

```
25 {
26     if (amount2ConvertFeet.Text.Length < 1 & amount2ConvertInches
27     {
28         Toast.MakeText(this, "Please enter a Height in Feet and
29         result.Text = "";
30         return;
31     }
32     else if (amount2ConvertFeet.Text.Length < 1)
33     {
34         amount2ConvertFeet.Text = "0";
35     }
36     else if (amount2ConvertInches.Text.Length < 1)
37     {
38         amount2ConvertInches.Text = "0";
39     }
40 }
41 else if (Convert.ToDouble(amount2ConvertInches.Text) > 11)
42 {
43     Toast.MakeText(this, "Please enter an Inches amount below 12
44     result.Text = "";
45     return;
46 }
47 var heightInches = Convert.ToDouble(amount2ConvertFeet.Text)
48 var heightMeters = heightInches * 0.0254;
49 result.Text = heightMeters + " Meters";
50
51 };
52
53
54
55
56 }
```

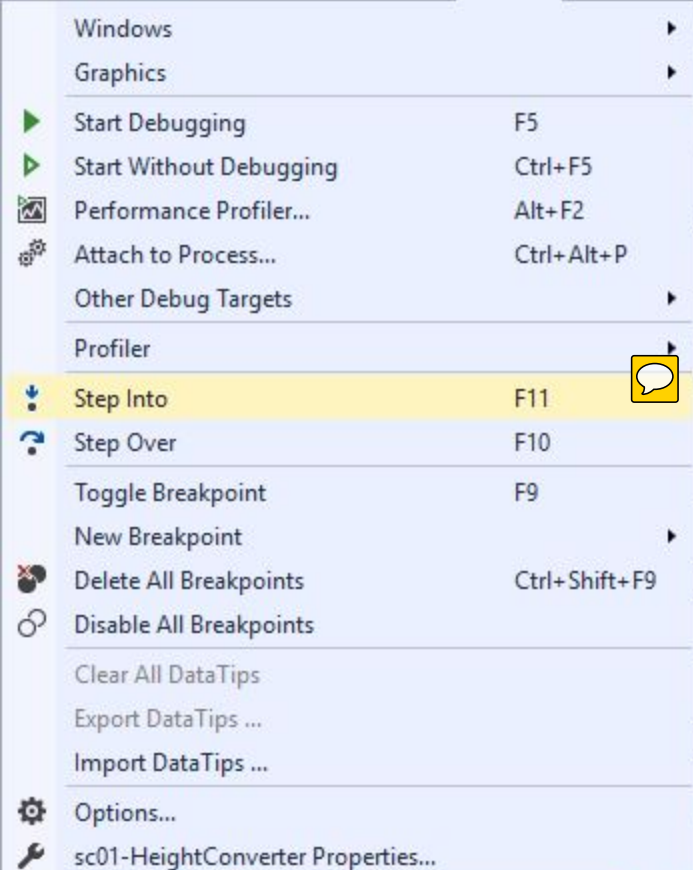
sc01_HeightConverter

Enter Height in Feet and Inches to calculate
Meters:

Ft

in

CONVERT



sc01_HeightConverter.MainActivity

OnCreate(Bundle savedInstanceState)

```
amount2ConvertFeet.Text.Length < 1 & amount2ConvertInches.Text.Length < 1)
```

```
Toast.MakeText(this, "Please enter a Height in Feet and Inches above", ToastLength.Short).Show();
```

```
result.Text = "";
```

```
return;
```

```
if (amount2ConvertFeet.Text.Length < 1)
```

```
{  
    amount2ConvertFeet.Text = "0";  
}
```

```
if (amount2ConvertInches.Text.Length < 1)
```

```
{  
    amount2ConvertInches.Text = "0";  
}
```

```
(Convert.ToDouble(amount2ConvertInches.Text) > 11)
```

```
Toast.MakeText(this, "Please enter an Inches amount below 12", ToastLength.Short).Show();
```

```
result.Text = "";
```

```
return;
```

```
}
```

```
var heightInches = Convert.ToDouble(amount2ConvertFeet.Text) * 12 + Convert.ToDouble(amount2ConvertInches.Text);
```

```
var heightMeters = heightInches * 0.0254;
```

```
result.Text = heightMeters + " Meters";
```

```
};
```

```
}
```

```
}
```

sc01-HeightConverter (Debugging) - Microsoft Visual Studio

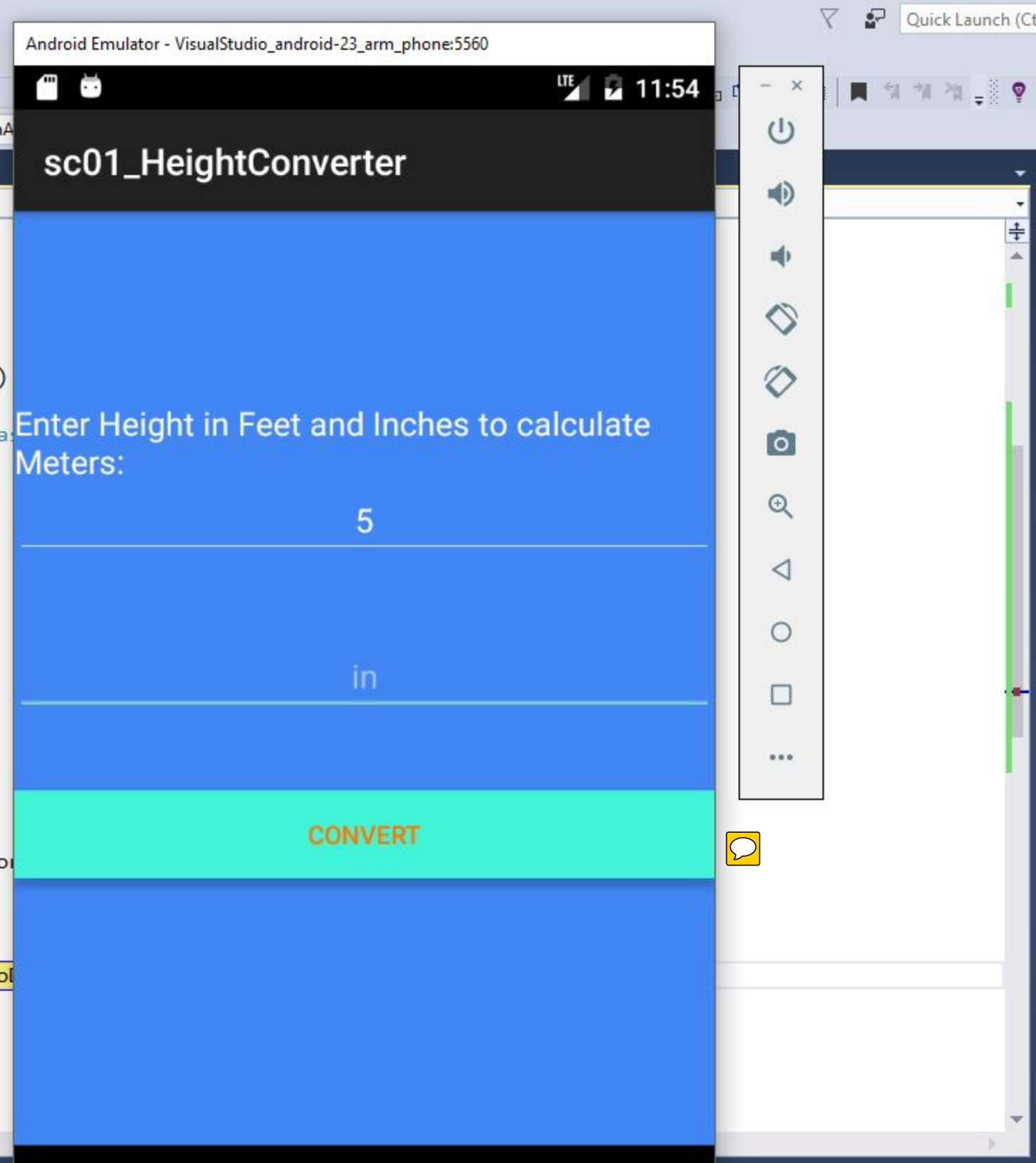
File Edit View Project Build Debug Team Tools Test Analyze Window Help

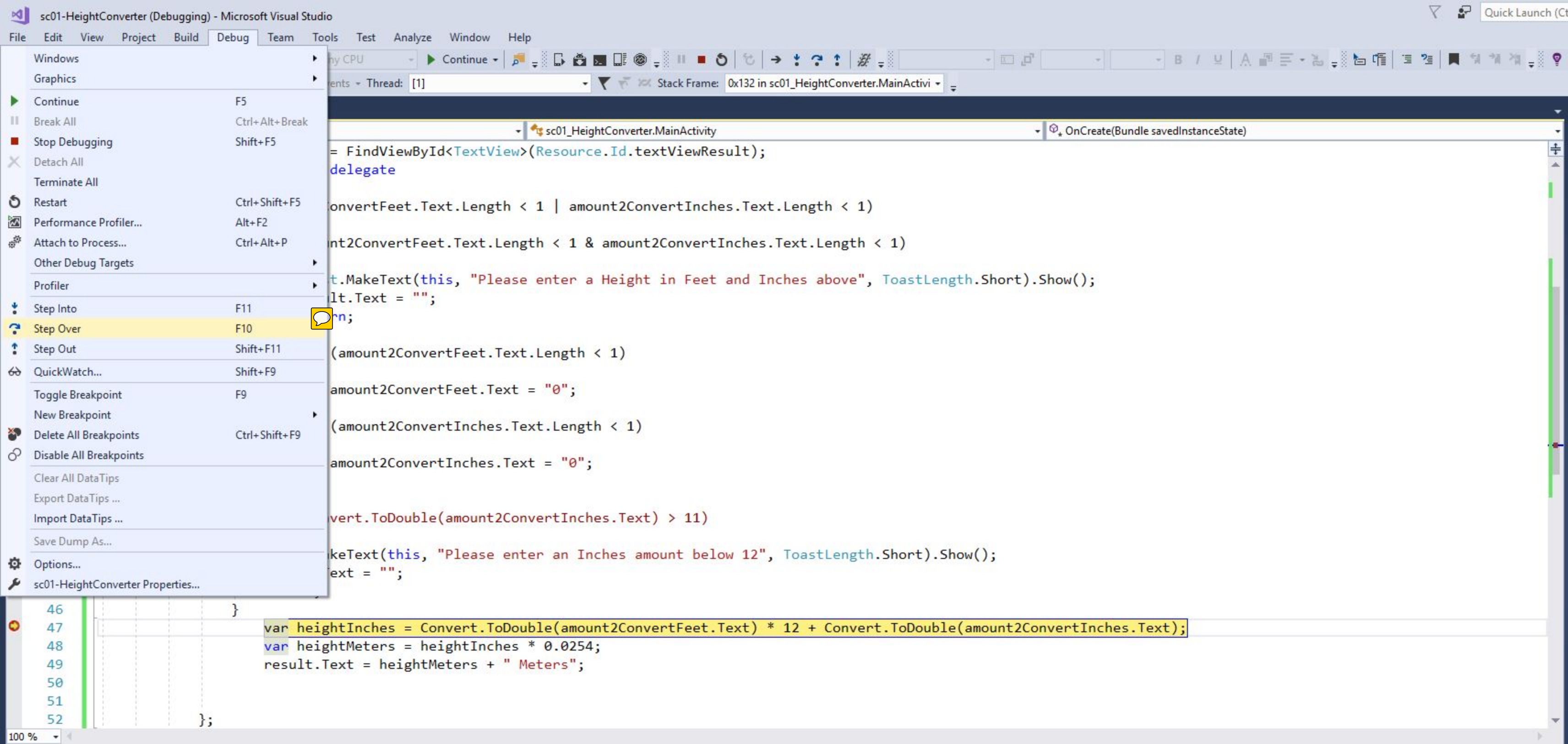
Process: [N/A] Mono Lifecycle Events Thread: [1] Stack Frame: 0x132 in sc01_HeightConverter.MainActivity

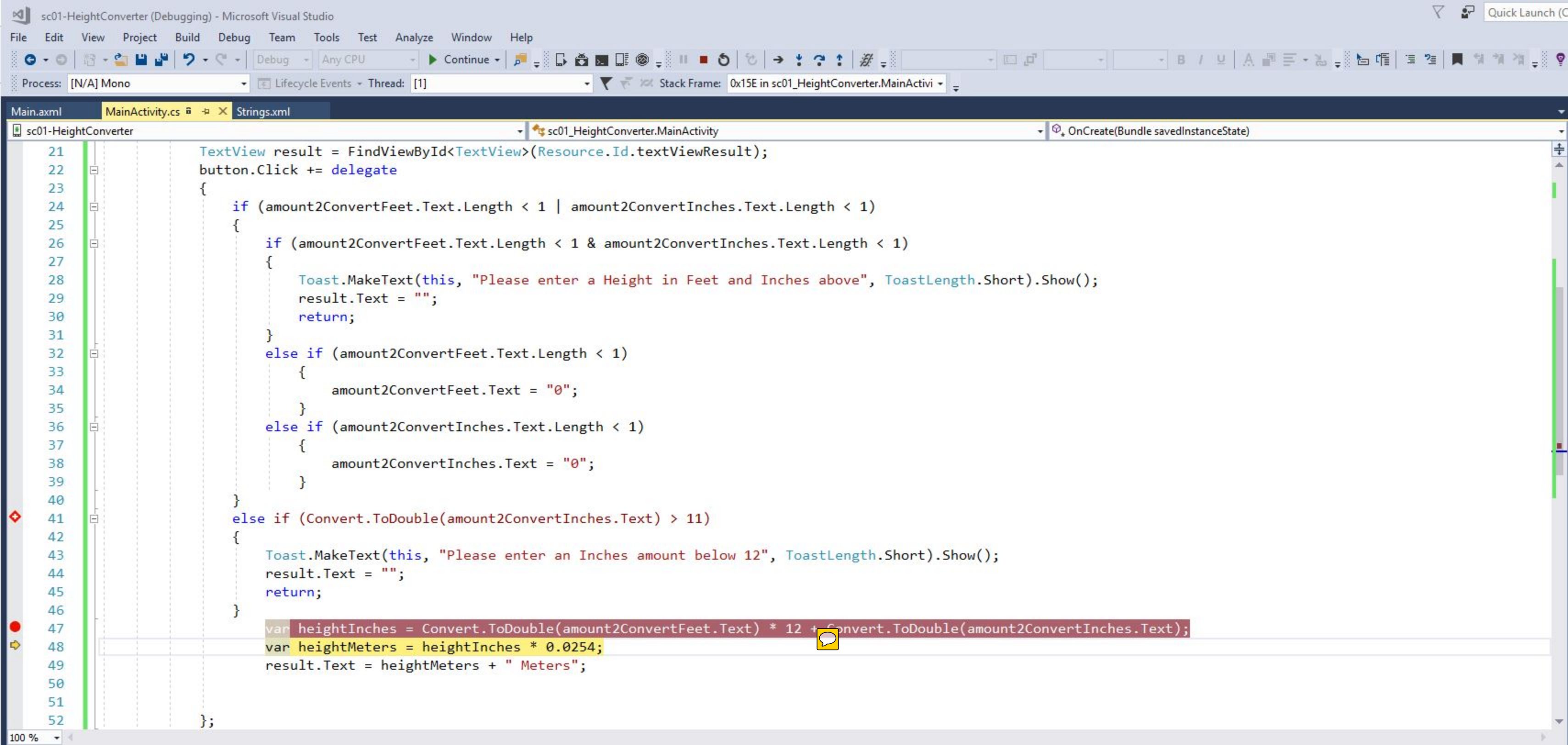
Main.xml MainActivity.cs Strings.xml

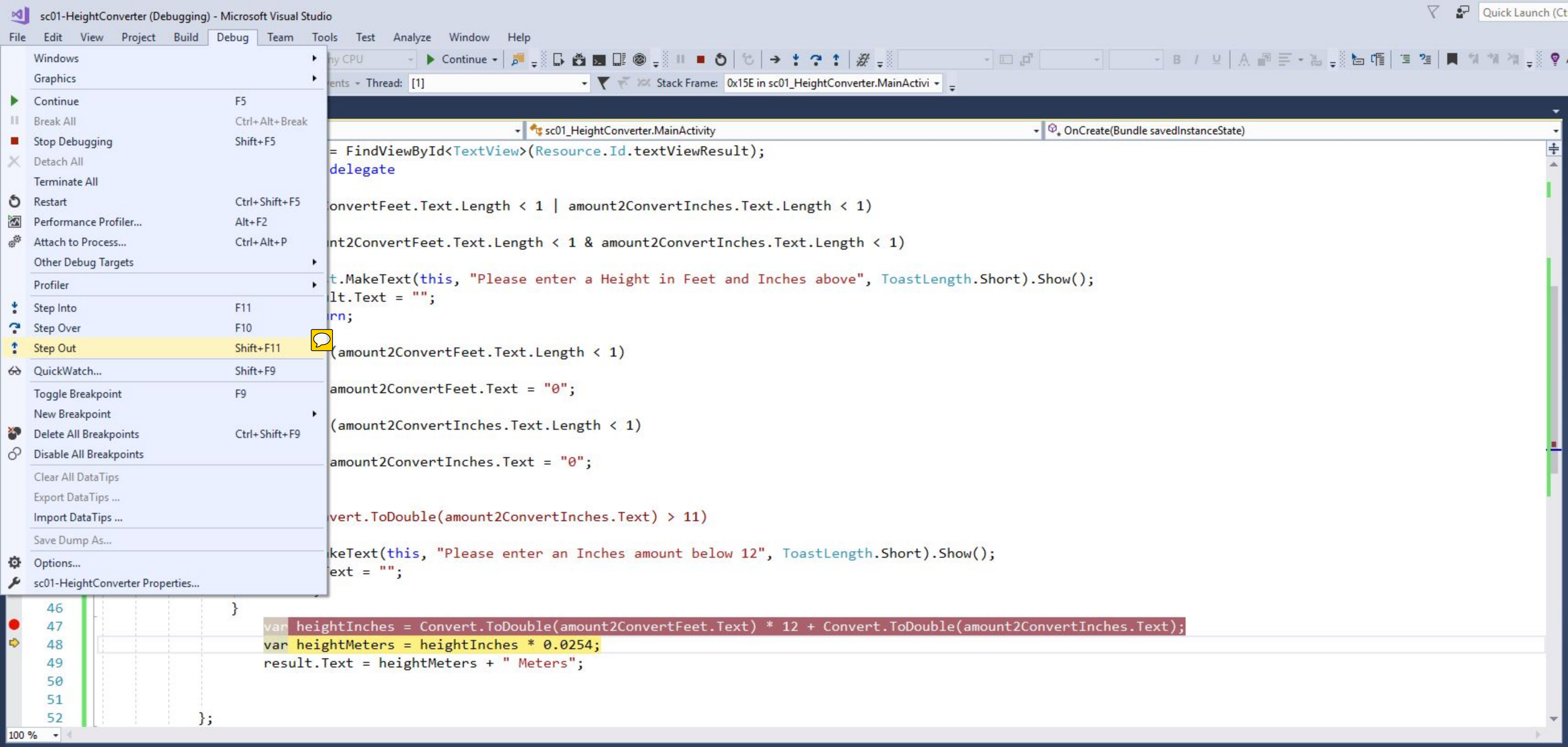
sc01-HeightConverter

```
21 TextView result = FindViewById<TextView>(Resource.Id.textViewResult);
22 button.Click += delegate
23 {
24     if (amount2ConvertFeet.Text.Length < 1 | amount2ConvertInches.Text.Length < 1)
25     {
26         if (amount2ConvertFeet.Text.Length < 1 & amount2ConvertInches.Text.Length < 1)
27         {
28             Toast.MakeText(this, "Please enter a Height in Feet and Inches above", ToastLength.Short);
29             result.Text = "";
30             return;
31         }
32         else if (amount2ConvertFeet.Text.Length < 1)
33         {
34             amount2ConvertFeet.Text = "0";
35         }
36         else if (amount2ConvertInches.Text.Length < 1)
37         {
38             amount2ConvertInches.Text = "0";
39         }
40     }
41     else if (Convert.ToDouble(amount2ConvertInches.Text) > 11)
42     {
43         Toast.MakeText(this, "Please enter an Inches amount below 12", ToastLength.Short);
44         result.Text = "";
45         return;
46     }
47     var heightInches = Convert.ToDouble(amount2ConvertFeet.Text) * 12 + Convert.ToDouble(amount2ConvertInches.Text);
48     var heightMeters = heightInches * 0.0254;
49     result.Text = heightMeters + " Meters";
50 }
51
52
```









sc01-HeightConverter (Running) - Microsoft Visual Studio

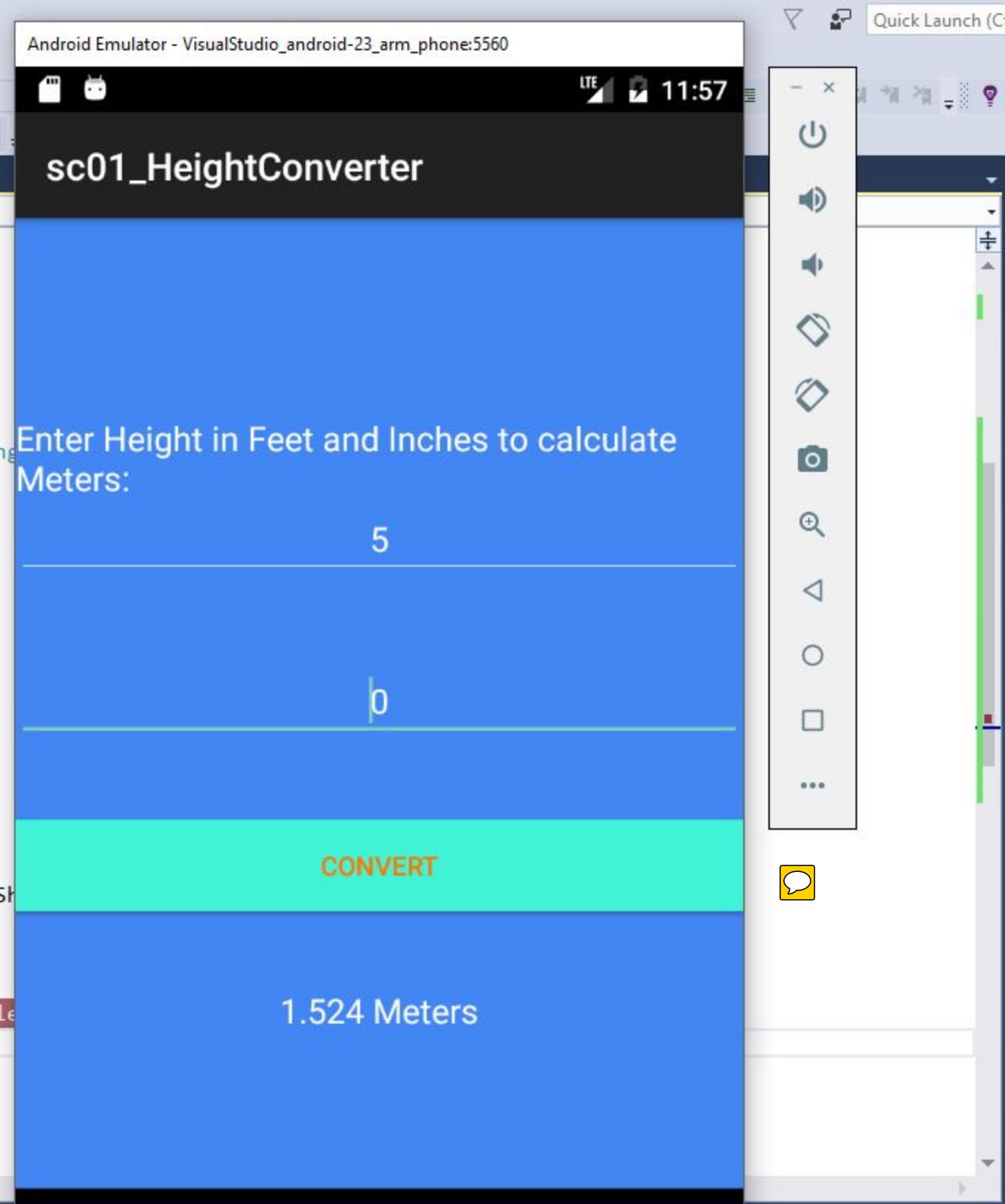
File Edit View Project Build Debug Team Tools Test Analyze Window Help

Process: [N/A] Mono Debug Any CPU Continue


Main.xml MainActivity.cs Strings.xml

sc01-HeightConverter sc01_HeightConverter.MainActivity

```
21 TextView result = FindViewById<TextView>(Resource.Id.textViewResult);
22 button.Click += delegate
23 {
24     if (amount2ConvertFeet.Text.Length < 1 | amount2ConvertInches.Text.Length < 1)
25     {
26         if (amount2ConvertFeet.Text.Length < 1 & amount2ConvertInches.Text.Length < 1)
27         {
28             Toast.MakeText(this, "Please enter a Height in Feet and Inches above", ToastLength.Short);
29             result.Text = "";
30             return;
31         }
32         else if (amount2ConvertFeet.Text.Length < 1)
33         {
34             amount2ConvertFeet.Text = "0";
35         }
36         else if (amount2ConvertInches.Text.Length < 1)
37         {
38             amount2ConvertInches.Text = "0";
39         }
40     }
41     else if (Convert.ToDouble(amount2ConvertInches.Text) > 11)
42     {
43         Toast.MakeText(this, "Please enter an Inches amount below 12", ToastLength.Short).Show();
44         result.Text = "";
45         return;
46     }
47     var heightInches = Convert.ToDouble(amount2ConvertFeet.Text) * 12 + Convert.ToDouble(amount2ConvertInches.Text);
48     var heightMeters = heightInches * 0.0254;
49     result.Text = heightMeters + " Meters";
50 }
51
52
```



Select C:\Windows\System32\cmd.exe

1 or all, adb, sockets, packets, rwx, usb, sync, sysdeps, transport, jdwp
ANDROID_SERIAL - The serial number to connect to. -s takes priority over s if given.
ANDROID_LOG_TAGS - When used with the logcat option, only these debug tags are printed.

```
D:\Program Files (x86)\Microsoft Visual Studio\2017\Community\Common7\IDE>adb logcat -e  
- waiting for device -  
error: more than one device/emulator
```

```
D:\Program Files (x86)\Microsoft Visual Studio\2017\Community\Common7\IDE>adb devices  
List of devices attached  
emulator-5560    device  
emulator-5554    offline
```

```
D:\Program Files (x86)\Microsoft Visual Studio\2017\Community\Common7\IDE>adb -s emulator-5554 emu kill  
error: could not connect to TCP port 5554: cannot connect to 127.0.0.1:5554: No connection could be made because the target machine actively refused it. (10061)
```

```
D:\Program Files (x86)\Microsoft Visual Studio\2017\Community\Common7\IDE>adb devices  
List of devices attached  
emulator-5560    device  
emulator-5554    offline
```

```
D:\Program Files (x86)\Microsoft Visual Studio\2017\Community\Common7\IDE>adb logcat -e  
- waiting for device -  
error: more than one device/emulator
```

```
D:\Program Files (x86)\Microsoft Visual Studio\2017\Community\Common7\IDE>_
```