

Örnek-2: Dizi Fonksiyonlar

The screenshot shows a Windows Forms application in Design view. The form has a title bar with 'Form1.cs' and 'Form1.cs [Design]'. The form itself is titled 'Form1'. It contains a text box labeled 'ELEMAN SAYISI :', a 'DİZİ OLUŞTUR' button, three list boxes labeled 'listBox1', 'listBox2', and 'listBox3', and several other buttons: 'LİSTELE', 'SIRALI LİSTE', 'SIRALI TERS LİSTELE', 'TOPLAM', 'ORTALAMA', 'EN BÜYÜK', 'EN KÜÇÜK', 'POZİTİF ADET', 'NEGATİF ADET', 'TEK ADET', and 'ÇİFT ADET'.

```
11  namespace dizi_fonksiyonlar
12  {
13      3 references
14      public partial class Form1 : Form
15      {
16          int[] sayilar;
17          1 reference
18          public Form1()
19          {
20              InitializeComponent();
21          }
22          1 reference
23          private void btn_olustur_Click(object sender, EventArgs e)
24          {
25              int eleman_sayisi=Convert.ToInt32(textBox1.Text);
26              Random rnd=new Random();
27              sayilar = new int[eleman_sayisi];
28              for (int i = 0; i < sayilar.Length; i++)
29              {
30                  sayilar[i]=rnd.Next(-1000,1000);
31              }
32          }
33      }
34  }
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32 1 reference
33 private void btn_listele_Click(object sender, EventArgs e)
34 {
35     for (int i = 0; i < sayilar.Length; i++)
36     {
37         listBox1.Items.Add(sayilar[i]);
38     }
39 }

40 1 reference
41 private void button1_Click(object sender, EventArgs e)
42 { //siralama
43     Array.Sort(sayilar);
44     for (int i = 0; i < sayilar.Length; i++)
45     {
46         listBox2.Items.Add(sayilar[i]);
47     }
48 }

49 1 reference
50 private void btn_tersine_Click(object sender, EventArgs e)
51 {
52     Array.Reverse(sayilar);
53     for (int i = 0; i < sayilar.Length; i++)
54     {
55         listBox3.Items.Add(sayilar[i]);
56     }
57 }

64 1 reference
65 private void btn_toplam_Click(object sender, EventArgs e)
66 {
67     int toplam = sayilar.Sum();
68     lbl_toplam.Text=toplam.ToString();
69 }

70 1 reference
71 private void btn_ortalama_Click(object sender, EventArgs e)
72 {
73     double ortalama = sayilar.Average();
74     lbl_ortalama.Text = ortalama.ToString();
75 }

76 1 reference
77 private void btn_enb_Click(object sender, EventArgs e)
78 {
79     int enb=sayilar.Max();
80     lbl_enb.Text = enb.ToString();

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82	↓	1 reference	<code>private void btn_enk_Click(object sender, EventArgs e)</code>
83	↓		{
84	↓		<code>int enk=sayilar.Min();</code>
85	↓		<code>lbl_enk.Text = enk.ToString();</code>
86	↓		}
88	↓	1 reference	<code>private void btn_pozitif_Click(object sender, EventArgs e)</code>
89	↓		{
90	↓		<code>int pozitif_adet = 0;</code>
91	↓		<code>for (int i = 0; sayilar.Length > i; i++)</code>
92	↓		{
93	↓		<code>if (sayilar[i] >=0)</code>
94	↓		<code>pozitif_adet++;</code>
95	↓		}
96	↓		<code>lbl_pozitif.Text=pozitif_adet.ToString();</code>
97	↓		}
99	↓	1 reference	<code>private void btn_negatif_Click(object sender, EventArgs e)</code>
100	↓		{
101	↓		<code>int negatif_adet = 0;</code>
102	↓		<code>for (int i = 0; sayilar.Length > i; i++)</code>
103	↓		{
104	↓		<code>if (sayilar[i] < 0)</code>
105	↓		<code>negatif_adet++;</code>
106	↓		}
107	↓		<code>lbl_negatif.Text = negatif_adet.ToString();</code>
108	↓		}
110	↓	1 reference	<code>private void btn_tek_Click(object sender, EventArgs e)</code>
111	↓		{
112	↓		<code>int tek_adet = 0;</code>
113	↓		<code>for (int i = 0; sayilar.Length > i; i++)</code>
114	↓		{
115	↓		<code>if (sayilar[i] %2!= 0)</code>
116	↓		<code>tek_adet++;</code>
117	↓		}
118	↓		<code>lbl_tek.Text = tek_adet.ToString();</code>
119	↓		}

121	↓		1 reference
122	↓		<code>private void btn_cift_Click(object sender, EventArgs e)</code>
123	↓		{
124	↓		<code>int cift_adet = 0;</code>
125	↓		<code>for (int i = 0; sayilar.Length > i; i++)</code>
126	↓		{
127	↓		<code>if (sayilar[i] % 2 == 0)</code>
128	↓		<code>cift_adet++;</code>
129	↓		}
130	↓		<code>lbl_cift.Text = cift_adet.ToString();</code>
131	↓	}	}
132	↓	}	}
133	↓		