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 不确定度计算器

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

FrmZhijie frm = new FrmZhijie();

frm.Show();

this.Hide();

}

private void Form1\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void button2\_Click(object sender, EventArgs e)

{

FormJianjie frm = new FormJianjie();

frm.Show();

this.Hide();

}

private void button3\_Click(object sender, EventArgs e)

{

FormZui frm = new FormZui();

frm.Show();

this.Hide();

}

private void button4\_Click(object sender, EventArgs e)

{

FormZhu frm = new FormZhu();

frm.Show();

this.Hide();

}

}

}

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 不确定度计算器

{

public partial class FormJianjie : Form

{

public FormJianjie()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

Frm1 frm = new Frm1();

frm.Show();

this.Hide();

}

private void button2\_Click(object sender, EventArgs e)

{

Frm2 frm = new Frm2();

frm.Show();

this.Hide();

}

private void button3\_Click(object sender, EventArgs e)

{

Frm3 frm = new Frm3();

frm.Show();

this.Hide();

}

private void button4\_Click(object sender, EventArgs e)

{

Frm4 frm = new Frm4();

frm.Show();

this.Hide();

}

private void button5\_Click(object sender, EventArgs e)

{

Frm5 frm = new Frm5();

frm.Show();

this.Hide();

}

private void button6\_Click(object sender, EventArgs e)

{

Frm6 frm = new Frm6();

frm.Show();

this.Hide();

}

private void button7\_Click(object sender, EventArgs e)

{

Frm7 frm = new Frm7();

frm.Show();

this.Hide();

}

}

}

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 不确定度计算器

{

public partial class FormZhu : Form

{

double[] x;

double[] y;

public FormZhu()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var sx in numbers)

{

double vx;

if (double.TryParse(sx, out vx))

{

list.Add(vx);

}

}

x = list.ToArray();

if (textBox2.Text.Trim() == string.Empty) return;

string[] numbersy = textBox2.Text.Split(',');

List<double> listy = new List<double>();

foreach (var sy in numbersy)

{

double vy;

if (double.TryParse(sy, out vy))

{

listy.Add(vy);

}

}

y = listy.ToArray();

int n = x.Length;

int j1 = n / 2;

int i;

double k;

double s = 0;

if (n % 2 != 0)

{

MessageBox.Show("您输入的数据个数为奇数，请删除一对数据！");

}

if (n % 2 == 0)

{

for (i = 0; i <= j1 - 1; i++)

{

s = s + (y[i + j1] - y[i]) / (x[i + j1] - x[i]);

}

k = s / j1;

textBox3.Text = k.ToString();

}

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void FormZhu\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.exit();

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >=48 && e.KeyChar <=58)||(e.KeyChar ==8)||e.KeyChar ==44 || e.KeyChar==46)

{

e.Handled = false;

}

}

private void textBox2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}

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 不确定度计算器

{

public partial class FormZui : Form

{

double[] x;

double[] y;

public FormZui()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var s in numbers)

{

double vx;

if (double.TryParse(s, out vx))

{

list.Add(vx);

}

}

x = list.ToArray();

if (textBox2.Text.Trim() == string.Empty) return;

string[] numbersy = textBox2.Text.Split(',');

List<double> listy = new List<double>();

foreach (var s in numbersy)

{

double vy;

if (double.TryParse(s, out vy))

{

listy.Add(vy);

}

}

y = listy.ToArray();

int n = x.Length;

int ny = y.Length;

if (n != ny)

{

MessageBox.Show("横坐标与纵坐标的个数必须相同！");

}

int i;

double sx = 0;

double sy = 0;

double sx2 = 0;

double sxy = 0;

double sy2 = 0;

double k, b;

double avex, avey, avex2, avexy, avey2;

double se2 = 0;

double ey, ek, eb;

double gamma;

double[] ej= new double [n];

/\*利用最小二乘法拟合参数最佳值\*/

for (i = 0; i <= n - 1; i++)

{

sx = sx + x[i];

sy = sy + y[i];

sx2 = sx2 + Math.Pow (x[i], 2);

sxy = sxy + x[i] \* y[i];

}

avex = sx / n;

avey = sy / n;

avex2 = sx2 / n;

avexy = sxy / n;

k = -(avex \* avey - avexy) / (avex2 - Math.Pow (avex, 2));

b = avey - k \* avex;

textBox3.Text = k.ToString();

textBox4.Text = b.ToString();

/\*测量值的标准偏差\*/

for (i = 0; i <= n - 1; i++)

{

ej[i] = y[i] - (k \* x[i] + b);

}

for (i = 0; i <= n - 1; i++)

{

se2 = se2 + Math.Pow (ej[i], 2);

}

ey = Math.Sqrt (se2 / (n - 2));

ek = ey / (Math.Sqrt (n \* (avex2 - Math.Pow (avex, 2))));

eb = Math.Sqrt (avex2) \* ek;

textBox5.Text = ey.ToString();

textBox6.Text = ek.ToString();

textBox7.Text = eb.ToString();

/\*γ检验\*/

for (i = 0; i <= n - 1; i++)

{

sy2 = sy2 + Math.Pow (y[i], 2);

}

avey2 = sy2 / n;

gamma =- (avexy - avex \* avey) / (Math.Sqrt ((avex2 - Math.Pow (avex, 2)) \* (avey2 - Math.Pow (avey, 2))));

textBox8.Text = gamma.ToString();

