LUCRARE L4_____19/01/2024

Codul C++:

```cpp
#include <iostream>
#include <cstring>
using namespace std;
int verif(char *p)
{
    int i,ok=0,v=0;
    for(i=0;i<strlen(p);i++)
    {
        if(strchr("aeiou",p[i])!=NULL)
            ok=1;
        else v=1;
    }
    if(ok==1 && v==1)
        return 2;
    else
    {
        if(ok==1 && v==0)
            return 1;
        else return 0;
    }
}
int main()
{
    char s[150],*p,voc[50]=" ",cons[50]=" ",mixt[50]=" ";
    int n,i,ok=0;
    cin.getline(s,150);
    p=strtok(s," ");
    while(p)
    {
        n=strlen(p);
        if(verif(p)==2)
        {
            strcat(mixt,p);
            strcat(mixt,";");
            strcat(mixt," ");

        }
        else
        {
            if(verif(p)==1)
            {
                strcat(voc,p);
                strcat(voc,";");
                strcat(voc," ");

            }
            else
            {
                strcat(cons,p);
                strcat(cons,";");
                strcat(cons," ");

            }
        }
        p=strtok(NULL," ");
    }
    cout<<"Aici se afla cuvinte formate atat din vocale cat si din consoane:"<<' '<<mixt<<endl;
    cout<<"Aici se afla cuvinte formate numai din vocale:"<<' '<<voc<<endl;
    cout<<"Aici se afla cuvinte formate numai din consoane:"<<' '<<cons<<endl;
    return 0;
}
```

Caseta de afisare:

```
seara dimineata eu ei ele noi voi aeiou bnm hjkl
Aici se afla cuvinte formate atat din vocale cat si din consoane:  seara; dimineata; ele; noi; voi;
Aici se afla cuvinte formate numai din vocale:  eu; ei; aeiou;
Aici se afla cuvinte formate numai din consoane:  bnm; hjkl;


...Program finished with exit code 0
Press ENTER to exit console.
```

Codul in C#:

```
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 Csharp
{
    3 references
    public partial class Form1 : Form
    {
        int val_max, ppm;
        1 reference
        public Form1()
        {
            InitializeComponent();
        }
        1 reference
        private void numericUpDown1_ValueChanged(object sender, EventArgs e)
        {
            val_max = (int)numericUpDown1.Value;
            DrawRuler();
        }
        1 reference
        private void numericUpDown2_ValueChanged(object sender, EventArgs e)
        {
            ppm = (int)numericUpDown2.Value;

        }
        1 reference
        private void DrawRuler()
        {
            int height;
            Bitmap rulerBitmap = new Bitmap(pictureBox1.Width, pictureBox1.Height);
            Graphics g = Graphics.FromImage(rulerBitmap);
            Pen pen = new Pen(Color.HotPink);
            for (int i = 0; i <= val_max * ppm; i++)
            {
                int x = i * pictureBox1.Width / (val_max * ppm);
                if (i % ppm == 0)
                    height = 20;
                else height = 10;
                g.DrawLine(pen, x, 0, x, height);
```

```
                if (i % ppm == 0)
                {
                    string value = ((double)i * val_max / (val_max * ppm)).ToString("0.##");
                    SizeF textSize = g.MeasureString(value, this.Font);
                    float y = height;
                    g.DrawString(value, this.Font, Brushes.IndianRed, new PointF(x - textSize.Width
                    / 2, y));
                }
            }
            pictureBox1.Image = rulerBitmap;
        }
    }
}
```

Caseta de afisare: