Practical No. 1 Basic Of C#

Q.1 Design a window application to demonstrate basic and advanced controls. Create Registration form with following fields first name, middle name, surname, photo, dob, address, mobile no, username, password, gender, hobbies, city. Use appropriate controls to take inputs. And show the entered data on another form.





Program:

```
Form1.cs
namespace PractNo1Question1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        private void button1_Click(object sender, EventArgs e)
        {
            this.Close();
        }
        private void button2_Click(object sender, EventArgs e)
        {
            this.Close();
        }
        private void button2_Click(object sender, EventArgs e)
        }
}
```

```
Form2 f2 = new Form2();
       f2.fname = txtfname.Text;
       f2.mname = txtmname.Text;
       f2.lname = txtLname.Text;
       f2.dob = dtDOB.Value.ToShortDateString();
       f2.add = txtAdd.Text;
       f2.mob = txtMob.Text;
       f2.uname = uname.Text;
       f2.pass = password.Text;
       f2.gen = radioBtnMale.Checked? "Male": "Female";
       f2.hobby = txtHobby.Text;
       f2.city = txtCity.Text;
       f2.imgB = picBox.Image;
       f2.ShowDialog();
    private void UpBtn Click(object sender, EventArgs e)
       String imageLocation = "";
       try
         OpenFileDialog dialog = new OpenFileDialog();
         dialog.Filter = "Image Files (*.jpg; *.jpeg; *.png; *.gif; *.bmp)|*.jpg; *.jpeg;
*.png; *.gif; *.bmp";
         if (dialog.ShowDialog() == System.Windows.Forms.DialogResult.OK)
            imageLocation = dialog.FileName;
            picBox.ImageLocation = imageLocation;
       }catch(Exception)
         MessageBox.Show("Error:",
"Error", MessageBoxButtons.OK, MessageBoxIcon. Error);
     }
Form2.cs
namespace PractNo1Question1
  public partial class Form2 : Form
    public string fname { get; set; }
    public string mname { get; set; }
    public string lname { get; set; }
    public string uname { get; set; }
    public string pass { get; set; }
    public string city { get; set; }
    public string add { get; set; }
    public string hobby { get; set; }
    public string mob { get; set; }
```

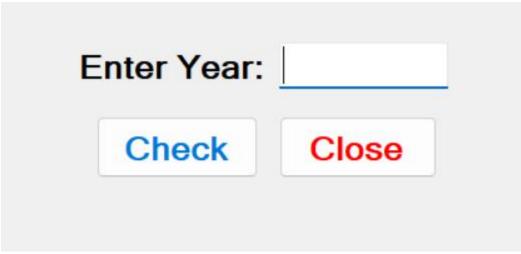
```
public string dob { get; set; }
    public Image imgB { get; set; }
    public string gen { get; set; }
    public Form2()
       InitializeComponent();
    private void Form2 Load(object sender, EventArgs e)
       lblFname.Text = fname;
       lblMname.Text = mname;
       lblLname.Text = lname;
       lbluname.Text = uname;
       lblPass.Text = pass;
       lblCity.Text = city;
       lblAdd.Text = add;
       lblGen.Text = gen;
       lblHobby.Text = hobby;
       lblMob.Text = mob;
       lblDOB.Text = dob;
       pictureBox1.Image = imgB;
}
Program.cs
static void Main()
       Application.EnableVisualStyles();
       Application.SetCompatibleTextRenderingDefault(false);
       Application.Run(new Form1());
```

Output:



Q.2 Design a window application in c# using objects and classes to find whether an entered year is leap year or not.

User Interface:

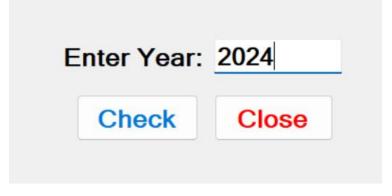


PractNo1Q2.cs

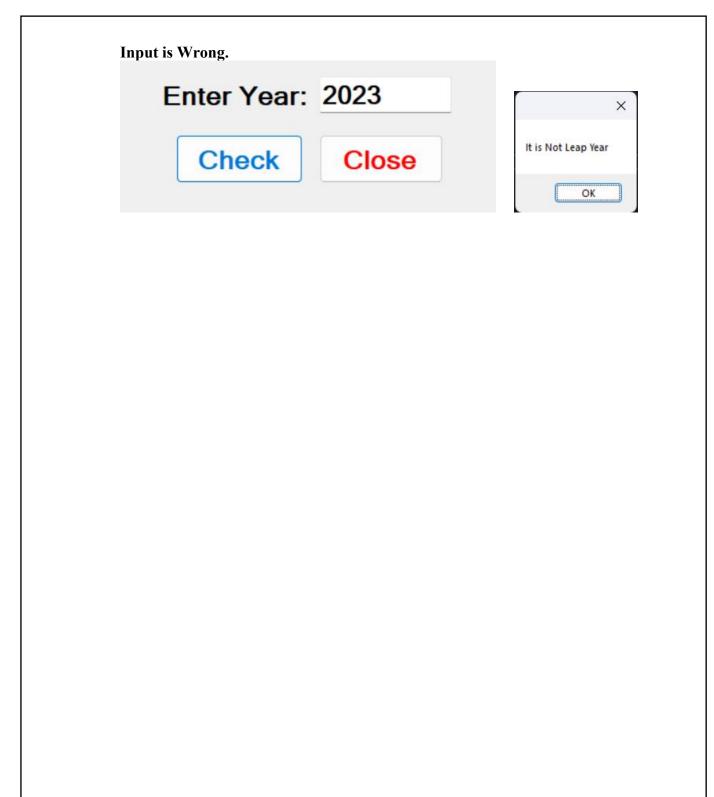
```
using System. Windows. Forms;
namespace PracticalNo1All
  public partial class Pract1Q2: Form
    Year y = null;
    public Pract1Q2()
       InitializeComponent();
    private void Pract1Q2 Load(object sender, EventArgs e)
    private void btnCheck Click(object sender, EventArgs e)
       try
         int e2 = Convert.ToInt32(txtYear.Text);
         y = new Year(e2);
         MessageBox.Show(y.check());
       catch (Exception ex)
         MessageBox.Show("Exception Caught!!! " + ex.Message + " at line " +
ex.StackTrace);
       }
    }
    private void btnClose Click(object sender, EventArgs e)
       this.Close();
  }
```

```
class Year
     int y;
     public Year()
     ~Year()
     public Year(int e)
       this.y = e;
     public int getY()
       return y;
     public string check()
      if (((y % 4 == 0) && (y % 100 != 0)) \parallel (y % 400 == 0))
          return "It is Leap Year";
       return "It is Not Leap Year";
Program.cs
static void Main()
       Application.EnableVisualStyles();
       Application.SetCompatibleTextRenderingDefault(false);
       Application.Run(new Pract1Q2());
Output:
```

Input is Correct.







Q.3 Design a Window application in c# using objects and classes for wind conversion from knots to mph, kph.

User Interface:
Enter Wind Speed in Knots
Mph Kph
Program.cs static void Main() { Application.EnableVisualStyles(); Application.SetCompatibleTextRenderingDefault(false); Application.Run(new Pract1Q3()); }
PractNo1Q3.cs using System.Windows.Forms;
namespace PracticalNo1All { public partial class Pract1Q3 : Form { Wind d = null; public Pract1Q3() { InitializeComponent(); }
<pre>private void btnMPH_Click(object sender, EventArgs e) { double kn = Convert.ToDouble(txt1.Text); d = new Wind(kn); MessageBox.Show("Value of MPH:" + d.mph()); }</pre>
<pre>private void btnKPH_Click(object sender, EventArgs e) { double kn = Convert.ToDouble(txt1.Text); d = new Wind(kn); MessageBox.Show("Value of KPH:" + d.Kph()); } </pre>
class Wind { double w;
<pre>public Wind() { }</pre>
public Wind(double p)

```
{
    w = p;
}

~Wind()
{

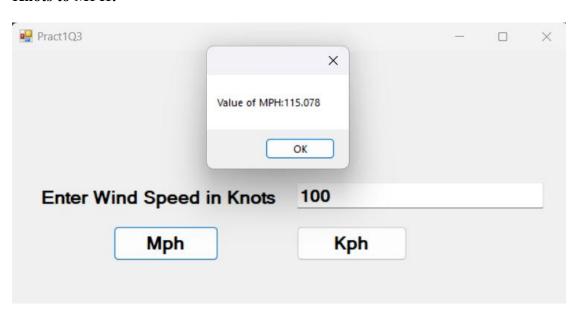
public double getW()
{
    return w;
}

public double mph()
{
    return 1.15078 * w;
}

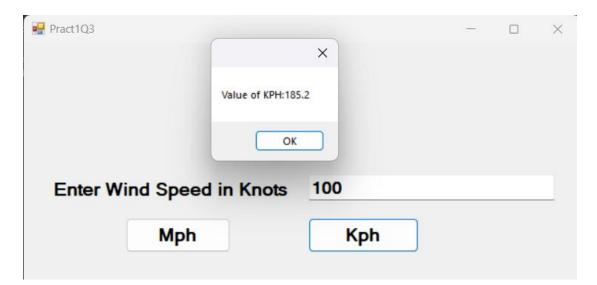
public double Kph()
{
    return w * 1.852;
}
}
```

Output:

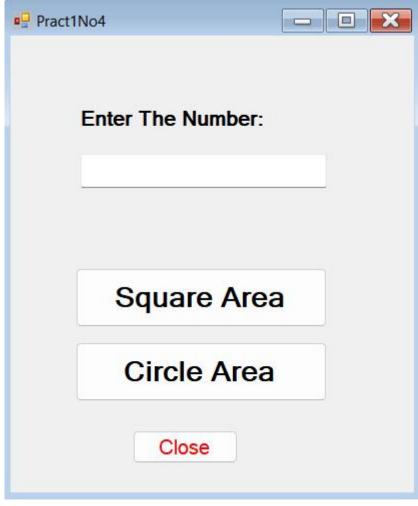
Knots to MPH:



Knots to KPH:



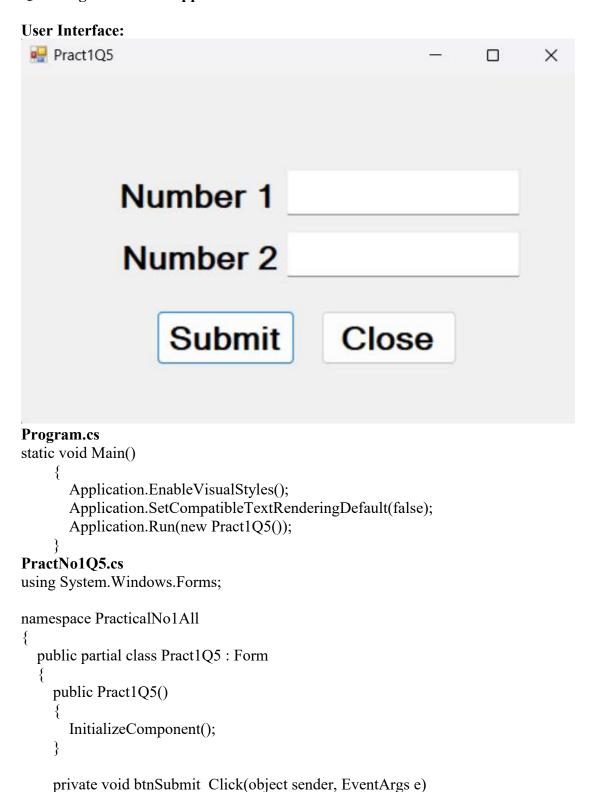
Q.4 Design a Window application to demonstrate multiple inheritance.



```
MessageBox.Show("This is " + s.getArea(s1).ToString());
  private void derClass_Click(object sender, EventArgs e)
    double s1 = Convert.ToDouble(textBox1.Text);
    Shape2 s = new Shape2(s1);
    MessageBox.Show("This is " + s.AreaSqur().ToString());
  private void btnClose Click(object sender, EventArgs e)
    this.Close();
public interface circle
  double getArea(double s);
public interface square
 double AreaSqur();
class Shape2: circle, square
  double size;
  public Shape2(double size)
    this.size = size;
  public Shape2() { }
  public double getArea(double size)
    this.size = size;
    return size * 3.14;
  public double AreaSqur()
    return size * size;
```

Output: Pract1No4 X X **Enter The Number:** This is 100 10 OK Square Area Circle Area Close Pract1No4 Insert Page Layout A+ A- ♦ Aa+ **Enter The Number:** X 10 This is 31.4 OK Square Area Circle Area le s); Close

Q.5 Design a Window application to demonstrate abstract class.



MessageBox.Show("Add:" + ad.sol() + ", Substract: " +sb.sol()+",

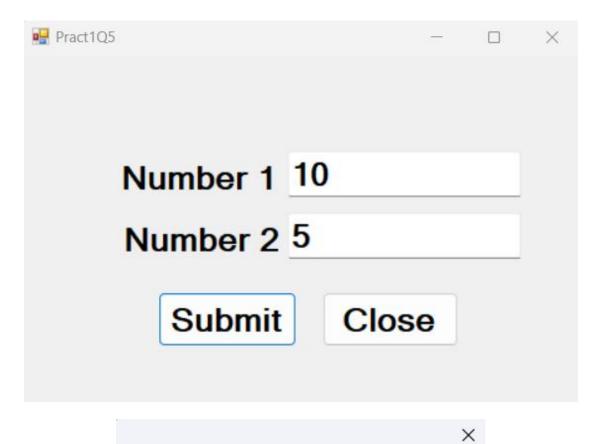
int a = Convert.ToInt32(txtLength.Text);
int b = Convert.ToInt32(txtBreadth.Text);

Multiplication: "+ml.sol()+", Division: "+dv.sol());

Add ad = new Add(a,b); Sub sb = new Sub(a,b); Multi ml = new Multi(a,b); Division dv = new Division(a,b);

```
private void btnClose_Click(object sender, EventArgs e)
     this.Close();
abstract class Calculation
  public virtual int sol() {
     return 0;
class Multi: Calculation
  private int a;
  private int b;
  public Multi(int a, int b)
     this.a = a;
     this.b = b;
  public override int sol()
     return a*b;
class Division: Calculation
  private int 1;
  private int w;
  public Division(int a, int b)
     1 = a;
     w = b;
  public override int sol()
     return 1/w;
class Add: Calculation
  private int 1;
  private int w;
  public Add(int a, int b)
     1 = a;
     w = b;
  public override int sol()
     return 1 + w;
```

```
class Sub : Calculation
{
    private int l;
    private int w;
    public Sub(int a, int b)
    {
        1 = a;
        w = b;
    }
    public override int sol()
    {
        return 1 - w;
    }
}
Output:
```





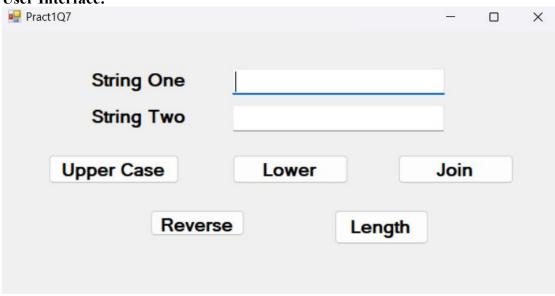
Q.6 Design a Window application to demonstrate Indexer.

Enter Value	
Enter Value	
Enter Value	
Sı	ubmit

```
rrogram.cs
static void Main()
       Application.EnableVisualStyles();
       Application.SetCompatibleTextRenderingDefault(false);
       Application.Run(new Pract1Q6());
PractNo1Q6.cs
using System. Windows. Forms;
namespace PracticalNo1All
  public partial class Pract1Q6: Form
    IndexerClass team = null;
    public Pract1Q6()
       InitializeComponent();
    private void button1_Click(object sender, EventArgs e)
       try
         team = new IndexerClass();
         team[0] = textBox1.Text;
         team[1] = textBox2.Text;
         team[2] = textBox3.Text;
         label4.Text = team[0];
         label5.Text = team[1];
         label6.Text = team[2];
       catch(Exception ex)
         MessageBox.Show("Error : " + ex);
```

```
class IndexerClass
    private string[] names = new string[3];
    public string this[int i]
      get
        return names[i];
      set
        names[i] = value;
Output:
Pract1Q6
                                                               X
             Enter Value 10
             Enter Value 20
             Enter Value 30
                          Submit
             10
             20
             30
```

