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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 WindowsFormsApplication1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button2_Click(object sender, EventArgs e)
        {
            if (listBox1.SelectedIndex != -1)
            {
                listBox1.Items.RemoveAt(listBox1.SelectedIndex);
            }
        }

        private void button1_Click(object sender, EventArgs e)
        {
            if (comboBox1.Text==" " || textBox1.Text == " ")
            {
                //      MessageBox.Show("便當種類未選取或數量未輸入!", "提醒", MessageBoxButtons.OK, MessageBoxIcon.Warning);
                if (comboBox1.Text== " ")
                {
                    MessageBox.Show("便當種類未選取!", "提醒", MessageBoxButtons.OK, MessageBoxIcon.Warning);
                }
                else
            }
        }
    }
}

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        {
            MessageBox.Show("便當數量未輸入！", "提醒", MessageBoxButtons.OK, MessageBoxIcon.Warning);
        }
    }
    else
    {
        listBox1.Items.Add(comboBox1.Text + " " + textBox1.Text + "個");
    }
}

private void Form1_Load(object sender, EventArgs e)
{
    comboBox1.DropDownStyle = ComboBoxStyle.DropDownList;
}

private void textBox1_KeyPress(object sender, KeyPressEventArgs e)
{
    // if ((int)e.KeyChar < 48 || (int)e.KeyChar > 57)
    //     if ( ((int)e.KeyChar < 48 || (int)e.KeyChar > 57) && (int)e.KeyChar != 8 )
    //     {
    //         e.Handled = true;
    //     }
}

private void button3_Click(object sender, EventArgs e)
{
    for (int i = 0; i < listBox1.Items.Count; i++)
    {
        if (listBox1.Items[i].ToString().Substring(0, 3) == comboBox1.Text)
        {
            listBox1.Items.RemoveAt(i);
            i = -1;
        }
    }
}

private void button4_Click(object sender, EventArgs e)

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{
    int total=Int32.Parse(textBox1.Text);

    for (int i=0; i< total; i++)
    {
        MessageBox.Show("按了"+i.ToString()+"次，還有"+ (total-i).ToString() +"次", "加油", MessageBoxButtons.OK,
        MessageBoxIcon.Information);
    }

    DialogResult result=MessageBox.Show("好玩嗎？", "詢問", MessageBoxButtons.YesNo, MessageBoxIcon.Question);

    if (result==DialogResult.Yes)
    {
        MessageBox.Show("謝謝光臨!", "加油", MessageBoxButtons.OK, MessageBoxIcon.Information);
    }
    else
    {
        MessageBox.Show("再賞你 100 個!", "加油", MessageBoxButtons.OK, MessageBoxIcon.Stop);
        for (int i = 0; i < 100; i++)
        {
            MessageBox.Show("按了" + i.ToString() + "次，還有" + (100 - i).ToString() + "次", "加油",
            MessageBoxButtons.OK, MessageBoxIcon.Information);
        }
    }
}

}
```