**INTCDE21ID008**

**STAGE-3**

**916398 – SAAHIL TOMAR**

**Day 4 – Windows Forms, Windows Service**

**Hands-On 1:**

Windows Form Application

**Form1.cs**

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Text.RegularExpressions;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace winformapp1

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

}

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

{

string input1= textBox1.Text;

string input2 = textBox2.Text;

if (!Regex.IsMatch(input1, @"\d+$") || !Regex.IsMatch(input2, @"\d+$"))

{

MessageBox.Show("enter a number");

}

if (radioButton1.Checked)

{

MessageBox.Show((int.Parse(input1) + int.Parse(input2)).ToString());

}

else if (radioButton2.Checked)

{

MessageBox.Show((int.Parse(input1) - int.Parse(input2)).ToString());

}

else if (radioButton3.Checked)

{

MessageBox.Show((int.Parse(input1) \* int.Parse(input2)).ToString());

}

else if (radioButton4.Checked)

{

MessageBox.Show((int.Parse(input1) / int.Parse(input2)).ToString());

}

else

{

MessageBox.Show("Select a Option");

}

}

}

}

**Form1.Designer.cs**

namespace winformapp1

{

partial class Form1

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.textBox1 = new System.Windows.Forms.TextBox();

this.textBox2 = new System.Windows.Forms.TextBox();

this.radioButton1 = new System.Windows.Forms.RadioButton();

this.radioButton2 = new System.Windows.Forms.RadioButton();

this.radioButton3 = new System.Windows.Forms.RadioButton();

this.radioButton4 = new System.Windows.Forms.RadioButton();

this.button1 = new System.Windows.Forms.Button();

this.SuspendLayout();

//

// textBox1

//

this.textBox1.Location = new System.Drawing.Point(163, 92);

this.textBox1.Name = "textBox1";

this.textBox1.Size = new System.Drawing.Size(125, 27);

this.textBox1.TabIndex = 0;

this.textBox1.TextChanged += new System.EventHandler(this.textBox1\_TextChanged);

//

// textBox2

//

this.textBox2.Location = new System.Drawing.Point(482, 92);

this.textBox2.Name = "textBox2";

this.textBox2.Size = new System.Drawing.Size(125, 27);

this.textBox2.TabIndex = 1;

//

// radioButton1

//

this.radioButton1.AutoSize = true;

this.radioButton1.Location = new System.Drawing.Point(74, 267);

this.radioButton1.Name = "radioButton1";

this.radioButton1.Size = new System.Drawing.Size(88, 24);

this.radioButton1.TabIndex = 2;

this.radioButton1.TabStop = true;

this.radioButton1.Text = "Addition";

this.radioButton1.UseVisualStyleBackColor = true;

//

// radioButton2

//

this.radioButton2.AutoSize = true;

this.radioButton2.Location = new System.Drawing.Point(264, 267);

this.radioButton2.Name = "radioButton2";

this.radioButton2.Size = new System.Drawing.Size(106, 24);

this.radioButton2.TabIndex = 3;

this.radioButton2.TabStop = true;

this.radioButton2.Text = "Subtraction";

this.radioButton2.UseVisualStyleBackColor = true;

//

// radioButton3

//

this.radioButton3.AutoSize = true;

this.radioButton3.Location = new System.Drawing.Point(460, 267);

this.radioButton3.Name = "radioButton3";

this.radioButton3.Size = new System.Drawing.Size(122, 24);

this.radioButton3.TabIndex = 4;

this.radioButton3.TabStop = true;

this.radioButton3.Text = "Multiplication";

this.radioButton3.UseVisualStyleBackColor = true;

//

// radioButton4

//

this.radioButton4.AutoSize = true;

this.radioButton4.Location = new System.Drawing.Point(643, 267);

this.radioButton4.Name = "radioButton4";

this.radioButton4.Size = new System.Drawing.Size(79, 24);

this.radioButton4.TabIndex = 5;

this.radioButton4.TabStop = true;

this.radioButton4.Text = "Divison";

this.radioButton4.UseVisualStyleBackColor = true;

