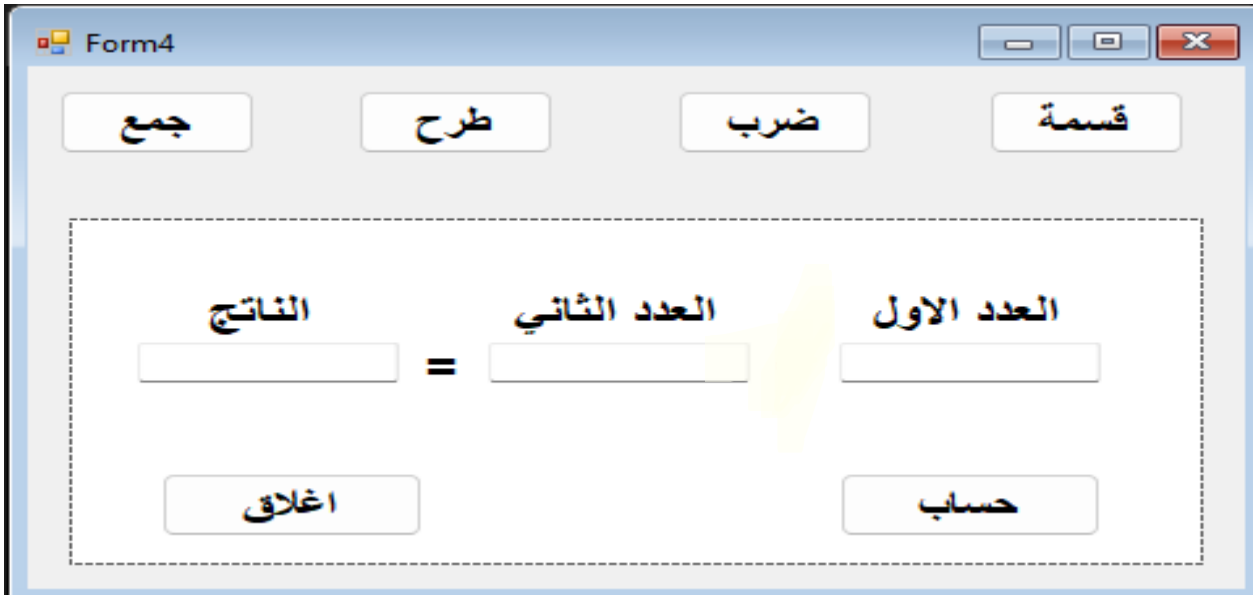

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace lesson_5
{
    public partial class Form2 : Form
    {
        public Form2()
        {
            InitializeComponent();
        }

        private void Form2_Load(object sender, EventArgs e)
        {
            this.Top = 0;
            this.Left = 0;
            this.Width = Width + 100;
            this.Height = Height + 100;

            player.Top = 0;
            player.Left = 0;
        }
```

```
private void button2_Click(object sender, EventArgs e)
{
    player.Size = new Size(player.Width - 5, player.Height);
}
private void button3_Click(object sender, EventArgs e)
{
    player.Size = new Size(player.Width + 5, player.Height);
}

private void button4_Click(object sender, EventArgs e)
{
    player.Size = new Size(player.Width, player.Height - 5);
}

private void button5_Click(object sender, EventArgs e)
{
    player.Size = new Size(player.Width, player.Height + 5);
}


private void button6_Click(object sender, EventArgs e)
{
    button2.Top -= 5;
    button3.Top -= 5;
    button4.Top -= 5;
    button5.Top -= 5;
    button6.Top -= 5;
    button7.Top -= 5;
    button8.Top -= 5;
    button9.Top -= 5;
}

private void button7_Click(object sender, EventArgs e)
{
    button2.Top += 5;
    button3.Top += 5;
    button4.Top += 5;
    button5.Top += 5;
    button6.Top += 5;
    button7.Top += 5;
    button8.Top += 5;
    button9.Top += 5;
}

