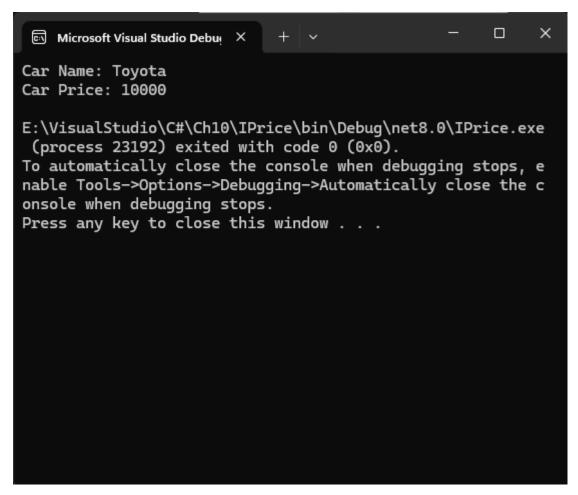
```
阮進卿
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四資工三甲
HW#5
第10章
實作題 3
using System;
interface IPrice {
    double GetPrice();
}
class Car : IPrice { public double Price;
    public string? Name;
    public double GetPrice(){ return this.Price; }
    public string? GetName() { return this.Name; }
}
class Program
{
    static void Main(string[] args)
    {
```



實作題 第1

```
using System;
public class MyMath {
    static public int Cube(int x)
    {
         return x * x * x;
    }
    static public double Cube(double x)
    {
         return x * x * x;
    }
    static public int MinElement(int a,int b,int c) {
         int min = (a <= b && a <= c)? a: (b <= a && b <= c)? b: c;
         return min;
    }
    static public int MinElement(int a, int b, int c, int d) {
         int min = a;
         if (min > b) min = b;
         if (min > c) min = c;
```

```
if (min > d) min = d;
         return min;
    }
}
class Program
{
    static void Main(string[] args) {
         Console.WriteLine($"Cube of the number 9 =
{MyMath.Cube(9)}\n" +
              \mbox{"And cube of number 3.75} = {MyMath.Cube(3.75):00.00}\n"
+
              $"Min value of three numbers [100,50,75] =
{MyMath.MinElement(100,50,75)}\n'' +
              $"Min value of four numbers [30,75,2,2000] =
{MyMath.MinElement(30,75,2,2000)}");
    }
}
```

```
Cube of the number 9 = 729
And cube of numbers 3.75 = 52.73
Min value of three numbers [100,50,75] = 50
Min value of four numbers [30,75,2,2000] = 2

E:\VisualStudio\C#\Chil\Cube\bin\Debug\net8.0\Cube.exe (process 34580) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.

Press any key to close this window . . .
```

```
第 12 章
實作題 第 3
public class UnitConversion{
    public static int FeetToInches(int value) {
        return value * 12;
    }
    public static int YardsToInches(int value)
    {
        return value * 3 * 12;
    }
```

```
delegate int ConversionDelegate(int value);
class Program
{
     static void Main(string∏ args)
    {
         int choice, value;
         Console.WriteLine("Enter a value: ");
         while(!int.TryParse(Console.ReadLine(), out value))
         {
              Console.WriteLine("Invalid input, please enter an integer
number.");
         }
         Console.WriteLine("Choose a conversion: 1. Feet to Inches 2.
Yards to Inches");
         while(!int.TryParse(Console.ReadLine(), out choice))
         {
              Console.WriteLine("Invalid input, please choose 1. Feet to
Inches 2. Yards to Inches");
         }
```

```
while (choice != 1 && choice != 2)
         {
              Console.WriteLine("Invalid choice, please choose 1. Feet to
Inches 2. Yards to Inches");
              _ = int.TryParse(Console.ReadLine(), out choice);
         }
         if (choice == 1)
         {
              ConversionDelegate conversion = new
ConversionDelegate(UnitConversion.FeetToInches);
              Console.WriteLine($"{value} feet is {conversion(value)}
inches.");
         }
         else if (choice == 2)
         {
              ConversionDelegate conversion = new
ConversionDelegate(UnitConversion.YardsToInches);
              Console.WriteLine($"{value} yards is {conversion(value)}
inches.");
```

```
}
}
```

```
Enter a value:
a
Invalid input, please enter an integer number.
20.5
Invalid input, please enter an integer number.
20
Choose a conversion: 1. Feet to Inches 2. Yards to Inches
a
Invalid input, please choose 1. Feet to Inches 2. Yards to Inches
3
Invalid choice, please choose 1. Feet to Inches 2. Yards to Inches
5
Invalid choice, please choose 1. Feet to Inches 2. Yards to Inches
1
20 feet is 240 inches.
