## Lab Tutorial - 6

1 : Design an application like follow. Depends on user selection it will display the message as shown. (If gender is Male then Mr. or Female then Miss)

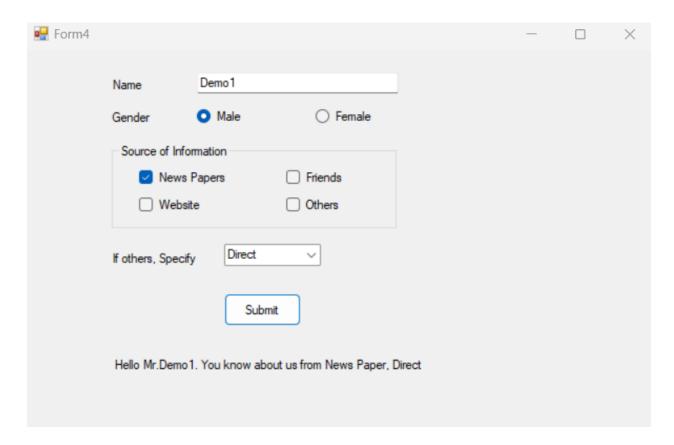
```
Code:
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System. Text;
using System. Threading. Tasks;
using System.Windows.Forms;
namespace WindowsFormsApp1
  public partial class Form4: Form
    String s1 = "";
    public Form4()
       InitializeComponent();
    public void sourceOfInformation()
       if(checkBox1.Text == "News Papers")
         s1 = "News Paper";
       }else if(checkBox2.Text == "Friends")
         s1 = "Friends";
       }else if(checkBox3.Text == "Website")
         s1 = "Website";
       }else if(checkBox4.Text == "Others")
         s1 = "Others";
```

```
}

private void textBox1_TextChanged(object sender, EventArgs e)
{

private void button1_Click(object sender, EventArgs e)
{
    sourceOfInformation();
    if(radioButton1.Text == "Male")
    {
        label4.Text = "Hello Mr." + textBox1.Text + ". You know about us from " + s1 + ", " + comboBox1.Text;
        }else if(radioButton2.Text == "Female")
        {
        label4.Text = "Hello Mrs." + textBox1.Text + ". You know about us from " + s1 + ", " + comboBox1.Text;
        }
    }
    }
}
```

## Output:



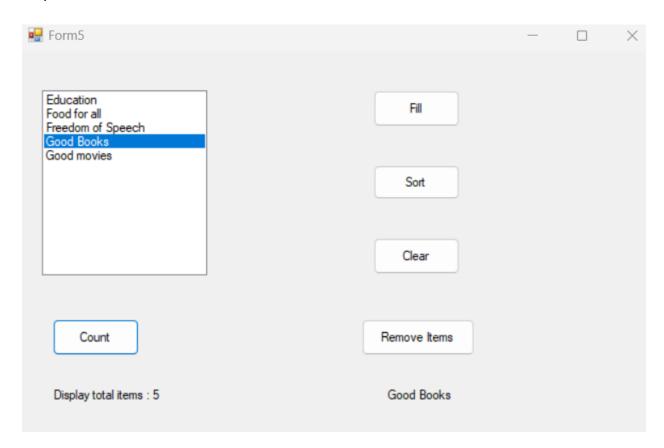
2 : Design a form like below. Implement Following functionality to the application.

```
Code:
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace WindowsFormsApp1
{
    public partial class Form5 : Form
    {
        public Form5()
        {
```

```
InitializeComponent();
     }
     private void button5_Click(object sender, EventArgs e)
       label2.Text = "Display total items : "+ listBox1.Items.Count.ToString();
     private void button3_Click(object sender, EventArgs e)
       listBox1.Items.Clear();
     private void button4_Click(object sender, EventArgs e)
       listBox1.Items.Remove(listBox1.SelectedItem.ToString());
     private void button2_Click(object sender, EventArgs e)
       listBox1.Sorted = true;
     private void button1_Click(object sender, EventArgs e)
       listBox1.Items.Add("Demo1");
     private void listBox1_SelectedIndexChanged(object sender, EventArgs e)
       label1.Text = listBox1.SelectedItem.ToString();
}
```

## Output:



3 : Design an application which has three textboxes. Implement restricted policy for each textbox to enter data only in numeric form, uppercase, characters

```
Code:
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 WindowsFormsApp1
{
   public partial class Form6 : Form
   {
      public Form6()
```

```
InitializeComponent();
    }
    private void textBox1_TextChanged(object sender, EventArgs e)
    }
    private void textBox2_TextChanged(object sender, EventArgs e)
    }
    private void textBox1_KeyPress(object sender, KeyPressEventArgs e)
       e.Handled = !char.IsDigit(e.KeyChar);
    private void textBox2_KeyPress(object sender, KeyPressEventArgs e)
       e.Handled = !char.IsUpper(e.KeyChar);
    private void textBox3_KeyPress(object sender, KeyPressEventArgs e)
       e.Handled = !char.lsLetter(e.KeyChar);
  }
}
```

Output:

