實作題

1

using System;

namespace CarPriceExample

{

public interface IPrice

{

double GetPrice();

}

public class Car : IPrice

{

public double Price { get; set; }

public string Name { get; set; }

public Car(string name, double price)

{

Name = name;

Price = price;

}

public double GetPrice()

{

return Price;

}

public string GetName()

{

return Name;

}

}

class Program

{

static void Main(string[] args)

{

Car myCar = new Car("Toyota Corolla", 750000);

Console.WriteLine($"車名: {myCar.GetName()}");

Console.WriteLine($"價格: {myCar.GetPrice()} 元");

}

}

}

2

using System;

class Program

{

public static int Cube(int x)

{

return x \* x \* x;

}

public static double Cube(double x)

{

return x \* x \* x;

}

public static int MinElement(int a, int b, int c)

{

return Math.Min(a, Math.Min(b, c));

}

public static int MinElement(int a, int b, int c, int d)

{

return Math.Min(a, Math.Min(b, Math.Min(c, d)));

}

public static int MinElement(params int[] numbers)

{

int min = numbers[0];

foreach (int num in numbers)

{

if (num < min)

min = num;

}

return min;

}

static void Main()

{

Console.WriteLine("Cube(3) = " + Cube(3)); // 27

Console.WriteLine("Cube(2.5) = " + Cube(2.5)); // 15.625

Console.WriteLine("MinElement(3, 5, 1) = " + MinElement(3, 5, 1));

Console.WriteLine("MinElement(8, 4, 9, 2) = " + MinElement(8, 4, 9, 2));

Console.WriteLine("MinElement(9, 3, 7, 5, 1) = " + MinElement(9, 3, 7, 5, 1)); // 1 (params)

}

}

3

using System;

using System.Drawing;

using System.Windows.Forms;

namespace TrafficLightApp

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

lblLight.BackColor = Color.Red; // 預設紅燈

lblLight.MouseClick += LblLight\_MouseClick;

}

private void LblLight\_MouseClick(object sender, MouseEventArgs e)

{

if (e.Button == MouseButtons.Left)

{

lblLight.BackColor = Color.Yellow; // 左鍵變黃燈

}

else if (e.Button == MouseButtons.Right)

{

lblLight.BackColor = Color.Green; // 右鍵變綠燈

}

}

}

}

簡答題

**第 4 題**

在 FileInfo 物件建立新文字檔是使用 \_\_\_\_\_\_ 方法；新增文字內容至檔尾是呼叫 \_\_\_\_\_\_ 方法來開啟檔案。

* 建立新文字檔：CreateText() 方法
* 新增文字至檔尾：AppendText() 方法

**第 5 題**  
檔案對話方塊依用途分為 2 種控制項：\_\_\_\_\_\_\_\_ 和 \_\_\_\_\_\_\_\_。

* OpenFileDialog
* SaveFileDialog