

## Kolekcja List



### MainWindow.xaml

```
<Window x:Class="KolekcjaList.MainWindow"
        xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
        xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
        xmlns:local="clr-namespace:KolekcjaList"
        mc:Ignorable="d"
        Title="Kolekcja List" Height="450" Width="800" ResizeMode="NoResize">
    <Grid>
        <Menu>
            <MenuItem Header="_Obiekt List">
                <MenuItem x:Name="MenuItemLosuj" Header="Losuj element listy"
Click="MenuItemLosuj_Click"/>
                <MenuItem x:Name="MenuItemDrukuj" Header="Drukuj listę"
Click="MenuItemDrukuj_Click"/>
                <MenuItem x:Name="MenuItemIle" Header="Ilość elementów"
Click="MenuItemIle_Click"/>
                <MenuItem x:Name="MenuItemUsun" Header="Usuń element z listy"
Click="MenuItemUsun_Click"/>
                <MenuItem x:Name="MenuItemDodaj" Header="Dodaj nowy element"
Click="MenuItemDodaj_Click"/>
                <MenuItem x:Name="MenuItemUsunWszystkie" Header="Usuń wszystkie
elementy" Click="MenuItemUsunWszystkie_Click"/>
                <Separator/>
                <MenuItem x:Name="MenuItemZakoncz" Header="_Zakończ"
Click="MenuItemZakoncz_Click"/>
            </MenuItem>
        </Menu>
        <ListBox x:Name="WydrukListBox" HorizontalAlignment="Left" Height="322"
Margin="530,46,0,0" VerticalAlignment="Top" Width="210"/>
    </Grid>
</Window>
```

**MainWindow.xaml.cs**

```
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 KolekcjaList
{
    /// <summary>
    /// Logika interakcji dla klasy MainWindow.xaml
    /// </summary>
    public partial class MainWindow : Window
    {
        List<int> lista = new List<int>();
        Random rand = new Random();

        public MainWindow()
        {
            InitializeComponent();
        }

        private void MenuItemLosuj_Click(object sender, RoutedEventArgs e)
        {
            lista.Add(rand.Next(100));
        }

        private void MenuItemDrukuj_Click(object sender, RoutedEventArgs e)
        {
            WydrukListBox.Items.Clear();

            foreach (int elem in lista)
            {
                WydrukListBox.Items.Add(elem);
            }
        }

        private void MenuItemIle_Click(object sender, RoutedEventArgs e)
        {
            MessageBox.Show("Obiekt List zawiera " + lista.Count + " elementów.",
"Komunikat", MessageBoxButton.OK, MessageBoxImage.Information);
        }

        private void MenuItemUsun_Click(object sender, RoutedEventArgs e)
        {
            Window1 okienko = new Window1();
            okienko.ShowDialog();
        }
    }
}
```

```
        int x = int.Parse(okienko.IndexTextBox.Text);
        lista.RemoveAt(x);
    }

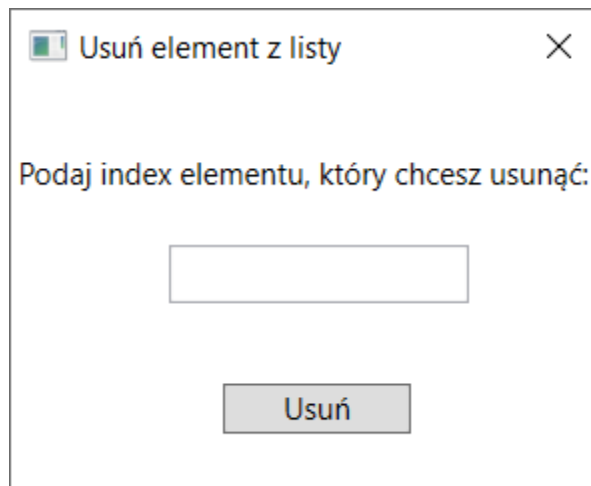
    private void MenuItemDodaj_Click(object sender, RoutedEventArgs e)
    {
        Window2 okienko2 = new Window2();
        okienko2.ShowDialog();

        int elem = int.Parse(okienko2.txtElement.Text);
        int index = int.Parse(okienko2.txtIndex.Text);

        lista.Insert(index, elem);
    }

    private void MenuItemUsunWszystkie_Click(object sender, RoutedEventArgs e)
    {
        lista.Clear();
    }

    private void MenuItemZakoncza_Click(object sender, RoutedEventArgs e)
    {
        Close();
    }
}
```



### Window1.xaml

```
<Window x:Class="KolekcjaList.Window1"
        xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
        xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
        xmlns:local="clr-namespace:KolekcjaList"
        mc:Ignorable="d"
        Title="Usuń element z listy" Height="200" Width="250" ResizeMode="NoResize">
```

```
<Grid>
    <Label Content="Podaj index elementu, który chcesz usunąć:"
HorizontalAlignment="Left" Margin="-2,22,0,0" VerticalAlignment="Top"/>
    <TextBox x:Name="IndexTextBox" HorizontalAlignment="Left" Height="23"
Margin="63,64,0,0" TextWrapping="Wrap" VerticalAlignment="Top" Width="120"/>
    <Button x:Name="BtnUsun" Content="Usuń" HorizontalAlignment="Left"
Margin="85,119,0,0" VerticalAlignment="Top" Width="75" Click="BtnUsun_Click"/>

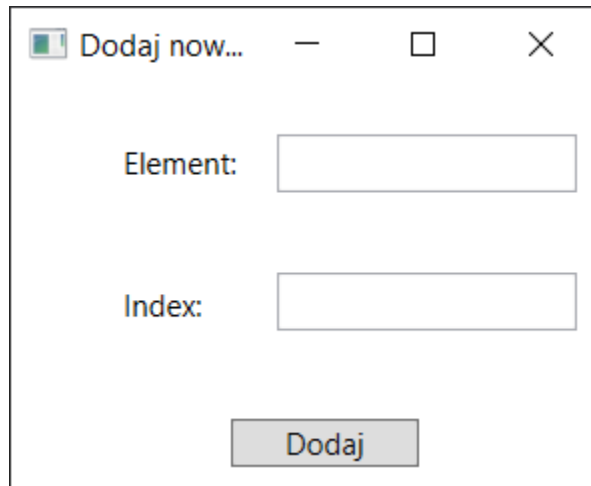
</Grid>
</Window>
```

### Window1.xaml.cs

```
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.Shapes;

namespace KolekcjaList
{
    /// <summary>
    /// Logika interakcji dla klasy Window1.xaml
    /// </summary>
    public partial class Window1 : Window
    {
        public Window1()
        {
            InitializeComponent();
        }

        private void BtnUsun_Click(object sender, RoutedEventArgs e)
        {
            Close();
        }
    }
}
```



### Window2.xaml

```
<Window x:Class="KolekcjaList.Window2"
        xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
        xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
        xmlns:local="clr-namespace:KolekcjaList"
        mc:Ignorable="d"
        Title="Dodaj nowy element" Height="200" Width="250">
    <Grid>
        <Button x:Name="BtnDodaj" Content="Dodaj" HorizontalAlignment="Left"
Margin="88,134,0,0" VerticalAlignment="Top" Width="75" Click="BtnDodaj_Click"/>
        <Label Content="Element:" HorizontalAlignment="Left" Margin="40,19,0,0"
VerticalAlignment="Top"/>
        <Label Content="Index:" HorizontalAlignment="Left" Margin="40,76,0,0"
VerticalAlignment="Top"/>
        <TextBox x:Name="txtElement" HorizontalAlignment="Left" Height="23"
Margin="106,21,0,0" TextWrapping="Wrap" VerticalAlignment="Top" Width="120"/>
        <TextBox x:Name="txtIndex" HorizontalAlignment="Left" Height="23"
Margin="106,76,0,0" TextWrapping="Wrap" VerticalAlignment="Top" Width="120"/>
    </Grid>
</Window>
```

### Window2.xaml.cs

```
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.Shapes;
```

```
namespace KolekcjaList
{
    /// <summary>
    /// Logika interakcji dla klasy Window2.xaml
    /// </summary>
    public partial class Window2 : Window
    {
        public Window2()
        {
            InitializeComponent();
        }

        private void BtnDodaj_Click(object sender, RoutedEventArgs e)
        {
            Close();
        }
    }
}
```