

第十章 實作 3

```
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;
        }
    }
}
```

第十一章 實作 1

```
public static int Cube(int num)
{
    return num * num;
}

public static double Cube(double num)
{
    return num * num;
}

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)));
}
```

第十二章 實作 3

```
class Program
{
    delegate double ConvertToInches(double value);

    public static double FeetToInches(double feet)
    {
        return feet * 12;
    }

    public static double YardsToInches(double yards)
    {
        return yards * 3 * 12;
    }

    static void Main(string[] args)
    {
        Console.Write("請輸入長度：");
        double input = Convert.ToDouble(Console.ReadLine());

        Console.Write("請選擇單位 (feet / yards) ：");
        string unit = Console.ReadLine().ToLower();

        ConvertToInches converter;

        if (unit == "feet")
        {
            converter = new ConvertToInches(FeetToInches);
        }
        else if (unit == "yards")
        {
            converter = new ConvertToInches(YardsToInches);
        }
        else
        {
            Console.WriteLine("無效的單位輸入！");
            return;
        }

        double result = converter(input);
        Console.WriteLine($"轉換結果為：{result} 英吋");
    }
}
```

第十三章 實作 3

```
private void Form1_MouseClick(object sender, MouseEventArgs e)
{
    if (e.Button == MouseButtons.Left)
        this.BackColor = Color.Yellow;
    else
        this.BackColor = Color.Green;
}
```

第十五章 簡答 4

在 FileInfo 建立新文字檔是使用 CreatText()方法

新增文字內容至檔尾是呼叫 AppendText()方法

第十五章 簡答 5

OpenFileDialog、SaveFileDialog