private void button8_Click(object sender, EventArgs e)
{
    button2.Left += 5;
    button3.Left += 5;
    button4.Left += 5;
    button5.Left += 5;
    button6.Left += 5;
    button7.Left += 5;
    button8.Left += 5;
    button9.Left += 5;
}
```

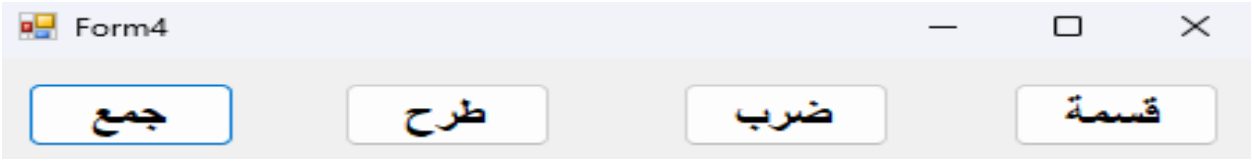
```
        private void button9_Click(object sender, EventArgs e)
        {
            button2.Left -= 5;
            button3.Left -= 5;
            button4.Left -= 5;
            button5.Left -= 5;
            button6.Left -= 5;
            button7.Left -= 5;
            button8.Left -= 5;
            button9.Left -= 5;
        }
    }
}
```

البرنامج الرابع

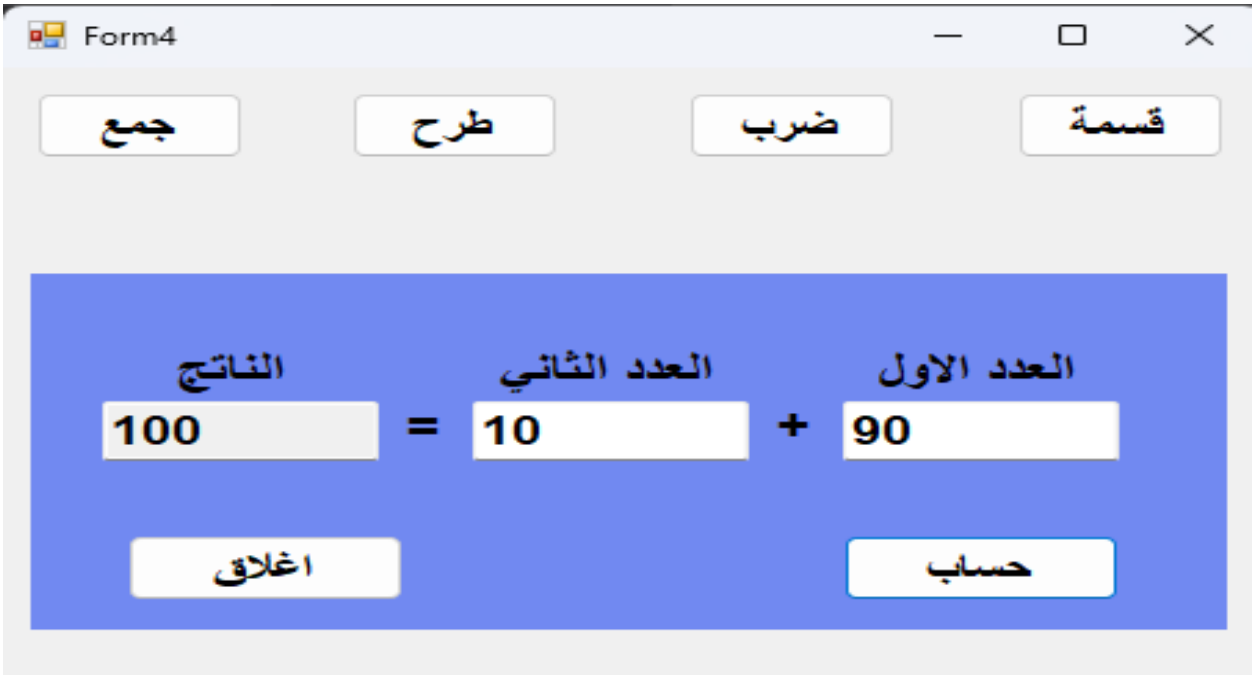
قبل التشغيل



بعد التشغيل



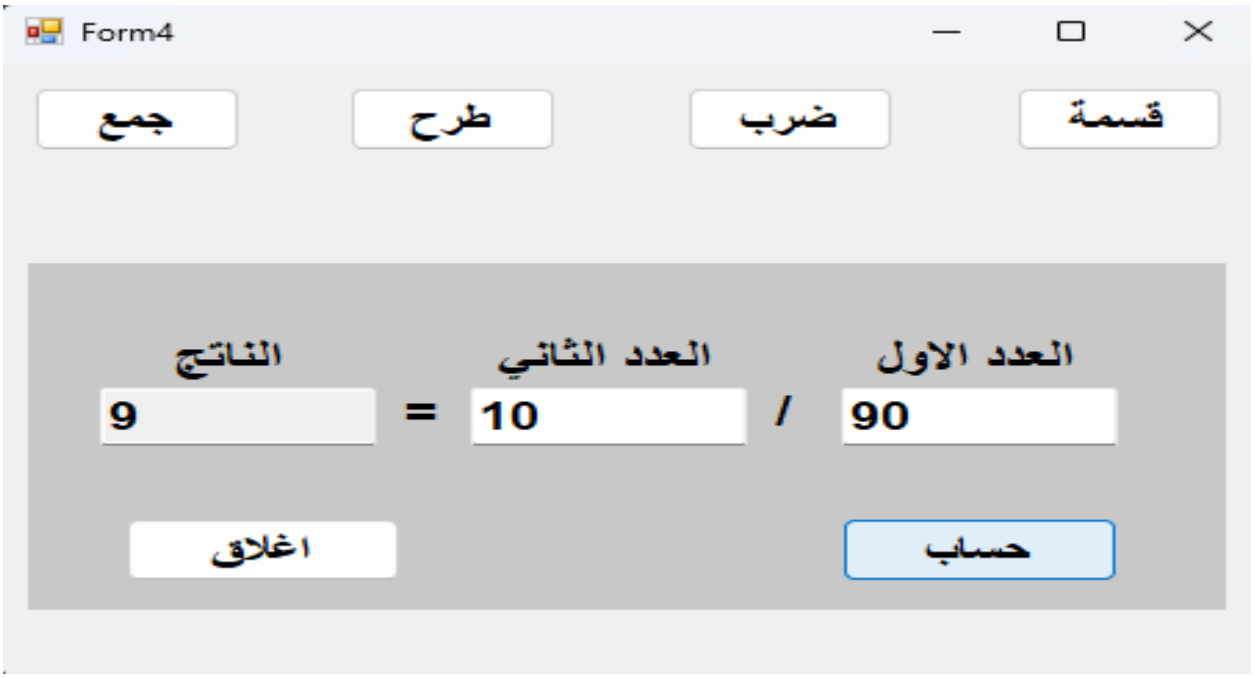
عند الضغط على زر الجمع



عند الضغط على زر الطرح

عند الضغط على زر الضرب

عند الضغط على زر القسمة