//

// button1

//

this.button1.Location = new System.Drawing.Point(363, 352);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(94, 29);

this.button1.TabIndex = 6;

this.button1.Text = "Calculate";

this.button1.UseVisualStyleBackColor = true;

this.button1.Click += new System.EventHandler(this.button1\_Click);

//

// Form1

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 20F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(800, 450);

this.Controls.Add(this.button1);

this.Controls.Add(this.radioButton4);

this.Controls.Add(this.radioButton3);

this.Controls.Add(this.radioButton2);

this.Controls.Add(this.radioButton1);

this.Controls.Add(this.textBox2);

this.Controls.Add(this.textBox1);

this.Name = "Form1";

this.Text = "Form1";

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.TextBox textBox1;

private System.Windows.Forms.TextBox textBox2;

// private System.Windows.Forms.RadioButton addition;

private System.Windows.Forms.RadioButton radioButton1;

private System.Windows.Forms.RadioButton radioButton2;

private System.Windows.Forms.RadioButton radioButton3;

private System.Windows.Forms.RadioButton radioButton4;

private System.Windows.Forms.Button button1;

}

}

**Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace winformapp1

{

static class Program

{

/// <summary>

/// The main entry point for the application.

/// </summary>

[STAThread]

static void Main()

{

Application.SetHighDpiMode(HighDpiMode.SystemAware);

Application.EnableVisualStyles();

Application.SetCompatibleTextRenderingDefault(false);

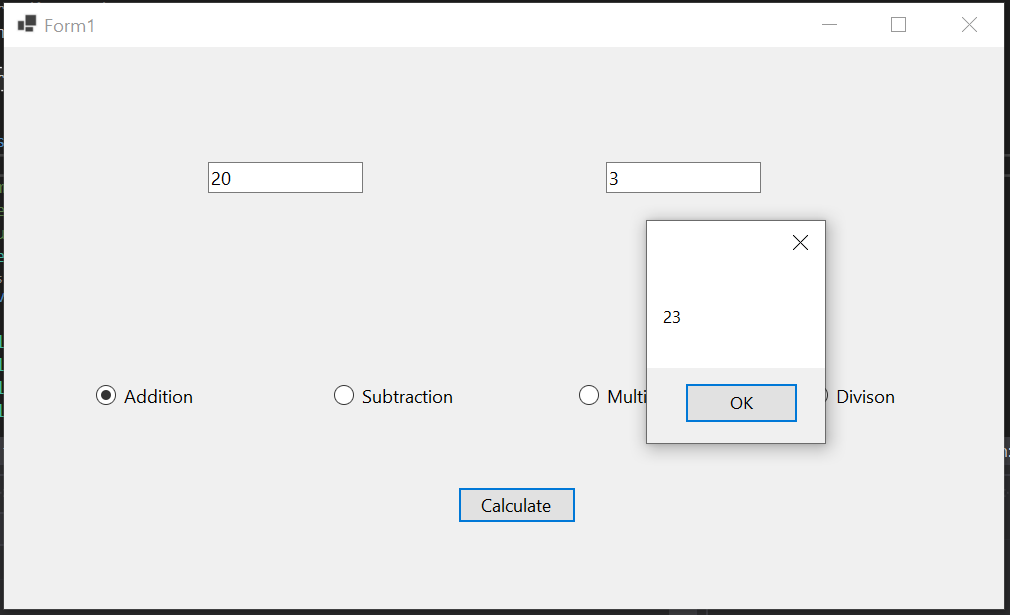
Application.Run(new Form1());