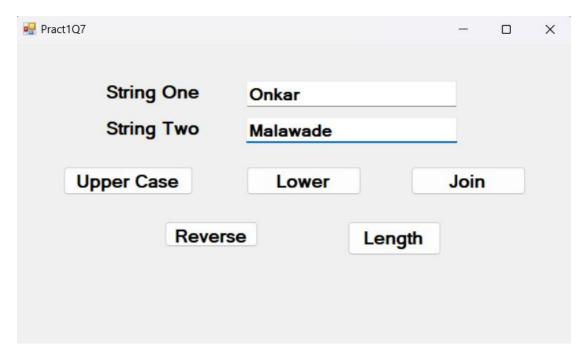
Q.7 Design a Window application to demonstrate string manipulations.

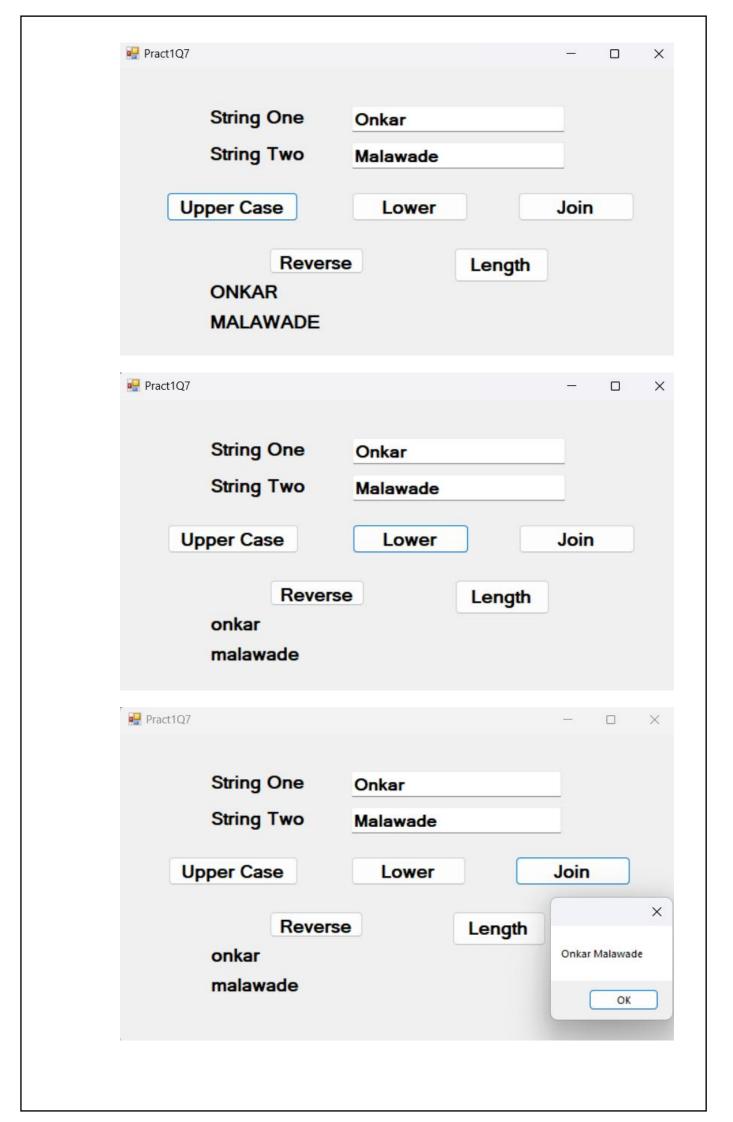


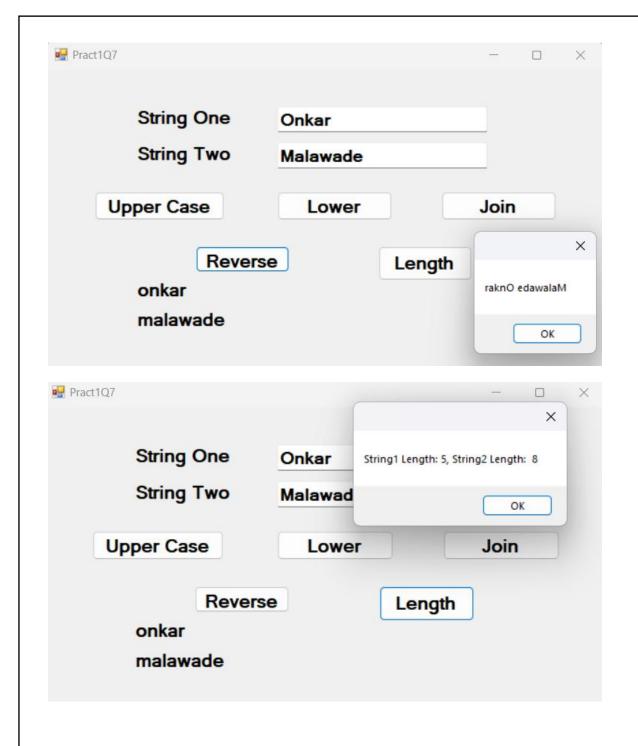
```
Program.cs
static void Main()
     {
       Application.EnableVisualStyles();
       Application.SetCompatibleTextRenderingDefault(false);
       Application.Run(new Pract1Q7());
PractNo1Q7.cs
using System. Windows. Forms;
namespace PracticalNo1All
  public partial class Pract1Q7: Form
    public Pract1Q7()
       InitializeComponent();
    private void button1_Click(object sender, EventArgs e)
       string s1 = textBox1.Text;
       string s2 = textBox2.Text;
       string p = s1.ToUpper();
       string q = s2.ToUpper();
       label3.Text = p;
       label4.Text = q;
    private void button2 Click(object sender, EventArgs e)
       string s1 = textBox1.Text;
       string s2 = textBox2.Text;
       string p = s1.ToLower();
       string q = s2.ToLower();
       label3.Text = p;
```

```
label4.Text = q;
     }
    private void button3_Click(object sender, EventArgs e)
       string s1 = textBox1.Text;
       string s2 = textBox2.Text;
       MessageBox.Show(s1 + "" + s2);
    private void button4 Click(object sender, EventArgs e)
       string s1 = textBox1.Text;
       string s2 = textBox2.Text;
       string reversed = new string(s1.Reverse().ToArray());