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox4\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox5\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox6\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox7\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox8\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void FormZui\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}

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 不确定度计算器

{

public partial class Frm1 : Form

{

double[] xa;

double[] ya;

public Frm1()

{

InitializeComponent();

}

private void Frm1\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void button1\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var s in numbers)

{

double v;

if (double.TryParse(s, out v))

{

list.Add(v);

}

}

xa = list.ToArray();

if (textBox2.Text.Trim() == string.Empty) return;

string[] numbersy = textBox2.Text.Split(',');

List<double> listy = new List<double>();

foreach (var s in numbersy)

{

double v;

if (double.TryParse(s, out v))

{

listy.Add(v);

}

}

ya = listy.ToArray();

if (textBox3.Text.Trim() == String.Empty || textBox4.Text.Trim() == String.Empty) //未填写最小分度值进行提醒

{

MessageBox.Show("请先填入测量仪器的最小分度值");

return;//是返回哦。不再运行下面的代码

}

int n = xa.Length;

int i; double sum = 0; double he = 0;

for (i = 0; i <= n - 1; i++)

{

sum = sum + xa[i];

}

double ave = sum / n;

textBox5.Text = ave.ToString(); //x的平均值

for (i = 0; i <= n - 1; i++)

{

he = he + (xa[i] - ave) \* (xa[i] - ave);

}

double me = he / (n \* (n - 1));

double Alei = Math.Pow(me, 0.5);

textBox6.Text = Alei.ToString(); //x的A类不确定度

double wurui = double.Parse(textBox3.Text);

double Blei = wurui / 1.7320508;

textBox7.Text = Blei.ToString(); //x的B类不确定度

double A2 = Alei \* Alei;

double B2 = Blei \* Blei;

B2 = A2 + B2;

double Clei = Math.Pow(B2, 0.5);

textBox8.Text = Clei.ToString(); //x的C类不确定度

int ny = ya.Length;

int iy; double sumy = 0; double hey = 0;

for (iy = 0; iy <= ny - 1; iy++)

{

sumy = sumy + ya[iy];

}

double avey = sumy / ny;

textBox9.Text = avey.ToString(); //y的平均值

for (iy = 0; iy <= ny - 1; iy++)

{

hey = hey + (ya[iy] - avey) \* (ya[iy] - avey);

}

double mey = hey / (ny \* (ny - 1));

double Aleiy = Math.Pow(mey, 0.5);

textBox10.Text = Aleiy.ToString(); //y的A类不确定度

double wuruiy = double.Parse(textBox4.Text);

double Bleiy = wuruiy / 1.7320508;

textBox11.Text = Bleiy.ToString(); //y的B类不确定度

double A2y = Aleiy \* Aleiy;

double B2y = Bleiy \* Bleiy;

B2y = A2y + B2y;

double Cleiy = Math.Pow(B2y, 0.5);

textBox12.Text = Cleiy.ToString(); //y的C类不确定度

}

private void textBox5\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox6\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox7\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox8\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox9\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox10\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox11\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox12\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void button2\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty || textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 2 \* xc;

double yk = 2 \* yc;

double nk = Math.Pow(xk, 2) + Math.Pow(yk, 2); //不确定度传递

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void textBox13\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox14\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox15\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void button3\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 0.675 \* xc;

double yk = 0.675 \* yc;

double nk = Math.Pow(xk, 2) + Math.Pow(yk, 2); //不确定度传递

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button4\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = xc;

double yk = yc;

double nk = Math.Pow(xk, 2) + Math.Pow(yk, 2); //不确定度传递

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button5\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 1.65 \* xc;

double yk = 1.65 \* yc;

double nk = Math.Pow(xk, 2) + Math.Pow(yk, 2); //不确定度传递

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button6\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 1.96 \* xc;

double yk = 1.96 \* yc;

double nk = Math.Pow(xk, 2) + Math.Pow(yk, 2); //不确定度传递

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button7\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 2.58 \* xc;

double yk = 2.58 \* yc;

double nk = Math.Pow(xk, 2) + Math.Pow(yk, 2); //不确定度传递

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button8\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 3 \* xc;

double yk = 3 \* yc;

double nk = Math.Pow(xk, 2) + Math.Pow(yk, 2); //不确定度传递

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44)

{

e.Handled = false;

}

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox4\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}

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 不确定度计算器

{

public partial class Frm2 : Form

{

double[] a;

public Frm2()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var s in numbers)

{

double v;

if (double.TryParse(s, out v))

{

list.Add(v);

}

}

a = list.ToArray(); //文本框变为数组

if (textBox3.Text.Trim() == String.Empty ) //未填写最小分度值进行提醒

{

MessageBox.Show("请先填入测量仪器的最小分度值");

return;//是返回哦。不再运行下面的代码

}

int n = a.Length; //数组维数

int i; double sum = 0; double he = 0;

for (i = 0; i <= n - 1; i++)

{

sum = sum + a[i];

}

double ave = sum / n;

textBox4.Text = ave.ToString(); //平均值输出到文本框

for (i = 0; i <= n - 1; i++)

{

he = he + (a[i] - ave) \* (a[i] - ave);

