**Лабораторное занятие 32**

Создание текстового редактора

Код программы:

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;

using System.Globalization;

namespace Будильник\_Ржевского\_Никиты

{

public partial class AlarmForm : Form

{

bool Alarm = false;

string music = "";

public AlarmForm()

{

InitializeComponent();

}

private void label1\_Click(object sender, EventArgs e)

{

}

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

{

if ( !Alarm )

{

CanselButton.Enabled = false;

}

Timer.Interval = 1000;

Timer.Tick += new EventHandler(Timer\_Tick);

Timer.Start();

dayLabel.Text = string.Format("День недели - {0}",

CultureInfo.CurrentCulture.DateTimeFormat.GetDayName(DateTime.Now.DayOfWeek));

}

private void Timer\_Tick(object sender, EventArgs e)

{

TimeLabel.Text = DateTime.Now.Hour.ToString("00") + ":"

+ DateTime.Now.Minute.ToString("00") + ":"

+ DateTime.Now.Second.ToString("00");

if (DateTimePicker.Text.Length == 7)

{

if (Equals(TimeLabel.Text, "0" + DateTimePicker.Text))

{

MediaPlayer.URL = music;

}

}

if (Equals(TimeLabel.Text, DateTimePicker.Text))

{

MediaPlayer.URL = music;

}

}

private void MediaPlayer\_Enter(object sender, EventArgs e)

{

}

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

{

if ( music == "" )

{

MessageBox.Show("Чтобы задать будильник, назначте мелодию!");

}

else

{

if ( !Alarm )

{

SetButton.Enabled = false;

CanselButton.Enabled = true;

Alarm = true;

}

}

}

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

{

SetButton.Enabled = true;

CanselButton.Enabled = false;

Alarm = false;

MediaPlayer.close();

}

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

{

OpenFileDialog openFile = new OpenFileDialog();

if (openFile.ShowDialog() == DialogResult.OK)

{

music = openFile.FileName;

}

}

}

}

Скрины результатов работы:

