Activity1

1. With default modifier, I got an error saying class could not be found.
2. With public modifier too, I am getting the same error.
3. Same Error as above
4. Same Error as above
5. The error is saying elements defined in namespace cannot be explicitly defined as private, protected or protected internal.
6. Error

Activity 2

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 Calculator

{

public partial class Calculator : Form

{

string getNumber;

int value;

char opratr;

public Calculator()

{

InitializeComponent();

}

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

{

getNumber += button1.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button2.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button3.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button4.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button5.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button6.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button7.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button8.Text;

textBox.Text = getNumber;

}

private void button9\_Click(object sender, EventArgs e)

{

getNumber += button9.Text;

textBox.Text = getNumber;

}

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

{

this.textBox.Text = "";

getNumber = "";

}

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

{

getNumber += btnZero.Text;

textBox.Text = getNumber;

}

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

{

value = int.Parse(getNumber);

opratr = '/';

getNumber = "";

textBox.Text = "" + "/";

}

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

{

value = int.Parse(getNumber);

opratr = '\*';

getNumber = "";

textBox.Text = "\*";

}

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

{

value = int.Parse(getNumber);

opratr = '-';

getNumber = "";

textBox.Text =""+"-";

}

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

{

value = int.Parse(getNumber);

opratr = '+';

getNumber = "";

textBox.Text = "+";

}

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

{

if (opratr == '/')

{

try

{

textBox.Text = "" + (value / int.Parse(getNumber));

}

catch (Exception)

{

textBox.Text = "Undefined";

}

}

else if (opratr == '\*')

{

textBox.Text = "" + (value \* int.Parse(getNumber));

}

else if (opratr == '-')

{

textBox.Text = "" + (value - int.Parse(getNumber));

}

else if (opratr == '+')

{

textBox.Text = "" + (value + int.Parse(getNumber));

}

}

private void Form1\_Load(object sender, EventArgs e)

{

}

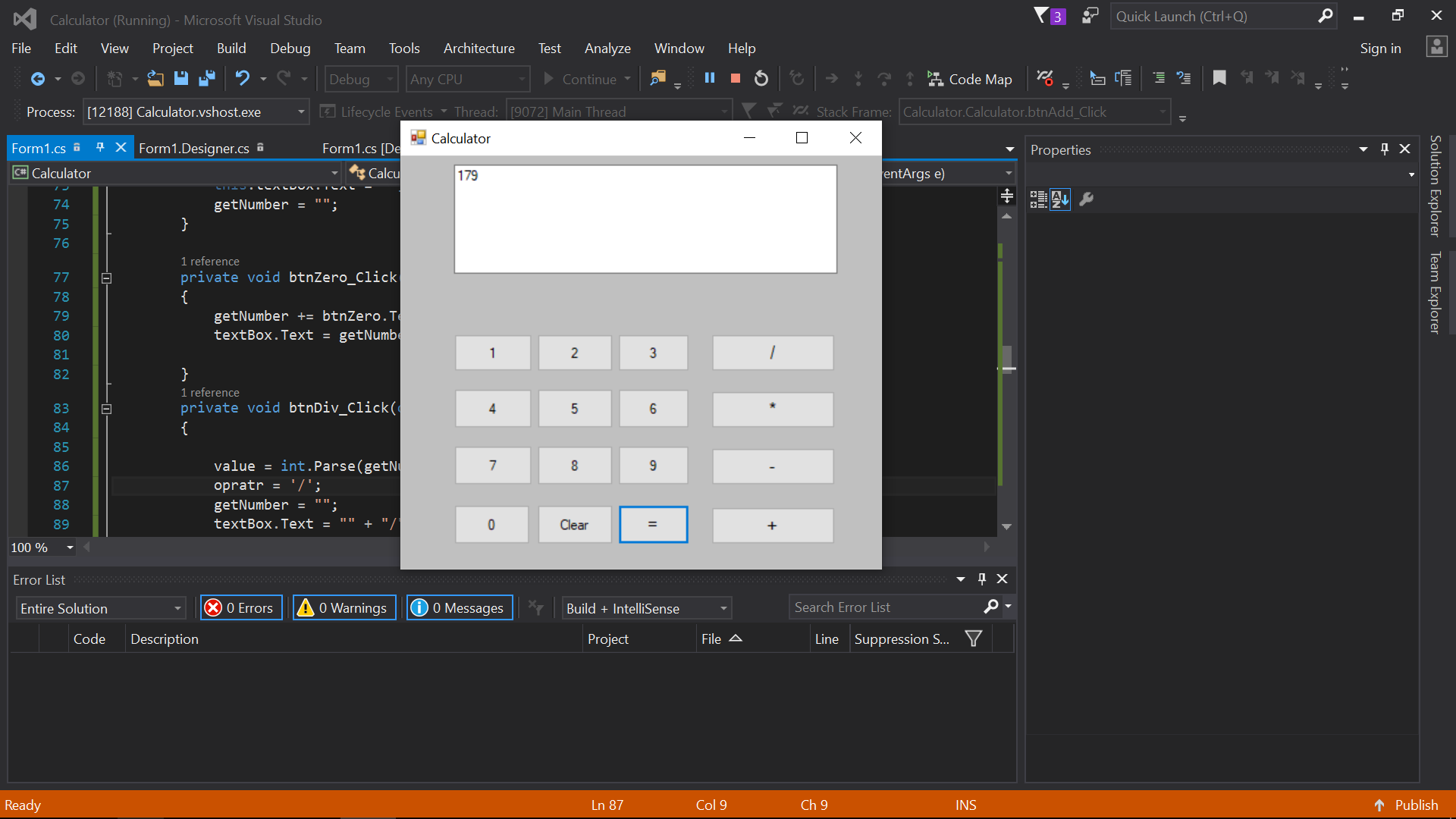
private void textBox1\_TextChanged(object sender, EventArgs e)

{

}

}

}



Activity 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 Calculator

{

public partial class Calculator : Form

{

string getNumber;

int value1 = 0;

int value2=0;

char opratr;

public Calculator()

{

InitializeComponent();

}

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

{

getNumber += button1.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button2.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button3.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button4.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button5.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button6.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button7.Text;

textBox.Text = getNumber;

}

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

{

getNumber += button8.Text;

textBox.Text = getNumber;

}

private void button9\_Click(object sender, EventArgs e)

{

getNumber += button9.Text;

textBox.Text = getNumber;

}

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

{

this.textBox.Text = "";

getNumber = "";

}

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

{

getNumber += btnZero.Text;

textBox.Text = getNumber;

}

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

{

//value = int.Parse(getNumber);

//opratr = '/';

//getNumber += btnDiv.Text;

//getNumber = "";

//textBox.Text = "" + "/";

opratr = Convert.ToChar(btnDiv.Text);

getNumber += opratr;

textBox.Text = getNumber;

}

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

{

//value = int.Parse(getNumber);

//opratr = '\*';

//getNumber = "";

//textBox.Text = "\*";

opratr = Convert.ToChar(btnMultip.Text);

getNumber += opratr;

textBox.Text = getNumber;

}

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

{

/\* value = int.Parse(getNumber);

opratr = '-';

getNumber = "";

textBox.Text =""+"-";\*/

opratr= Convert.ToChar(btnSub.Text);

getNumber += opratr;

textBox.Text = getNumber;

}

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

{

/\*value = int.Parse(getNumber);

opratr = '+';

getNumber = "";

textBox.Text = "+";\*/

opratr = Convert.ToChar(btnAdd.Text);

getNumber += opratr;

textBox.Text = getNumber;

}

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

{

string[] value;

try

{

value= getNumber.Split(opratr);

value1 = int.Parse(value[0]);

value2 = int.Parse(value[1]);

if (value.Length > 2)

throw new Exception();

}

catch (Exception)

{

textBox.Text = "Only provide two values";

}

if (opratr == '/')

{

try

{

textBox.Text = "" + (value1/value2);

getNumber = "";

}

catch (Exception)

{

textBox.Text = "Undefined";

getNumber = "";

}

}

else if (opratr == '\*')

{

textBox.Text = "" + (value1 \* value2);

getNumber = "";

}

else if (opratr == '-')

{

textBox.Text = "" + (value1 - value2);

getNumber = "";

}

else if (opratr == '+')

{

textBox.Text = "" + (value1 + value2);

getNumber = "";

}

}

private void Form1\_Load(object sender, EventArgs e)

{

}

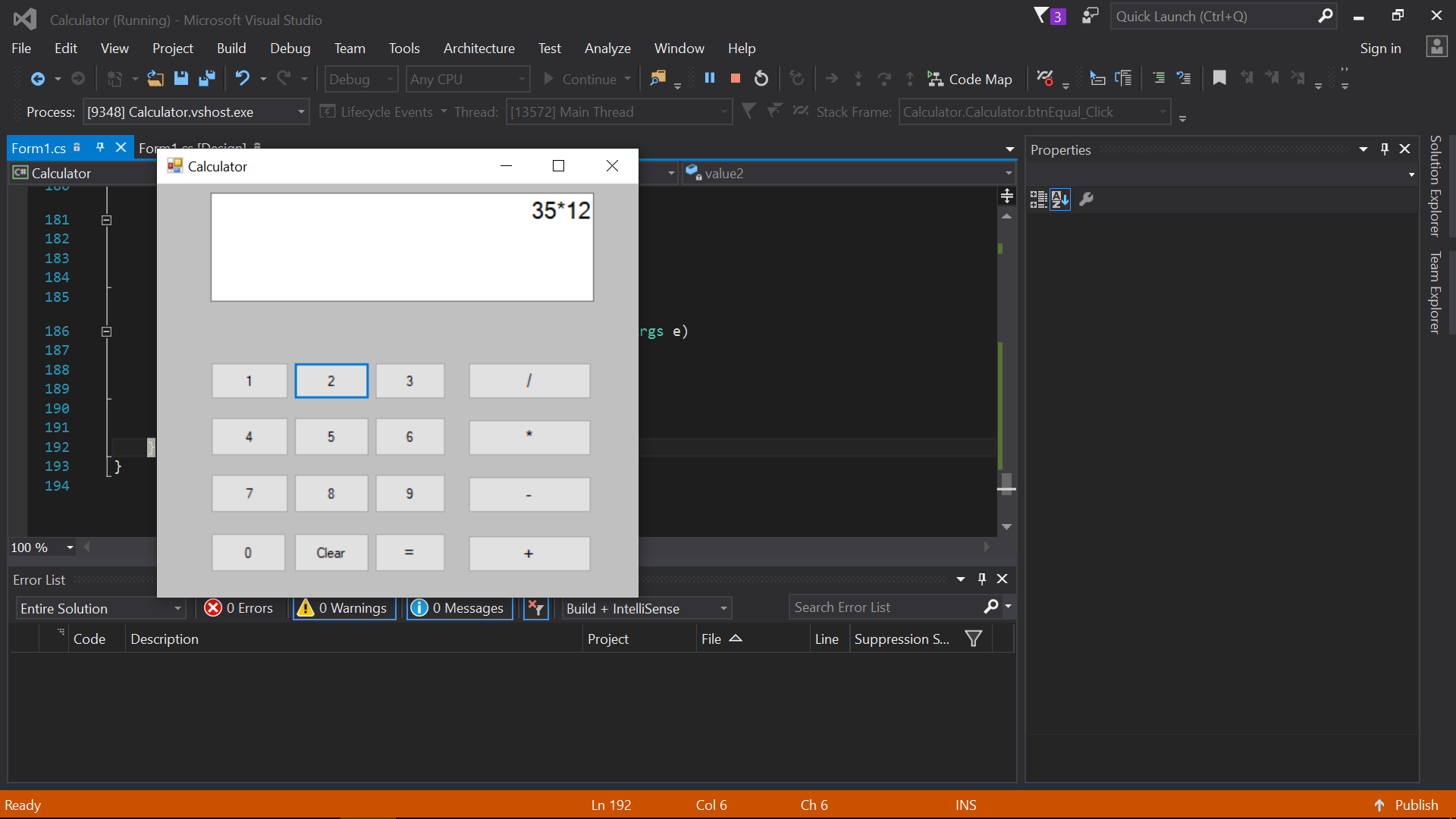
private void textBox1\_TextChanged(object sender, EventArgs e)

