Visual Programming

Lab Journal - Lab 7

Name: _____

Enrollment #: _____

Class/Section: _____

Objective

The Objective of this lab are to understand the following concepts

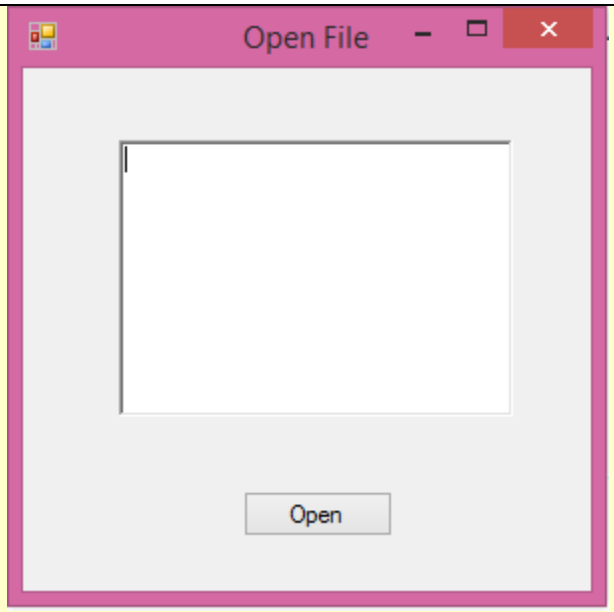
- Open File Dialog
- Save File Dialog
- Font Dialog
- Color Dialog
- Folder Browser Dialog
- Print Dialog
- **Class Library**

Task 1 :

Implement the following exercises.

Exercise 1

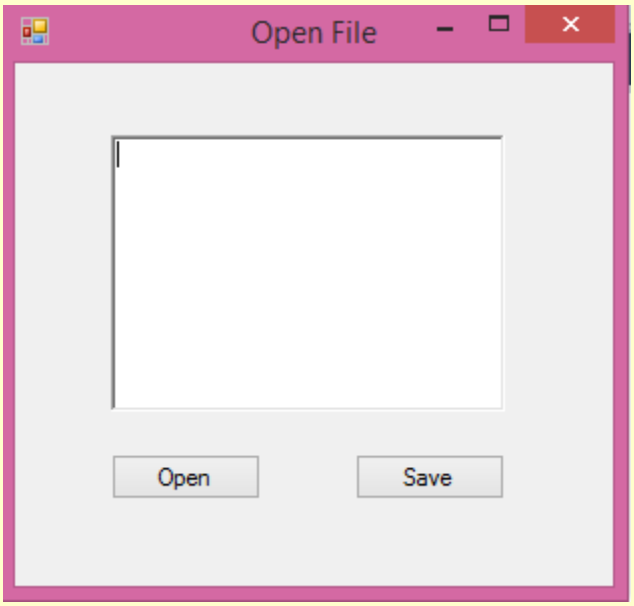
Write a program that implements the Illustration given below using Open File Dialog Technique



Description : if the user click on the 'Open' button control it prompts the open file dialog. When the user select any text file then all the text of that file must be show in the richTextbox as illustrated above.

Exercise 2

Write a Program which is the extention of the previous program. Illustration is provided below

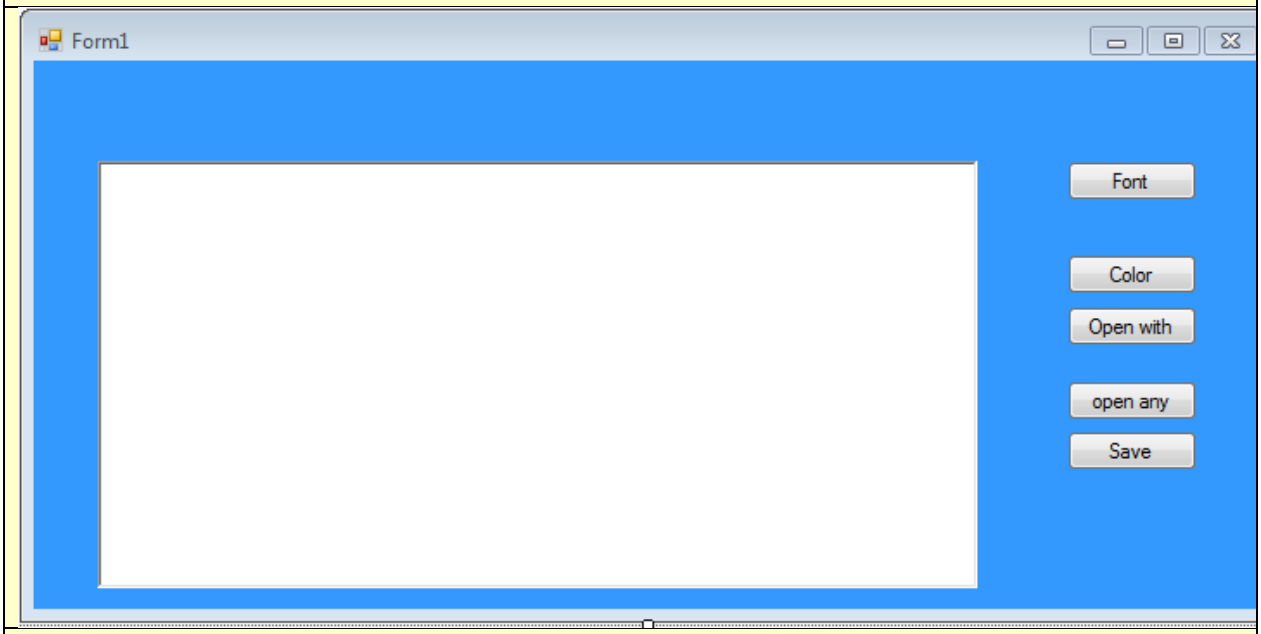



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
```

```
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using System.IO;


namespace open
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            FontDialog obj = new FontDialog();
            if (obj.ShowDialog() == System.Windows.Forms.DialogResult.OK)
            {
                richTextBox1.SelectionFont = obj.Font;
            }
        }

        private void button2_Click(object sender, EventArgs e)
        {
            ColorDialog obj = new ColorDialog();
            if (obj.ShowDialog() == System.Windows.Forms.DialogResult.OK)
            {
                richTextBox1.SelectionColor = obj.Color;
            }
        }

        private void button3_Click(object sender, EventArgs e)
        {
            Stream my;
            OpenFileDialog obj = new OpenFileDialog();
            if (obj.ShowDialog() == System.Windows.Forms.DialogResult.OK)
            {
                if ((my = obj.OpenFile()) != null)
                {
                    string str = obj.FileName;
                    string l = File.ReadAllText(str);
                    richTextBox1.Text = l;
                }
            }
        }

        private void button4_Click(object sender, EventArgs e)
        {
            OpenFileDialog obj = new OpenFileDialog();
            obj.DefaultExt = "*.txt";
            obj.InitialDirectory = @"C:/";
            obj.Filter = "Text Files(*.txt)|*.txt|All files(*.*)|*.*";
            if (obj.ShowDialog() == System.Windows.Forms.DialogResult.OK)
```

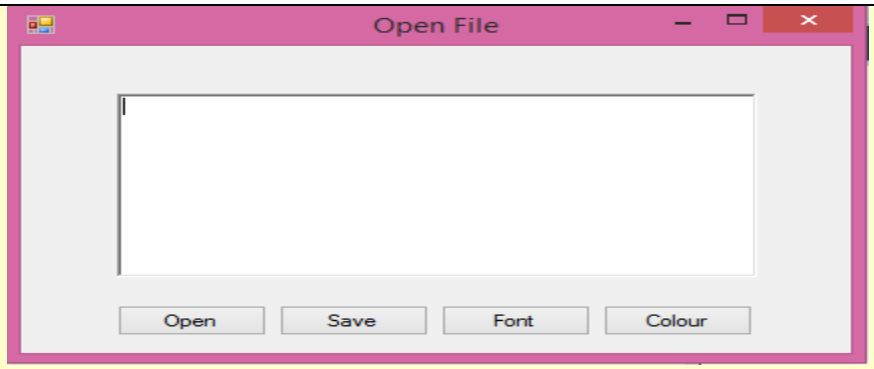
```
            { richTextBox1.Text = obj.FileName; }


        }

        private void button5_Click(object sender, EventArgs e)
        {
            SaveFileDialog obj = new SaveFileDialog();
            obj.DefaultExt = "*.rtf";
            obj.Filter = "RTF files|*.rtf";
            if (obj.ShowDialog() == System.Windows.Forms.DialogResult.OK)
            { richTextBox1.SaveFile(obj.FileName, RichTextBoxStreamType.RichText); }
        }


    }
}
```

Add an additional button named 'Save' which will again save the text in the richTextbox as Microsoft Word file.



Exercise 3

Write a program that implements the functionality of the following design illusterated below



'Open' and 'Save' will be the same as you did in the previous tasks. The purpose of 'font' and 'Color' dialoges will change the font and colour of the text which you will select in the richTextbox.

Exercise 4 :

Write a program in console application that implements the simple calculator using '**Class Library'**.

Class Library description :

An 'Add' method that returns the addtion of two number.
An 'Subtarct' method that returns the subtraction of two numbers.
An 'Multiple' method that returns the multiplication of the two numbers and vice versa.

When you have done with that build that class library and save it.

Now, make other project that Include this class library using Add References and call its different methods and show the result on the console.

Implement the given exercises and get them checked by your instructor. If you are unable to complete the tasks in the lab session, deposit this journal alongwith your programs (printed or handwritten) before the start of the next lab session.

Library :

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace yoooo
```

```
{
    public class Calculator
    {
       public int add(int a, int b)
        { return a + b; }
        public int sub(int a, int b)

        { return a - b; }
        public int mul(int a,int b)
        { return a * b; }
       public int div(int a,int b)
        {
            if (b == 0) { return -1; }
            else
            { return a / b; }
        }
    }
}
```

Program :

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using yoooo;
namespace ConsoleApplication4
{
    class Program
    {
        static void Main(string[] args)
        {
            int result;
            Calculator obj = new Calculator();
            int a = int.Parse(Console.ReadLine());
            int b = int.Parse(Console.ReadLine());
            result=obj.add(a, b);
            Console.WriteLine(result);
            result = obj.sub(a, b);
            Console.WriteLine(result);
            result = obj.mul(a, b);
            Console.WriteLine(result);
            result = obj.div(a, b);
            if (result==-1)
            { Console.WriteLine("B must be greater than 0"); }
            else{
                Console.WriteLine(result); }
            Console.ReadLine();



        }
    }
}
```

S No.	Exercise	Checked By:
1.	Exercise 1	
2.	Exercise 2	
3.	Exercise 3	

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