}

double me = he / (n \* (n - 1));

double Alei = Math.Pow(me, 0.5);

textBox5.Text = Alei.ToString(); //A类不确定度输出

double wurui = double.Parse(textBox3.Text);

double Blei = wurui / 1.7320508;

textBox6.Text = Blei.ToString(); // B类不确定度输出

double A2 = Alei \* Alei;

double B2 = Blei \* Blei;

B2 = A2 + B2;

double Clei = Math.Pow(B2, 0.5);

textBox7.Text = Clei.ToString(); //C类不确定度输出

}

private void button2\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty)

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double hanyuzhou = k \* kuo;

textBox9.Text = hanyuzhou.ToString(); //UN的扩展不确定度

}

private void button3\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty)

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 0.675 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double hanyuzhou = k \* kuo;

textBox9.Text = hanyuzhou.ToString();

}

private void button4\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty)

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double hanyuzhou = k \* kuo;

textBox9.Text = hanyuzhou.ToString();

}

private void button5\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty)

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.65 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double hanyuzhou = k \* kuo;

textBox9.Text = hanyuzhou.ToString();

}

private void button6\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty)

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.96 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double hanyuzhou = k \* kuo;

textBox9.Text = hanyuzhou.ToString();

}

private void button7\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty)

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2.58 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double hanyuzhou = k \* kuo;

textBox9.Text = hanyuzhou.ToString();

}

private void button8\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty)

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 3 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double hanyuzhou = k \* kuo;

textBox9.Text = hanyuzhou.ToString();

}

private void textBox4\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox5\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox6\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox7\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox8\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox9\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void Frm2\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}

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 不确定度计算器

{

public partial class Frm3 : Form

{

double[] a;

public Frm3()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var s in numbers)

{

double v;

if (double.TryParse(s, out v))

{

list.Add(v);

}

}

a = list.ToArray(); //文本框变为数组

if (textBox3.Text.Trim() == String.Empty) //未填写最小分度值进行提醒

{

MessageBox.Show("请先填入测量仪器的最小分度值");

return;//是返回哦。不再运行下面的代码

}

int n = a.Length; //数组维数

int i; double sum = 0; double he = 0;

for (i = 0; i <= n - 1; i++)

{

sum = sum + a[i];

}

double ave = sum / n;

textBox4.Text = ave.ToString(); //平均值输出到文本框

for (i = 0; i <= n - 1; i++)

{

he = he + (a[i] - ave) \* (a[i] - ave);

}

double me = he / (n \* (n - 1));

double Alei = Math.Pow(me, 0.5);

textBox5.Text = Alei.ToString(); //A类不确定度输出

double wurui = double.Parse(textBox2.Text);

double Blei = wurui / 1.7320508;

textBox6.Text = Blei.ToString(); // B类不确定度输出

double A2 = Alei \* Alei;

double B2 = Blei \* Blei;

B2 = A2 + B2;

double Clei = Math.Pow(B2, 0.5);

textBox7.Text = Clei.ToString(); //C类不确定度输出

}

private void button2\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty) //要求输入k的值

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double xp = double.Parse(textBox4.Text);

double N = Math.Pow(xp, k);

double un = N \* k \* kuo / xp;

textBox9.Text = un.ToString(); //N的扩展

}

private void button3\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty) //要求输入k的值

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 0.675 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double xp = double.Parse(textBox4.Text);

double N = Math.Pow(xp, k);

double un = N \* k \* kuo / xp;

textBox9.Text = un.ToString(); //N的扩展

}

private void button4\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty) //要求输入k的值

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double xp = double.Parse(textBox4.Text);

double N = Math.Pow(xp, k);

double un = N \* k \* kuo / xp;

textBox9.Text = un.ToString(); //N的扩展

}

private void button5\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty) //要求输入k的值

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.65 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double xp = double.Parse(textBox4.Text);

double N = Math.Pow(xp, k);

double un = N \* k \* kuo / xp;

textBox9.Text = un.ToString(); //N的扩展

}

private void button6\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty) //要求输入k的值

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.96 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double xp = double.Parse(textBox4.Text);

double N = Math.Pow(xp, k);

double un = N \* k \* kuo / xp;

textBox9.Text = un.ToString(); //N的扩展

}

private void button7\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty) //要求输入k的值

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2.58 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double xp = double.Parse(textBox4.Text);

double N = Math.Pow(xp, k);

double un = N \* k \* kuo / xp;

textBox9.Text = un.ToString(); //N的扩展

}

private void button8\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox2.Text.Trim() == String.Empty) //要求输入k的值

{

MessageBox.Show("请输入k的值");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 3 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double k = double.Parse(textBox2.Text);

double xp = double.Parse(textBox4.Text);

double N = Math.Pow(xp, k);

double un = N \* k \* kuo / xp;

textBox9.Text = un.ToString(); //N的扩展

}

private void textBox4\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox5\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox6\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox7\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox8\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox9\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void Frm3\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}

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 不确定度计算器

{

public partial class Frm4 : Form

{

double[] xa;

double[] ya;

public Frm4()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var s in numbers)

{

double v;

if (double.TryParse(s, out v))

{

list.Add(v);

}

}

xa = list.ToArray();

if (textBox2.Text.Trim() == string.Empty) return;

string[] numbersy = textBox2.Text.Split(',');

List<double> listy = new List<double>();

foreach (var s in numbersy)

{

double v;

if (double.TryParse(s, out v))

{

listy.Add(v);

}

}

ya = listy.ToArray();

if (textBox3.Text.Trim() == String.Empty || textBox4.Text.Trim() == String.Empty) //未填写最小分度值进行提醒

{

MessageBox.Show("请先填入测量仪器的最小分度值");

return;//是返回哦。不再运行下面的代码

}

int n = xa.Length;

int i; double sum = 0; double he = 0;

for (i = 0; i <= n - 1; i++)

{

sum = sum + xa[i];

}

double ave = sum / n;

textBox5.Text = ave.ToString(); //x的平均值

for (i = 0; i <= n - 1; i++)

{

he = he + (xa[i] - ave) \* (xa[i] - ave);

}

double me = he / (n \* (n - 1));

double Alei = Math.Pow(me, 0.5);

textBox6.Text = Alei.ToString(); //x的A类不确定度

double wurui = double.Parse(textBox3.Text);

double Blei = wurui / 1.7320508;

textBox7.Text = Blei.ToString(); //x的B类不确定度

double A2 = Alei \* Alei;

double B2 = Blei \* Blei;

B2 = A2 + B2;

double Clei = Math.Pow(B2, 0.5);

textBox8.Text = Clei.ToString(); //x的C类不确定度

int ny = ya.Length;

int iy; double sumy = 0; double hey = 0;

for (iy = 0; iy <= ny - 1; iy++)

{

sumy = sumy + ya[iy];

}

double avey = sumy / ny;

textBox9.Text = avey.ToString(); //y的平均值

for (iy = 0; iy <= ny - 1; iy++)

{

hey = hey + (ya[iy] - avey) \* (ya[iy] - avey);

}

double mey = hey / (ny \* (ny - 1));

double Aleiy = Math.Pow(mey, 0.5);

textBox10.Text = Aleiy.ToString(); //y的A类不确定度

double wuruiy = double.Parse(textBox4.Text);

double Bleiy = wuruiy / 1.7320508;

textBox11.Text = Bleiy.ToString(); //y的B类不确定度

double A2y = Aleiy \* Aleiy;

double B2y = Bleiy \* Bleiy;

B2y = A2y + B2y;

double Cleiy = Math.Pow(B2y, 0.5);

textBox12.Text = Cleiy.ToString(); //y的C类不确定度

}

private void button2\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty || textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 2 \* xc;

double yk = 2 \* yc;

double xp = double.Parse(textBox5.Text); //从这里不确定传递

double yp = double.Parse(textBox9.Text);

xk = xk / xp; xk = Math.Pow(xk, 2);

yk = yk / yp; yk = Math.Pow(yk, 2);

double nk = xk + yk;

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button3\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 0.675 \* xc;

double yk = 0.675 \* yc;

double xp = double.Parse(textBox5.Text); //从这里不确定传递

double yp = double.Parse(textBox9.Text);

xk = xk / xp; xk = Math.Pow(xk, 2);

yk = yk / yp; yk = Math.Pow(yk, 2);

double nk = xk + yk;

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button4\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = xc;

double yk = yc;

double xp = double.Parse(textBox5.Text); //从这里不确定传递

double yp = double.Parse(textBox9.Text);

xk = xk / xp; xk = Math.Pow(xk, 2);

yk = yk / yp; yk = Math.Pow(yk, 2);

double nk = xk + yk;

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button5\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 1.65\*xc;

double yk = 1.65\*yc;

double xp = double.Parse(textBox5.Text); //从这里不确定传递

double yp = double.Parse(textBox9.Text);

xk = xk / xp; xk = Math.Pow(xk, 2);

yk = yk / yp; yk = Math.Pow(yk, 2);

double nk = xk + yk;

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button6\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 1.96 \* xc;

double yk = 1.96 \* yc;

double xp = double.Parse(textBox5.Text); //从这里不确定传递

double yp = double.Parse(textBox9.Text);

xk = xk / xp; xk = Math.Pow(xk, 2);

yk = yk / yp; yk = Math.Pow(yk, 2);

double nk = xk + yk;

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button7\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 2.58 \* xc;

double yk = 2.58 \* yc;

double xp = double.Parse(textBox5.Text); //从这里不确定传递

double yp = double.Parse(textBox9.Text);

xk = xk / xp; xk = Math.Pow(xk, 2);

yk = yk / yp; yk = Math.Pow(yk, 2);

double nk = xk + yk;

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void button8\_Click(object sender, EventArgs e)

{

if (textBox8.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

if (textBox12.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到x和y的C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox8.Text);

double yc = double.Parse(textBox12.Text);

double xk = 3 \* xc;

double yk = 3 \* yc;

double xp = double.Parse(textBox5.Text); //从这里不确定传递

double yp = double.Parse(textBox9.Text);

xk = xk / xp; xk = Math.Pow(xk, 2);

yk = yk / yp; yk = Math.Pow(yk, 2);

double nk = xk + yk;

nk = Math.Pow(nk, 0.5);

textBox13.Text = xk.ToString();

textBox14.Text = yk.ToString();

textBox15.Text = nk.ToString();

}

private void textBox5\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox6\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox7\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox8\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox13\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox9\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox10\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox11\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox12\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox14\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox15\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void Frm4\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox4\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}

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 不确定度计算器

{

public partial class Frm5 : Form

{

double[] ax;

double[] ay;

double[] az;

public Frm5()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var s in numbers)

{

double v;

if (double.TryParse(s, out v))

{

list.Add(v);

}

}

ax = list.ToArray(); //ax数组

if (textBox2.Text.Trim() == string.Empty) return;

string[] numbersy = textBox2.Text.Split(',');

List<double> listy = new List<double>();

foreach (var s in numbersy)

{

double vy;

if (double.TryParse(s, out vy))

{

listy.Add(vy);

}

}

ay = listy.ToArray(); //ay数组

if (textBox3.Text.Trim() == string.Empty) return;

string[] numbersz = textBox3.Text.Split(',');

List<double> listz = new List<double>();

foreach (var s in numbersz)

{

double vz;

if (double.TryParse(s, out vz))

{

listz.Add(vz);

}

}

az = listz.ToArray(); //az数组

if (textBox4.Text.Trim() == String.Empty || textBox5.Text.Trim() == String.Empty

|| textBox6.Text.Trim() == String.Empty) //未填写最小分度值进行提醒

{

MessageBox.Show("请先填入测量仪器的最小分度值");

return;//是返回哦。不再运行下面的代码

}

int n = ax.Length;

int i; double sum = 0; double he = 0;

for (i = 0; i <= n - 1; i++)

{

sum = sum + ax [i];

}

double ave = sum / n;

textBox10.Text = ave.ToString(); //x的平均值

for (i = 0; i <= n - 1; i++)

{

he = he + (ax[i] - ave) \* (ax[i] - ave);

}

double me = he / (n \* (n - 1));

double Alei = Math.Pow(me, 0.5);

textBox11.Text = Alei.ToString(); //x的A类不确定度

double wurui = double.Parse(textBox4.Text);

double Blei = wurui / 1.7320508;

textBox12.Text = Blei.ToString(); //x的B类不确定度

double A2 = Alei \* Alei;

double B2 = Blei \* Blei;

B2 = A2 + B2;

double Clei = Math.Pow(B2, 0.5);

textBox13.Text = Clei.ToString(); //x的C类不确定度

int ny = ay.Length;

int iy; double sumy = 0; double hey = 0;

for (iy = 0; iy <= ny - 1; iy++)

{

sumy = sumy + ay[iy];

}

double avey = sumy / ny;

textBox15.Text = avey.ToString(); //y的平均值

for (iy = 0; iy <= ny - 1; iy++)

{

hey = hey + (ay[iy] - avey) \* (ay[iy] - avey);

}

double mey = hey / (ny \* (ny - 1));

double Aleiy = Math.Pow(mey, 0.5);

textBox16.Text = Aleiy.ToString(); //y的A类不确定度

double wuruiy = double.Parse(textBox5.Text);

double Bleiy = wuruiy / 1.7320508;

textBox17.Text = Bleiy.ToString(); //y的B类不确定度

double A2y = Aleiy \* Aleiy;

double B2y = Bleiy \* Bleiy;

B2y = A2y + B2y;

double Cleiy = Math.Pow(B2y, 0.5);

textBox18.Text = Cleiy.ToString(); //y的C类不确定度

int nz = az.Length;

int iz; double sumz = 0; double hez = 0;

for (iz = 0; iz <= nz - 1; iz++)

{

sumz = sumz + az[iz];

}

double avez = sumz / nz;

textBox20.Text = avez.ToString(); //z的平均值

for (iz = 0; iz <= nz - 1; iz++)

{

hez = hez + (az[iz] - avez) \* (az[iz] - avez);

}

double mez = hez / (nz \* (nz - 1));

double Aleiz = Math.Pow(mez, 0.5);

textBox21.Text = Aleiz.ToString(); //z的A类不确定度

double wuruiz = double.Parse(textBox6.Text);

double Bleiz = wuruiz / 1.7320508;

textBox22.Text = Bleiz.ToString(); //z的B类不确定度

double A2z = Aleiz \* Aleiz;

double B2z = Bleiz \* Bleiz;

B2z = A2z + B2z;

double Cleiz = Math.Pow(B2z, 0.5);

textBox23.Text = Cleiz.ToString(); //z的C类不确定度

}

private void button2\_Click(object sender, EventArgs e)

{

if (textBox13.Text.Trim() == String.Empty ) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox13.Text);

double yc = double.Parse(textBox18.Text);

double zc = double.Parse(textBox23.Text);

double xk = 2 \* xc;

double yk = 2 \* yc;

double zk = 2 \* zc;

textBox14.Text = xk.ToString();

textBox19.Text = yk.ToString();

textBox24.Text = zk.ToString();

double k = double.Parse(textBox7.Text); //不确定度传递

double m = double.Parse(textBox8.Text);

double n = double.Parse(textBox9.Text);

double xp = double.Parse(textBox10.Text);

double yp = double.Parse(textBox15.Text);

double zp = double.Parse(textBox20.Text);

double xtk = Math.Pow(xp, k);

double ytm = Math.Pow(yp, m);

double ztn = Math.Pow(zp, n);

double N = xtk \* ytm \* ztn;

xk = xk \* xk / xp / xp;

yk = yk \* yk / yp / yp;

zk = zk \* zk / zp / zp;

double un = (k \* k \* xk) + (m \* m \* yk) + (n \* n \* zk);

un = Math.Pow(un, 0.5);

un = N \* un;

textBox25.Text = un.ToString();

