@page "/0301IfBranch"

<**PageTitle**>Homework</**PageTitle**>

<h1>hewu xie </h1>

<p>

You can try to enter integers, real numbers and texts that are not numbers at all.

</p>

<table>

<tr>

<td>First argument:</td>

<td><input style="text-align:right" @bind="x"/></td>

</tr>

<tr>

<td>Second argument:</td>

<td><input style="text-align:right" @bind="y"/></td>

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<tr>

<td>Third argument:</td>

<td><input style="text-align:right" @bind="z"/></td>

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<tr>

<td>Fourth argument:</td>

<td><input style="text-align:right" @bind="w"/></td>

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<tr>

<td>Fifth argument:</td>

<td><input style="text-align:right" @bind="t" /></td>

</tr>

<tr>

<td style="text-align:center" colspan="2">

<button @onclick="Average"> Average</button> &nbsp;

<button @onclick="less">less amount</button> &nbsp;

<button @onclick="Bigger"> Bigger amount</button> &nbsp;

<button @onclick="Positive "> Positive amount</button> &nbsp;

<button @onclick="Negative "> Negative amount</button> &nbsp;

<button @onclick="MostNearAvg "> MostNearAvg</button> &nbsp;

</td>

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<tr>

<td>Result:</td>

<td><input style="text-align:right" @bind="result"/></td>

</tr>

</table>

<br/>

@code {

private double x=0;

private double y=-2.3;

private double z = 2.3;

private double w = 3;

private double t = 4;

private double result;

private void Average()

{

System.Console.WriteLine("x: " + x + " y: " + y + " z: " + z + " w: " + w + " t: " + t);

double Average = (x + y + z + w + t)/5;

result = Average;

System.Console.WriteLine("Average for x, y, z, w,t: " + Average);

System.Console.WriteLine();

}

private void Bigger()

{

System.Console.WriteLine("x: " + x + " y: " + y + " z: " + z + " w: " + w + " t: " + t);

double Average = (x + y + z + w + t) / 5;

double Bigger = 0;

if (x > Average)

Bigger++;

if (y > Average)

Bigger++;

if (z > Average)

Bigger++;

if (w > Average)

Bigger++;

if (t > Average)

Bigger++;

result = Bigger;

System.Console.WriteLine("Bigger for x, y, z, w,t: " + Bigger);

System.Console.WriteLine();

}

private void less()

{

System.Console.WriteLine("x: " + x + " y: " + y + " z: " + z + " w: " + w + " t: " + t);

double Average = (x + y + z + w + t) / 5;

double less = 0;

if (x < Average)

less++;

if (y < Average)

less++;

if (z < Average)

less++;

if (w < Average)

less++;

if (t < Average)

less++;

result = less;

System.Console.WriteLine("less for x, y, z, w,t: " + less);

System.Console.WriteLine();

}

private void Positive()

{

System.Console.WriteLine("x: " + x + " y: " + y + " z: " + z + " w: " + w + " t: " + t);

double Positive = 0;

if (x > 0)

Positive++;

if (y > 0)

Positive++;

if (z > 0)

Positive++;

if (w > 0)

Positive++;

if (t > 0)

Positive++;

result = Positive;

System.Console.WriteLine("Positive for x, y, z, w,t: " + Positive);

System.Console.WriteLine();

}

private void Negative()

{

System.Console.WriteLine("x: " + x + " y: " + y + " z: " + z + " w: " + w + " t: " + t);

double Negative = 0;

if (x < 0)

Negative++;

if (y < 0)

Negative++;

if (z < 0)

Negative++;

if (w < 0)

Negative++;

if (t < 0)

Negative++;

result = Negative;

System.Console.WriteLine("Negative for x, y, z, w,t: " + Negative);

System.Console.WriteLine();

}

private void MostNearAvg()

{

System.Console.WriteLine("x: " + x + " y: " + y + " z: " + z + " w: " + w + " t: " + t);

double Average = (x + y + z + w + t) / 5;

double MostNearAvg = x ;

{

if (System.Math.Abs(y - Average) < System.Math.Abs(MostNearAvg - Average))

MostNearAvg = y;

if (System.Math.Abs(z - Average) < System.Math.Abs(MostNearAvg - Average))

MostNearAvg = z;

if (System.Math.Abs(w - Average) < System.Math.Abs(MostNearAvg - Average))

MostNearAvg = w;

if (System.Math.Abs(t - Average) < System.Math.Abs(MostNearAvg - Average))

MostNearAvg = t;

result = MostNearAvg;

System.Console.WriteLine("MostNearAvg for x, y, z, w,t: " + MostNearAvg);

System.Console.WriteLine();

}

}

}