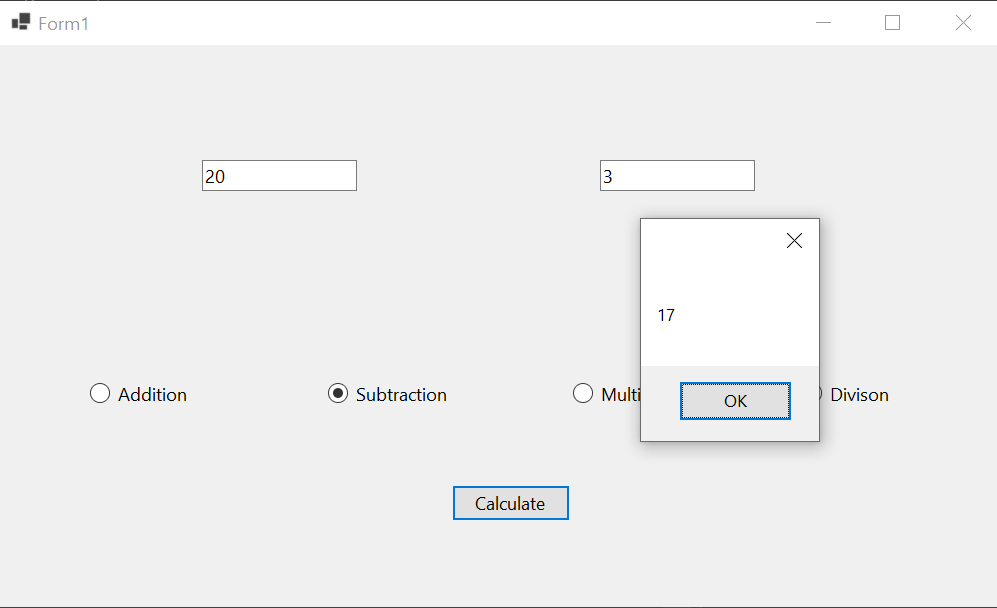
}

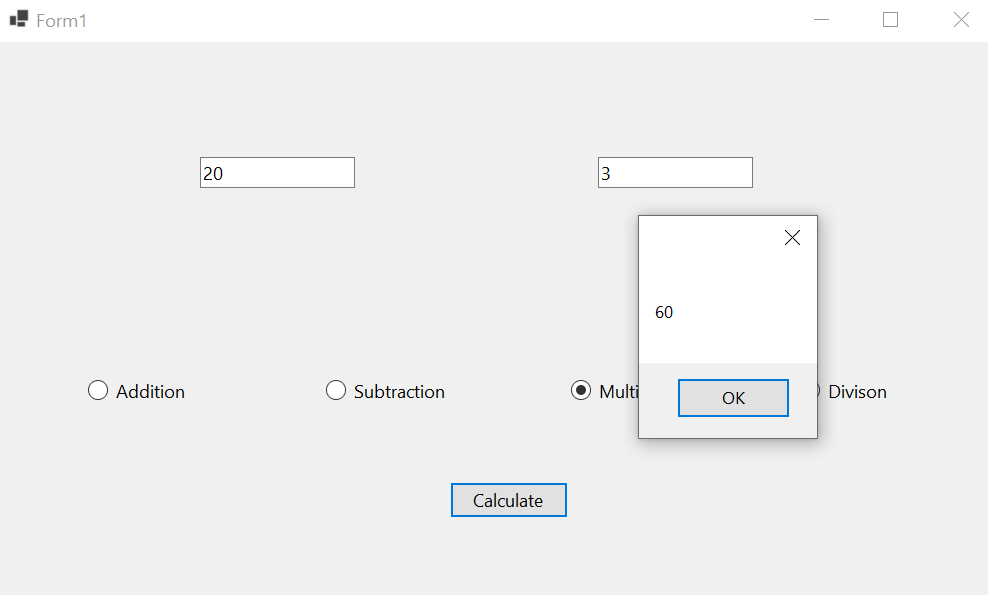
}

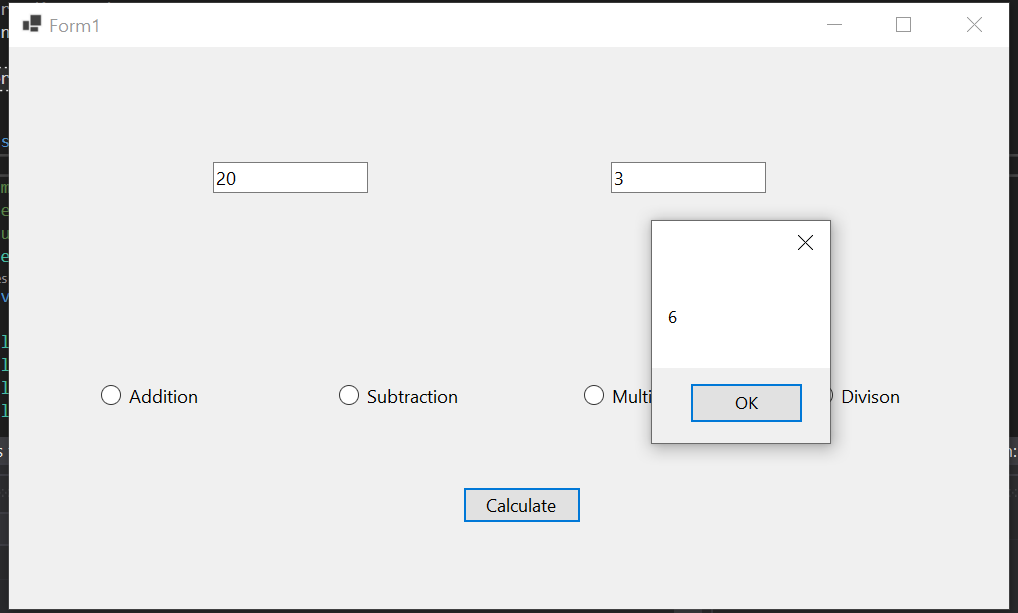
}

**OUTPUT:**









Windows Form Application

**Form1.cs**

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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 winformapp1

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

OpenFileDialog openFileDialog1 = new OpenFileDialog

{

InitialDirectory = @"G:\",

Filter = "image(\*.jpg) | \*.jpg"

};

if (openFileDialog1.ShowDialog() == DialogResult.OK)

{

picture.SizeMode = PictureBoxSizeMode.StretchImage;

picture.Image = new Bitmap(openFileDialog1.FileName);

}

}

private void pictureBox1\_Click(object sender, EventArgs e)

{

}

}

}

**Form1.Designer.cs**

namespace winformapp1

{

partial class Form1

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.button1 = new System.Windows.Forms.Button();

this.openFileDialog1 = new System.Windows.Forms.OpenFileDialog();

this.picture = new System.Windows.Forms.PictureBox();

((System.ComponentModel.ISupportInitialize)(this.picture)).BeginInit();

this.SuspendLayout();

//

// button1

//

this.button1.Location = new System.Drawing.Point(362, 368);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(94, 29);

this.button1.TabIndex = 0;

this.button1.Text = "button1";

this.button1.UseVisualStyleBackColor = true;

this.button1.Click += new System.EventHandler(this.button1\_Click);

