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 WorkingWith1D\_ArrayNurbai

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

int[] myArray = new int[10];

private void button1\_Click(object sender, EventArgs e)

{

listBox1.Items.Clear();

Random number = new Random();

for (int i = 0; i < myArray.Length; i++)

{

myArray[i] = number.Next(10, 30);

listBox1.Items.Add(myArray[i].ToString());

}

}

private void button2\_Click(object sender, EventArgs e)

{

foreach (int item in myArray)

if (item % 2 == 0)

listBox2.Items.Add((item + 5).ToString());

else

listBox2.Items.Add(item.ToString());

}

private void multiplyButton\_Click(object sender, EventArgs e)

{

foreach (int item in myArray)

listBox3.Items.Add((item \* 2).ToString());

}

private void subtractButton\_Click(object sender, EventArgs e)

{

foreach (int item in myArray)

listBox4.Items.Add((item - 10).ToString());

}

private void buttonClear\_Click(object sender, EventArgs e)

{

listBox1.Items.Clear();

listBox2.Items.Clear();

listBox3.Items.Clear();

listBox4.Items.Clear();

}

}

}

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