}

private void button3\_Click(object sender, EventArgs e)

{

if (textBox13.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox13.Text);

double yc = double.Parse(textBox18.Text);

double zc = double.Parse(textBox23.Text);

double xk = 0.675 \* xc;

double yk = 0.675 \* yc;

double zk = 0.675 \* zc;

textBox14.Text = xk.ToString();

textBox19.Text = yk.ToString();

textBox24.Text = zk.ToString();

double k = double.Parse(textBox7.Text); //不确定度传递

double m = double.Parse(textBox8.Text);

double n = double.Parse(textBox9.Text);

double xp = double.Parse(textBox10.Text);

double yp = double.Parse(textBox15.Text);

double zp = double.Parse(textBox20.Text);

double xtk = Math.Pow(xp, k);

double ytm = Math.Pow(yp, m);

double ztn = Math.Pow(zp, n);

double N = xtk \* ytm \* ztn;

xk = xk \* xk / xp / xp;

yk = yk \* yk / yp / yp;

zk = zk \* zk / zp / zp;

double un = (k \* k \* xk) + (m \* m \* yk) + (n \* n \* zk);

un = Math.Pow(un, 0.5);

un = N \* un;

textBox25.Text = un.ToString();

}

private void button4\_Click(object sender, EventArgs e)

{

if (textBox13.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox13.Text);

double yc = double.Parse(textBox18.Text);

double zc = double.Parse(textBox23.Text);

double xk = xc;

double yk = yc;

double zk = zc;

textBox14.Text = xk.ToString();

textBox19.Text = yk.ToString();

textBox24.Text = zk.ToString();

double k = double.Parse(textBox7.Text); //不确定度传递

double m = double.Parse(textBox8.Text);

double n = double.Parse(textBox9.Text);

double xp = double.Parse(textBox10.Text);

double yp = double.Parse(textBox15.Text);

double zp = double.Parse(textBox20.Text);

double xtk = Math.Pow(xp, k);

double ytm = Math.Pow(yp, m);

double ztn = Math.Pow(zp, n);

double N = xtk \* ytm \* ztn;

xk = xk \* xk / xp / xp;

yk = yk \* yk / yp / yp;

zk = zk \* zk / zp / zp;

double un = (k \* k \* xk) + (m \* m \* yk) + (n \* n \* zk);

un = Math.Pow(un, 0.5);

un = N \* un;

textBox25.Text = un.ToString();

}

private void button5\_Click(object sender, EventArgs e)

{

if (textBox13.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox13.Text);

double yc = double.Parse(textBox18.Text);

double zc = double.Parse(textBox23.Text);

double xk = 1.65 \* xc;

double yk = 1.65 \* yc;

double zk = 1.65 \* zc;

textBox14.Text = xk.ToString();

textBox19.Text = yk.ToString();

textBox24.Text = zk.ToString();

double k = double.Parse(textBox7.Text); //不确定度传递

double m = double.Parse(textBox8.Text);

double n = double.Parse(textBox9.Text);

double xp = double.Parse(textBox10.Text);

double yp = double.Parse(textBox15.Text);

double zp = double.Parse(textBox20.Text);

double xtk = Math.Pow(xp, k);

double ytm = Math.Pow(yp, m);

double ztn = Math.Pow(zp, n);

double N = xtk \* ytm \* ztn;

xk = xk \* xk / xp / xp;

yk = yk \* yk / yp / yp;

zk = zk \* zk / zp / zp;

double un = (k \* k \* xk) + (m \* m \* yk) + (n \* n \* zk);

un = Math.Pow(un, 0.5);

un = N \* un;

textBox25.Text = un.ToString();

}

private void button6\_Click(object sender, EventArgs e)

{

if (textBox13.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox13.Text);

double yc = double.Parse(textBox18.Text);

double zc = double.Parse(textBox23.Text);

double xk = 1.96 \* xc;

double yk = 1.96 \* yc;

double zk = 1.96 \* zc;

textBox14.Text = xk.ToString();

textBox19.Text = yk.ToString();

textBox24.Text = zk.ToString();

double k = double.Parse(textBox7.Text); //不确定度传递

double m = double.Parse(textBox8.Text);

double n = double.Parse(textBox9.Text);

double xp = double.Parse(textBox10.Text);

double yp = double.Parse(textBox15.Text);

double zp = double.Parse(textBox20.Text);

double xtk = Math.Pow(xp, k);

double ytm = Math.Pow(yp, m);

double ztn = Math.Pow(zp, n);

double N = xtk \* ytm \* ztn;

xk = xk \* xk / xp / xp;

yk = yk \* yk / yp / yp;

zk = zk \* zk / zp / zp;

double un = (k \* k \* xk) + (m \* m \* yk) + (n \* n \* zk);

un = Math.Pow(un, 0.5);

un = N \* un;

textBox25.Text = un.ToString();

}

private void button7\_Click(object sender, EventArgs e)

