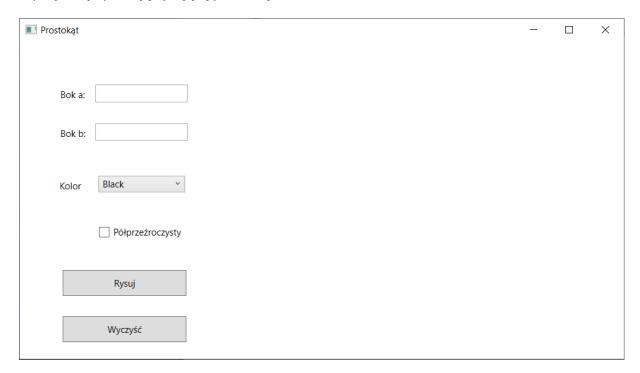
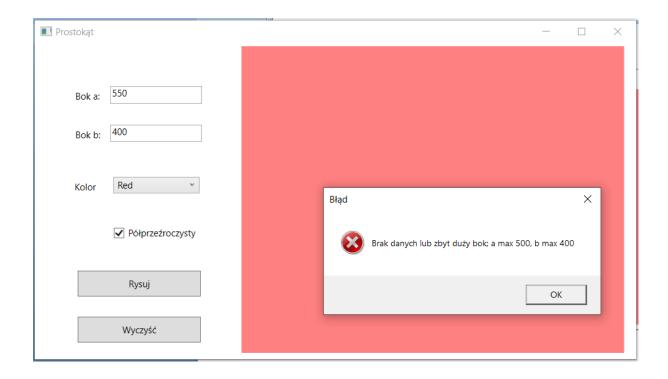
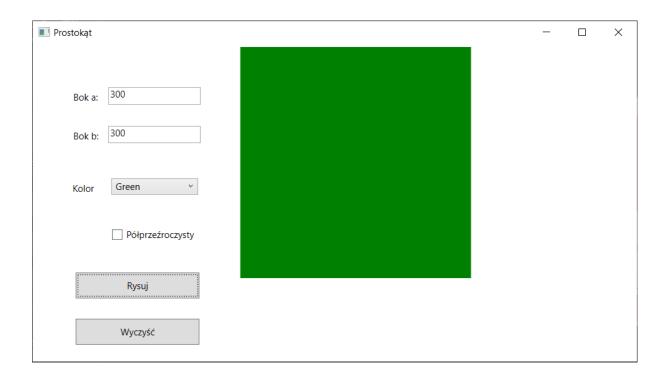
WPF - Prostokąt

Zaprojektuj aplikację rysującą prostokąt









```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Data;
using System.Windows.Documents;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;
using System.Windows.Navigation;
using System.Windows.Shapes;
namespace Prostokat
    /// <summary>
    /// Logika interakcji dla klasy MainWindow.xaml
    /// </summary>
    public partial class MainWindow : Window
        public MainWindow()
            InitializeComponent();
        }
        private void BtnRysuj_Click(object sender, RoutedEventArgs e)
            double bokA, bokB;
            if(double.TryParse(txtA.Text, out bokA) && double.TryParse(txtB.Text, out
bokB) && bokA<=500 && bokB<=400)
            {
                rectangle1.Width = bokA;
                rectangle1.Height = bokB;
                BrushConverter brushConverter = new BrushConverter();
                SolidColorBrush kolor =
(SolidColorBrush)brushConverter.ConvertFromString(cmbKolory.Text);
                rectangle1.Stroke = kolor;
                rectangle1.Fill = kolor;
                rectangle1.Opacity = (cbPrzezroczysty.IsChecked.Value) ? 0.5 : 1;
            }
            else
                MessageBox.Show("Brak danych lub zbyt duży bok; a max 500, b max 400",
"Błąd", MessageBoxButton.OK, MessageBoxImage.Error);
        }
        private void BtnWyczysc_Click(object sender, RoutedEventArgs e)
            txtA.Text = string.Empty;
            txtB.Text = string.Empty;
            rectangle1.0pacity = 1;
            cmbKolory.SelectedIndex = 0;
            cbPrzezroczysty.IsChecked = false;
            rectangle1.Width = 0;
            rectangle1.Height = 0;
        }
    }
}
```