```
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 lesson_5
{
    public partial class Form4 : Form
    {
        public Form4()
        {
            InitializeComponent();
        }

        private void Form4_Load(object sender, EventArgs e)
        {
            panel1.Visible = false;
            panel1.Location = new Point(10, 100);
            this.Width = button4.Left + button4.Width + 30;
            this.Height = button4.Height + 60;

            textBox3.ReadOnly = true;

            button1.Click += SenderButton;
            button2.Click += SenderButton;
            button3.Click += SenderButton;
            button4.Click += SenderButton;

            textBox2.KeyPress += textBox1_KeyPress;
        }

        private void SenderButton (object sender, EventArgs e)
        {

            if(sender == button1)
            {
                label4.Text = "+";
                panel1.BackColor = Color.FromArgb(113, 137, 241);
                Height = panel1.Height * 2;
            }
            else if(sender == button2)
            {
                label4.Text = "-";
                panel1.BackColor = Color.FromArgb(72, 255, 215);
                Height = panel1.Height * 2;
            }
            else if(sender == button3)
            {
                label4.Text = "*";
                panel1.BackColor = Color.FromArgb(12, 193, 238);
                Height = panel1.Height * 2;
            }
```

```
            else if(sender == button4)
            {
                label4.Text = "/";
                panel1.BackColor = Color.FromArgb(200, 200, 200);
                Height = panel1.Height * 2;
            }

            panel1.Visible = true;
        }

        private void textBox1_KeyPress(object sender, KeyPressEventArgs e)
        {
            if((e.KeyChar < '0' || e.KeyChar > '9') && (e.KeyChar != 8))
                e.Handled = true;
        }

        private void button5_Click(object sender, EventArgs e)
        {
            if(textBox1.Text.Trim() == "")
            {
                MessageBox.Show("خطاء" ,"ادخل رقماً", MessageBoxButtons.OK,
MessageBoxIcon.Warning);
                textBox1.Focus();
            }
            else if(textBox2.Text.Trim() == "")
            {
                MessageBox.Show("خطاء" ,"ادخل رقماً", MessageBoxButtons.OK,
MessageBoxIcon.Warning);
                textBox2.Focus();
            }
            else
            {
                switch(label4.Text)
                {
                    case "+":
                        textBox3.Text = Convert.ToString(Convert.ToDouble(textBox1.Text)
+ Convert.ToDouble(textBox2.Text));
                        break;

                    case "-":
                        textBox3.Text = Convert.ToString(Convert.ToDouble(textBox1.Text)
- Convert.ToDouble(textBox2.Text));
                        break;

                    case "*":
                        textBox3.Text = Convert.ToString(Convert.ToDouble(textBox1.Text)
* Convert.ToDouble(textBox2.Text));
                        break;

                    case "/":
                        if(Convert.ToDouble(textBox2.Text) != 0)
                        {
                            textBox3.Text =
Convert.ToString(Convert.ToDouble(textBox1.Text) / Convert.ToDouble(textBox2.Text));
                        }
                        else
                        {
                            textBox3.Text = null;
```

```
                            MessageBox.Show("خطاء" ,"لا يمكن القسمة على صفر",
MessageBoxButtons.OK, MessageBoxIcon.Error);

                        }
                        break;
                }

            }
        }

        private void button6_Click(object sender, EventArgs e)
        {
            Form4_Load(null, null);
        }


    }
}
```