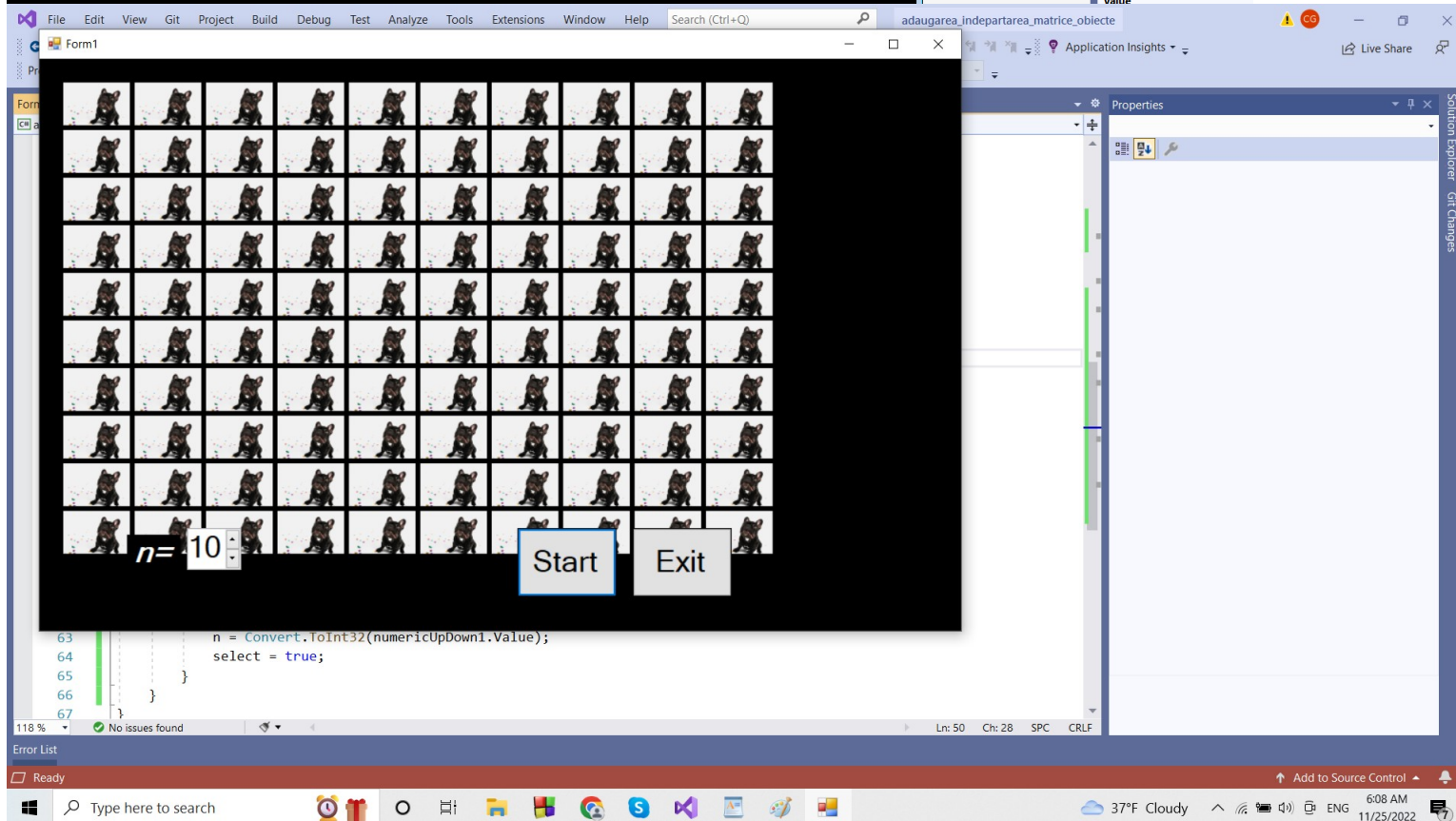


*Matrice de pictureBox-uri***Alegerea dimensiunii matricei de la un control de tipul  
NumericUpDown**

In functie de valoarea aleasa de la Controlul NumericUpDown va fi afisata o matrice de dimensiunea nxn de PictureBox-uri pe suprafata formularului.



```

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 adaugarea_indepartarea_matrice_obiecte
{
    public partial class Form1 : Form
    {
        PictureBox[,] pb = new PictureBox[11, 11];
        bool start = false, select=false;
        int n=0, nc=0;
        public Form1()
        {
            InitializeComponent();
        }

        private void button2_Click(object sender, EventArgs e)
        {
            Application.Exit();
        }

        private void remove()
        {
            if (start == true)
                for (int i = 0; i < nc; i++)
                    for (int j = 0; j < nc; j++)
                        Controls.Remove(pb[i, j]);
        }

        private void add()
        {
            for (int i = 0; i < n; i++)
                for (int j = 0; j < n; j++)
                {
                    pb[i, j] = new PictureBox();
                    pb[i, j].Location = new Point(25 + i * 75, 25 + j * 50);
                    pb[i, j].Width = 70;
                    pb[i, j].Height = 45;
                    pb[i, j].Image = Image.FromFile("1.jpg");
                    pb[i, j].SizeMode = PictureBoxSizeMode.StretchImage;
                    Controls.Add(pb[i, j]);
                }
        }
    }
}
```



```
        select = false;
    }
    private void button1_Click(object sender, EventArgs e)
    {
        if (start == true)
            remove();
        if(select==true) add();
        start = true;
    }

    private void numericUpDown1_ValueChanged(object sender, EventArgs e)
    {
        nc = n;
        n = Convert.ToInt32(numericUpDown1.Value);
        select = true;
    }
}
}
```