CUADRADO.H

#pragma once

class Cuadrado

{

private: //atributos

int lado;

int area;

public: //métodos

Cuadrado(void); //constructor

int Get\_lado();

int Get\_area();

void Set\_lado(int l);

void Set\_area(int a);

int Calcular();

};

CUADRADO.CPP

#include "StdAfx.h"

#include "Cuadrado.h" //Haeder de la clase - Template

Cuadrado::Cuadrado(void)

{

}

int Cuadrado::Get\_lado() //Pueden mostrar el valor de los atributos

{

return lado;

}

int Cuadrado::Get\_area()

{

return area;

}

void Cuadrado::Set\_lado(int l) //Darle un valor específico a los atributos generalmente de las pantallas

{

lado=l;

}

void Cuadrado::Set\_area(int a)

{

area=lado\*lado;

return area;

}

Form1.h

#pragma once

#include "cuadrado.h"

#include "iostream"

#include "msclr\marshal\_cppstd.h"

namespace Areacuadrada\_oficial {

using namespace System;

using namespace System::ComponentModel;

using namespace System::Collections;

using namespace System::Windows::Forms;

using namespace System::Data;

using namespace System::Drawing;

using namespace std; //agragar...

using namespace msclr;

/// <summary>

/// Summary for Form1

/// </summary>

public ref class Form1 : public System::Windows::Forms::Form

{

public:

Form1(void)

{

InitializeComponent();

//

//TODO: Add the constructor code here

//

}

protected:

/// <summary>

/// Clean up any resources being used.

/// </summary>

~Form1()

{

if (components)

{

delete components;

}

}

private: System::Windows::Forms::Label^ label1;

protected:

private: System::Windows::Forms::Label^ label2;

private: System::Windows::Forms::TextBox^ textBox1;

private: System::Windows::Forms::TextBox^ textBox2;

private: System::Windows::Forms::Button^ calcular;

private:

/// <summary>

/// Required designer variable.

/// </summary>

System::ComponentModel::Container ^components;

#pragma 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>

void InitializeComponent(void)

{

this->label1 = (gcnew System::Windows::Forms::Label());

this->label2 = (gcnew System::Windows::Forms::Label());

this->textBox1 = (gcnew System::Windows::Forms::TextBox());

this->textBox2 = (gcnew System::Windows::Forms::TextBox());

this->calcular = (gcnew System::Windows::Forms::Button());

this->SuspendLayout();

//

// label1

//

this->label1->AutoSize = true;

this->label1->Location = System::Drawing::Point(29, 53);

this->label1->Name = L"label1";

this->label1->Size = System::Drawing::Size(35, 17);

this->label1->TabIndex = 0;

this->label1->Text = L"lado";

//

// label2

//

this->label2->AutoSize = true;

this->label2->Location = System::Drawing::Point(21, 103);

this->label2->Name = L"label2";

this->label2->Size = System::Drawing::Size(37, 17);

this->label2->TabIndex = 1;

this->label2->Text = L"area";

//

// textBox1

//

this->textBox1->Location = System::Drawing::Point(119, 58);

this->textBox1->Name = L"textBox1";

this->textBox1->Size = System::Drawing::Size(126, 22);

this->textBox1->TabIndex = 2;

//

// textBox2

//

this->textBox2->Location = System::Drawing::Point(123, 99);

this->textBox2->Name = L"textBox2";

this->textBox2->Size = System::Drawing::Size(121, 22);

this->textBox2->TabIndex = 3;

//

// calcular

//

this->calcular->Location = System::Drawing::Point(70, 152);

this->calcular->Name = L"calcular";

this->calcular->Size = System::Drawing::Size(137, 38);

this->calcular->TabIndex = 4;

this->calcular->Text = L"calcular";

this->calcular->UseVisualStyleBackColor = true;

this->calcular->Click += gcnew System::EventHandler(this, &Form1::button1\_Click);

//

// Form1

//

this->AutoScaleDimensions = System::Drawing::SizeF(8, 16);

this->AutoScaleMode = System::Windows::Forms::AutoScaleMode::Font;

this->ClientSize = System::Drawing::Size(328, 253);

this->Controls->Add(this->calcular);

this->Controls->Add(this->textBox2);

this->Controls->Add(this->textBox1);

this->Controls->Add(this->label2);

this->Controls->Add(this->label1);

this->Name = L"Form1";

this->Text = L"Form1";

this->ResumeLayout(false);

this->PerformLayout();

}

#pragma endregion

private: System::Void button1\_Click(System::Object^ sender, System::EventArgs^ e) {

cuadrado cuadradito; //Creando el objeto cuadradito

cuadradito.Set\_lado(System::Convert::ToInt32(txtLado->Text));

int areafin;

areafin=cuadradito.calcular();

txtArea->Text=System::Convert::ToString(areafin);

}

};

}