//

// openFileDialog1

//

this.openFileDialog1.FileName = "openFileDialog1";

//

// picture

//

this.picture.Location = new System.Drawing.Point(55, 12);

this.picture.Name = "picture";

this.picture.Size = new System.Drawing.Size(733, 333);

this.picture.TabIndex = 1;

this.picture.TabStop = false;

this.picture.Click += new System.EventHandler(this.pictureBox1\_Click);

//

// Form1

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 20F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.ClientSize = new System.Drawing.Size(800, 450);

this.Controls.Add(this.picture);

this.Controls.Add(this.button1);

this.Name = "Form1";

this.Text = "Form1";

((System.ComponentModel.ISupportInitialize)(this.picture)).EndInit();

this.ResumeLayout(false);

}

#endregion

private System.Windows.Forms.Button button1;

private System.Windows.Forms.OpenFileDialog openFileDialog1;

private System.Windows.Forms.PictureBox picture;

}

}

**Program.cs**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace winformapp1

{

static class Program

{

/// <summary>

/// The main entry point for the application.

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[STAThread]

static void Main()

{

Application.SetHighDpiMode(HighDpiMode.SystemAware);

Application.EnableVisualStyles();

Application.SetCompatibleTextRenderingDefault(false);

Application.Run(new Form1());

}

}

}

**OUTPUT:**