{

}

}

}



Activity4,5

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 TictacToeGame

{

public partial class Form1 : Form

{

Boolean turn = true;

Boolean player1 = false;

Boolean player2 = false;

public Form1()

{

InitializeComponent();

}

private void declareWinner()

{

if(button1.Text=="X" && button2.Text=="X" && button3.Text == "X"|| button1.Text == "X" && button5.Text == "X" && button9.Text == "X"|| button1.Text == "X" && button4.Text == "X" && button7.Text == "X"|| button2.Text == "X" && button5.Text == "X" && button8.Text == "X"|| button3.Text == "X" && button6.Text == "X" && button9.Text == "X"|| button4.Text == "X" && button5.Text == "X" && button6.Text == "X"|| button7.Text == "X" && button8.Text == "X" && button9.Text == "X")

{

player1 = true;

}

if (button1.Text == "O" && button2.Text == "O" && button3.Text == "O" || button1.Text == "O" && button5.Text == "O" && button9.Text == "O" || button1.Text == "O" && button4.Text == "O" && button7.Text == "O" || button2.Text == "O" && button5.Text == "O" && button8.Text == "O" || button3.Text == "O" && button6.Text == "O" && button9.Text == "O" || button4.Text == "O" && button5.Text == "O" && button6.Text == "O" || button7.Text == "O" && button8.Text == "O" && button9.Text == "O")

{

player2 = true;

}

if (player1)

label1.Text = "Player1 Won";

if (player2)

label1.Text = "Player2 Won";

}

private void Form1\_Load(object sender, EventArgs e)

{

}

private void table\_Paint(object sender, PaintEventArgs e)

{

}

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

{

}

private void backgroundWorker1\_DoWork(object sender, DoWorkEventArgs e)

{

}

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

{

if (turn)

{

button1.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button1.Enabled = false;

declareWinner();

}

else

{

button1.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button1.Enabled = false;

declareWinner();

}

}

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

{

if (turn)

{

button2.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button2.Enabled = false;

declareWinner();

}

else

{

button2.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button2.Enabled = false;

declareWinner();

}

}

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

{

if (turn)

{

button3.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button3.Enabled = false;

declareWinner();

}

else

{

button3.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button3.Enabled = false;

declareWinner();

}

}

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

{

if (turn)

{

button4.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button4.Enabled = false;

declareWinner();

}

else

{

button4.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button4.Enabled = false;

declareWinner();

}

}

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

{

if (turn)

{

button5.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button5.Enabled = false;

declareWinner();

}

else

{

button5.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button5.Enabled = false;

declareWinner();

}

}

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

{

if (turn)

{

button6.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button6.Enabled = false;

declareWinner();

}

else

{

button6.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button6.Enabled = false;

declareWinner();

}

}

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

{

if (turn)

{

button7.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button7.Enabled = false;

declareWinner();

}

else

{

button7.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button7.Enabled = false;

declareWinner();

}

}

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

{

if (turn)

{

button8.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button8.Enabled = false;

declareWinner();

}

else

{

button8.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button8.Enabled = false;

declareWinner();

}

}

private void button9\_Click(object sender, EventArgs e)

{

if (turn)

{

button9.Text = "X";

circle.BackColor = Color.LightSalmon;

Cross.BackColor = Color.LightGray;

turn = false;

button9.Enabled = false;

declareWinner();

}

else

{

button9.Text = "O";

Cross.BackColor = Color.LightSalmon;

circle.BackColor = Color.LightGray;

turn = true;

button9.Enabled = false;

declareWinner();

}

}

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

{

Cross.BackColor = Color.LightSalmon;

turn = true;

btnStrt.Enabled = false;

}

private void button10\_Click(object sender, EventArgs e)

{

Button[] buttons = { button1, button2, button3, button4, button5, button6, button7, button8, button9 };

turn = true;

Cross.BackColor = Color.LightGray;

circle.BackColor = Color.LightGray;

foreach (Button but in buttons)

{

but.Text = "";

but.Enabled = true;

}

}

}

}