       string revered2 = new string(s2.Reverse().ToArray());
       MessageBox.Show(reversed +" "+revered2);
    private void button5 Click(object sender, EventArgs e)
       string s1 = textBox1.Text;
       string s2 = textBox2.Text;
       MessageBox.Show("String1 Length: "+s1.Length + ", String2 Length: " +
s2.Length);
```

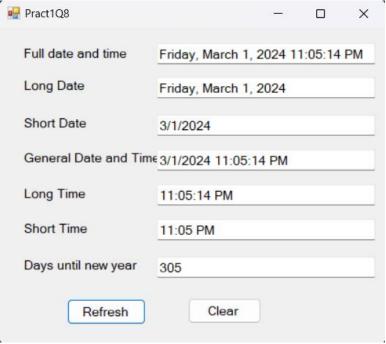
Output:







Q.8 Design a window application to show following output.



```
Program.cs
static void Main()
       Application.EnableVisualStyles();
       Application.SetCompatibleTextRenderingDefault(false);
       Application.Run(new Pract1Q8());
PractNo1Q8.cs
using System. Windows. Forms;
namespace PracticalNo1All
  public partial class Pract1Q8: Form
    DateTime date = DateTime.Now;
    public Pract1Q8()
       InitializeComponent();
    private void button2 Click(object sender, EventArgs e)
       this.Close();
    private void button1 Click(object sender, EventArgs e)
       this.Refresh();
    private void Pract1Q8 Load(object sender, EventArgs e)
       textBox1.Text = date.ToString("F");
       textBox2.Text = date.ToString("D");
```

```
textBox3.Text = date.ToString("d");
textBox4.Text = date.ToString("G");
textBox5.Text = date.ToString("T");
textBox6.Text = date.ToString("t");
int daysInYear = DateTime.IsLeapYear(date.Year) ? 365 : 366;
textBox7.Text = (daysInYear - date.DayOfYear).ToString();
}
}
}
```