{

if (textBox13.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox13.Text);

double yc = double.Parse(textBox18.Text);

double zc = double.Parse(textBox23.Text);

double xk = 2.58 \* xc;

double yk = 2.58 \* yc;

double zk = 2.58 \* zc;

textBox14.Text = xk.ToString();

textBox19.Text = yk.ToString();

textBox24.Text = zk.ToString();

double k = double.Parse(textBox7.Text); //不确定度传递

double m = double.Parse(textBox8.Text);

double n = double.Parse(textBox9.Text);

double xp = double.Parse(textBox10.Text);

double yp = double.Parse(textBox15.Text);

double zp = double.Parse(textBox20.Text);

double xtk = Math.Pow(xp, k);

double ytm = Math.Pow(yp, m);

double ztn = Math.Pow(zp, n);

double N = xtk \* ytm \* ztn;

xk = xk \* xk / xp / xp;

yk = yk \* yk / yp / yp;

zk = zk \* zk / zp / zp;

double un = (k \* k \* xk) + (m \* m \* yk) + (n \* n \* zk);

un = Math.Pow(un, 0.5);

un = N \* un;

textBox25.Text = un.ToString();

}

private void button8\_Click(object sender, EventArgs e)

{

if (textBox13.Text.Trim() == String.Empty) //未得到c类不确定度时提示先进行计算

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double xc = double.Parse(textBox13.Text);

double yc = double.Parse(textBox18.Text);

double zc = double.Parse(textBox23.Text);

double xk = 3 \* xc;

double yk = 3 \* yc;

double zk = 3 \* zc;

textBox14.Text = xk.ToString();

textBox19.Text = yk.ToString();

textBox24.Text = zk.ToString();

double k = double.Parse(textBox7.Text); //不确定度传递

double m = double.Parse(textBox8.Text);

double n = double.Parse(textBox9.Text);

double xp = double.Parse(textBox10.Text);

double yp = double.Parse(textBox15.Text);

double zp = double.Parse(textBox20.Text);

double xtk = Math.Pow(xp, k);

double ytm = Math.Pow(yp, m);

double ztn = Math.Pow(zp, n);

double N = xtk \* ytm \* ztn;

xk = xk \* xk / xp / xp;

yk = yk \* yk / yp / yp;

zk = zk \* zk / zp / zp;

double un = (k \* k \* xk) + (m \* m \* yk) + (n \* n \* zk);

un = Math.Pow(un, 0.5);

un = N \* un;

textBox25.Text = un.ToString();

}

private void Frm5\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void textBox10\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox4\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox5\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox6\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox7\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox8\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox9\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}

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 不确定度计算器

{

public partial class Frm6 : Form

{

double[] a;

public Frm6()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var s in numbers)

{

double v;

if (double.TryParse(s, out v))

{

list.Add(v);

}

}

a = list.ToArray(); //文本框变为数组

if (textBox3.Text.Trim() == String.Empty) //未填写最小分度值进行提醒

{

MessageBox.Show("请先填入测量仪器的最小分度值");

return;//是返回哦。不再运行下面的代码

}

int n = a.Length; //数组维数

int i; double sum = 0; double he = 0;

for (i = 0; i <= n - 1; i++)

{

sum = sum + a[i];

}

double ave = sum / n;

textBox4.Text = ave.ToString(); //平均值输出到文本框

for (i = 0; i <= n - 1; i++)

{

he = he + (a[i] - ave) \* (a[i] - ave);

}

double me = he / (n \* (n - 1));

double Alei = Math.Pow(me, 0.5);

textBox5.Text = Alei.ToString(); //A类不确定度输出

double wurui = double.Parse(textBox3.Text);

double Blei = wurui / 1.7320508;

textBox6.Text = Blei.ToString(); // B类不确定度输出

double A2 = Alei \* Alei;

double B2 = Blei \* Blei;

B2 = A2 + B2;

double Clei = Math.Pow(B2, 0.5);

textBox7.Text = Clei.ToString(); //C类不确定度输出

}

private void button2\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = Math.Cos(xp);

un = Math.Abs(un);

un = un \* kuo;

textBox9.Text = un.ToString();

}

private void textBox4\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void Frm6\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void button3\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 0.675 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = Math.Cos(xp);

un = Math.Abs(un);

un = un \* kuo;

textBox9.Text = un.ToString();

}

private void button4\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = Math.Cos(xp);

un = Math.Abs(un);

un = un \* kuo;

textBox9.Text = un.ToString();

}

private void button5\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.65 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = Math.Cos(xp);

un = Math.Abs(un);

un = un \* kuo;

textBox9.Text = un.ToString();

}

private void button6\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.96 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = Math.Cos(xp);

un = Math.Abs(un);

un = un \* kuo;

textBox9.Text = un.ToString();

}

private void button7\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2.58 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = Math.Cos(xp);

un = Math.Abs(un);

un = un \* kuo;

textBox9.Text = un.ToString();

}

private void button8\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 3 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = Math.Cos(xp);

un = Math.Abs(un);

un = un \* kuo;

textBox9.Text = un.ToString();

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}

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 不确定度计算器

{

public partial class Frm7 : Form

{

double[] a;

public Frm7()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var s in numbers)

{

double v;

if (double.TryParse(s, out v))

{

list.Add(v);

}

}

a = list.ToArray(); //文本框变为数组

if (textBox3.Text.Trim() == String.Empty) //未填写最小分度值进行提醒

{

MessageBox.Show("请先填入测量仪器的最小分度值");

return;//是返回哦。不再运行下面的代码

}

int n = a.Length; //数组维数

int i; double sum = 0; double he = 0;

for (i = 0; i <= n - 1; i++)

{

sum = sum + a[i];

}

double ave = sum / n;

textBox4.Text = ave.ToString(); //平均值输出到文本框

for (i = 0; i <= n - 1; i++)

{

he = he + (a[i] - ave) \* (a[i] - ave);

}

double me = he / (n \* (n - 1));

double Alei = Math.Pow(me, 0.5);

textBox5.Text = Alei.ToString(); //A类不确定度输出

double wurui = double.Parse(textBox3.Text);

double Blei = wurui / 1.7320508;

textBox6.Text = Blei.ToString(); // B类不确定度输出

double A2 = Alei \* Alei;

double B2 = Blei \* Blei;

B2 = A2 + B2;

double Clei = Math.Pow(B2, 0.5);

textBox7.Text = Clei.ToString(); //C类不确定度输出

}

private void button2\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = kuo / xp;

textBox9.Text = un.ToString();

}

private void button3\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 0.675 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = kuo / xp;

textBox9.Text = un.ToString();

}

private void button4\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = kuo / xp;

textBox9.Text = un.ToString();

}

private void button5\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.65 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = kuo / xp;

textBox9.Text = un.ToString();

}

private void button6\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.96 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = kuo / xp;

textBox9.Text = un.ToString();

}

private void button7\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2.58 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = kuo / xp;

textBox9.Text = un.ToString();

}

private void button8\_Click(object sender, EventArgs e)

{

if (textBox7.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 3 \* uc;

textBox8.Text = kuo.ToString(); //x的扩展

double xp = double.Parse(textBox4.Text);

double un = kuo / xp;

textBox9.Text = un.ToString();

}

private void textBox4\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void Frm7\_FormClosed(object sender, FormClosedEventArgs e)

{

Application.Exit();

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}

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 不确定度计算器

{

public partial class FrmZhijie : Form

{

double[] a;

public FrmZhijie()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e) //以下这些都是不同置信概率对应的扩展不确定度

{

if (textBox6.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.96 \* uc;

textBox7.Text = kuo.ToString();

}

private void button2\_Click(object sender, EventArgs e)

{

if (textBox6.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 0.675 \* uc;

textBox7.Text = kuo.ToString();

}

private void button3\_Click(object sender, EventArgs e)

{

if (textBox6.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = uc;

textBox7.Text = kuo.ToString();

}

private void button4\_Click(object sender, EventArgs e)

{

if (textBox6.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 1.65 \* uc;

textBox7.Text = kuo.ToString();

}

private void button5\_Click(object sender, EventArgs e)

{

if (textBox6.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2\* uc;

textBox7.Text = kuo.ToString();

}

private void button6\_Click(object sender, EventArgs e)

{

if (textBox6.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 2.58 \* uc;

textBox7.Text = kuo.ToString();

}

private void button7\_Click(object sender, EventArgs e)

{

if (textBox6.Text.Trim() == String.Empty) //没有c类不确定度时的提醒

{

MessageBox.Show("请先点击“计算”得到C类不确定度");

return;//是返回哦。不再运行下面的代码

}

double uc = double.Parse(textBox6.Text);

double kuo = 3 \* uc;

textBox7.Text = kuo.ToString();

}

private void button8\_Click(object sender, EventArgs e)

{

if (textBox1.Text.Trim() == string.Empty) return;

string[] numbers = textBox1.Text.Split(',');

List<double> list = new List<double>();

foreach (var s in numbers)

{

double v;

if (double.TryParse(s, out v))

{

list.Add(v);

}

}

a = list.ToArray(); //文本框变为数组

if (textBox2.Text.Trim() == String.Empty ) //未填写最小分度值进行提醒

{

MessageBox.Show("请先填入测量仪器的最小分度值");

return;//是返回哦。不再运行下面的代码

}

int n = a.Length; //数组维数

int i; double sum=0; double he=0;

for(i=0;i<=n-1;i++)

{

sum = sum + a[i];

}

double ave = sum / n;

textBox3.Text = ave.ToString(); //平均值输出到文本框

for(i=0;i<=n-1;i++)

{

he = he + (a[i] - ave)\* (a[i] - ave);

}

double me = he / (n \* (n - 1));

double Alei = Math.Pow(me , 0.5);

textBox4.Text = Alei.ToString(); //A类不确定度输出

double wurui = double.Parse(textBox2.Text);

double Blei = wurui / 1.7320508;

textBox5.Text = Blei.ToString(); // B类不确定度输出

double A2 = Alei \* Alei;

double B2 = Blei \* Blei;

B2 = A2 + B2;

double Clei = Math.Pow(B2, 0.5);

textBox6.Text = Clei.ToString(); //C类不确定度输出

}

private void textBox3\_KeyPress(object sender, KeyPressEventArgs e) //一下是禁止一些文本框有输入

{

e.Handled = true;

}

private void textBox4\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox5\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox6\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void textBox7\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

}

private void FrmZhijie\_FormClosed(object sender, FormClosedEventArgs e)

{

Form1 frm = new Form1();

frm.Show();

}

private void textBox1\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

private void textBox2\_KeyPress(object sender, KeyPressEventArgs e)

{

e.Handled = true;

if ((e.KeyChar >= 48 && e.KeyChar <= 58) || (e.KeyChar == 8) || e.KeyChar == 44 || e.KeyChar == 46)

{

e.Handled = false;

}

}

}

}