E:\VisualStudio\C#\Ch12\UnitConversion\bin\Debug\net8.0\UnitConversion.exe (pro cess 1844) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

第 13 章

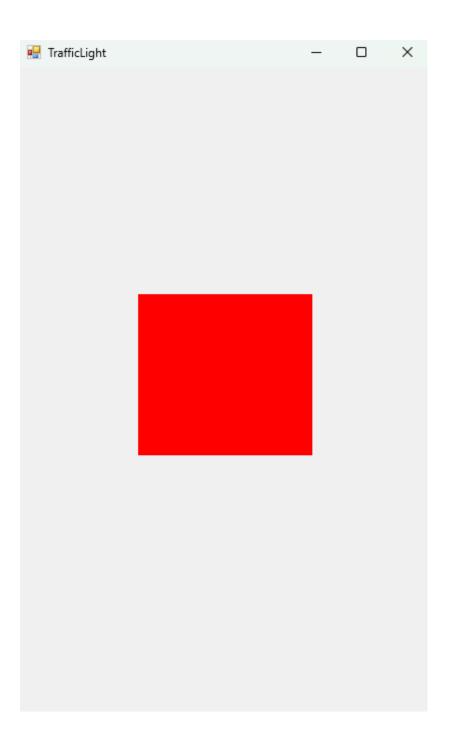
實作題 第3

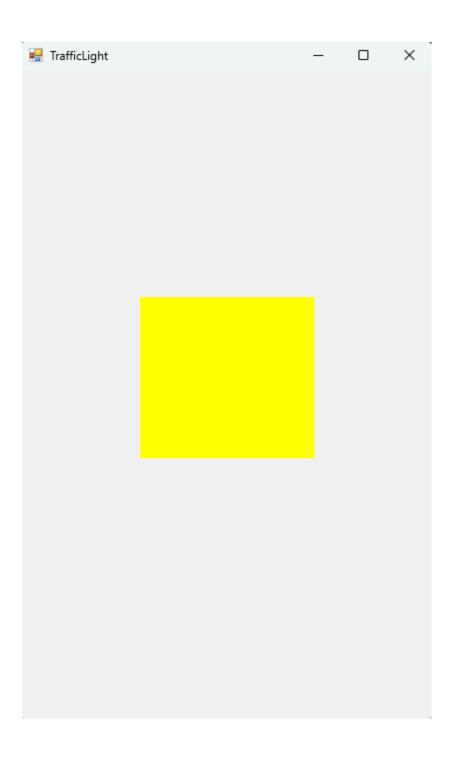
using System;

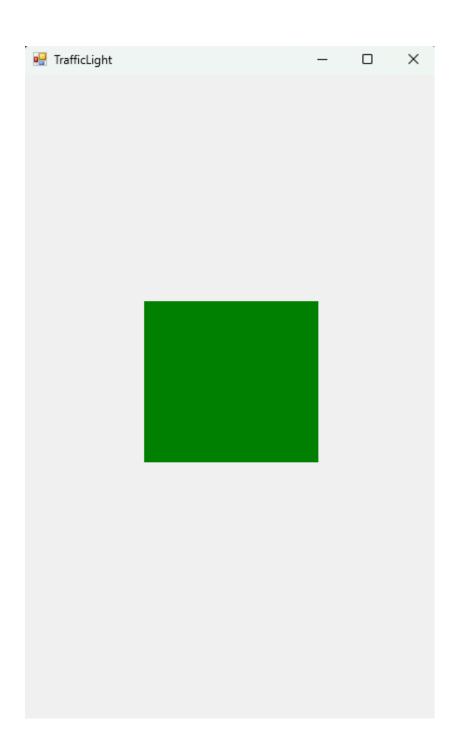
using System.Collections.Generic;

using System.ComponentModel;

```
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
namespace TrafficLight
{
    public partial class Form1 : Form
    {
         public Form1()
         {
             InitializeComponent();
         }
         private void Traffic_light_lbl_MouseClick(object sender,
MouseEventArgs e)
         {
```







第 15 章

簡答題 第4

在 FileInfo 物件建立新文字檔是使用 CreateText()方法,新增文字內容至 當尾是呼叫 AppendText()方法來開啟檔案。

簡答題 第5

檔案對話方塊依用途分為 2 種控製項: OpenFileDialog 控製項和 SaveFileDialog 控製項。