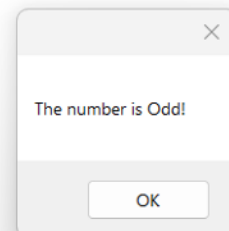
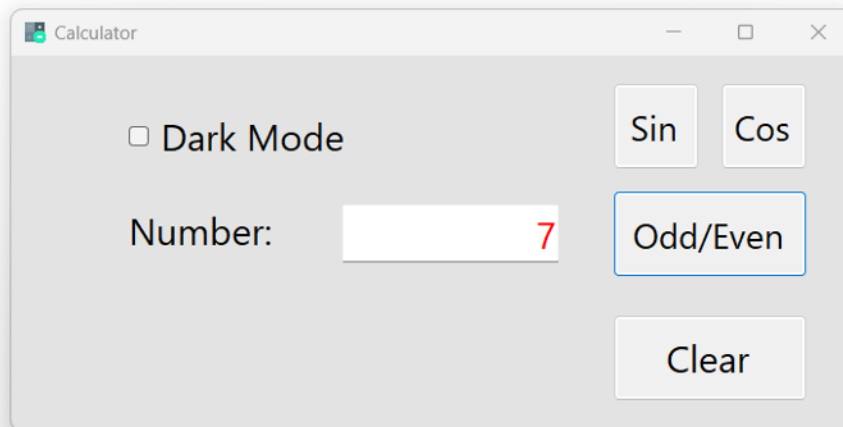


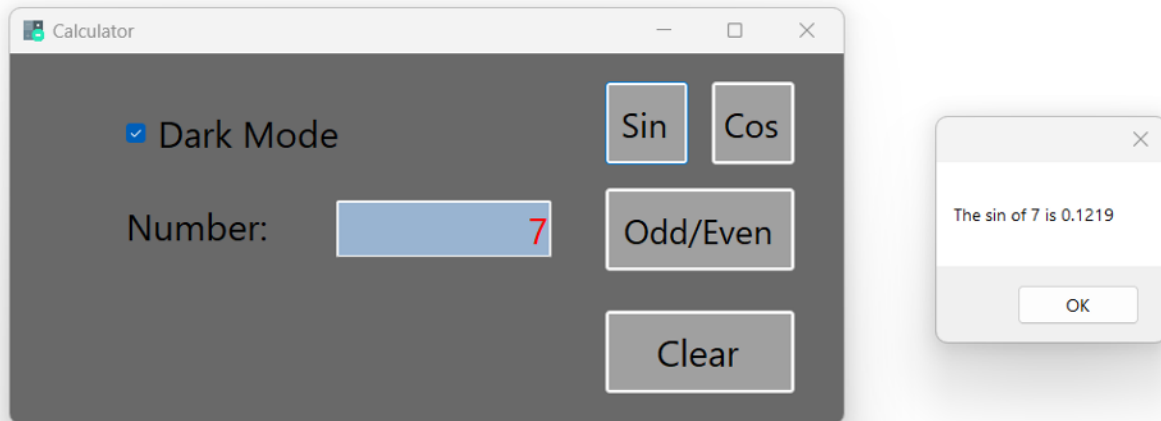
Final Exam (Part B)

Question 01: GUI

Now, design and implement a simplified calculator using C# Windows Form Application project, based on the following steps:

- 1) Change the form name to Calculator.
- 2) Change the icon of the form to something like calculator.
- 3) Create a checkbox to switch between Light Mode and Dark Mode as it is displayed in the picture.
- 4) The form size should be 700 x 350.
- 5) Add labels, text boxes and buttons as shown in the figure.
 - a. Clear button should change the text of number textbox to Zero.
- 6) Change the text colour of the text box to red.
- 7) Change the size of Sin and Cos buttons to 70 x 70 and the font size = 16. (The size of other Buttons is based on your decision.)
- 8) Add the needed code to make the buttons work properly. The result of calculating Sin, Cos, Odd/Even should be displayed in a Message Box as you can see in the following screenshots.





Question 02: Delegate-based Text Processing

You are tasked with developing a text processing application using delegates. The application should allow users to perform various text processing operations on an input text, including converting to uppercase, reversing, and removing spaces. Create a class structure to represent text processing operations and the functionality of the application.

1. **Define the `TextOperation` Delegate:**

- Create a new namespace named `DelegateTextProcessor`.
- Inside the namespace, define a delegate named `TextOperation` that takes a single `string` parameter and returns a `string`.
- This delegate will be used to represent different text processing operations.

2. **Define the `TextProcessor` Class:**

- Inside the `DelegateTextProcessor` namespace, create a class named `TextProcessor`.
- Declare static methods within the class to perform the following text processing operations:
 - `Uppercase`: Converts the input text to uppercase using the `ToUpper` method.

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- ``Reverse``: Reverses the characters in the input text using the ``ToCharArray`` and ``Array.Reverse`` methods.

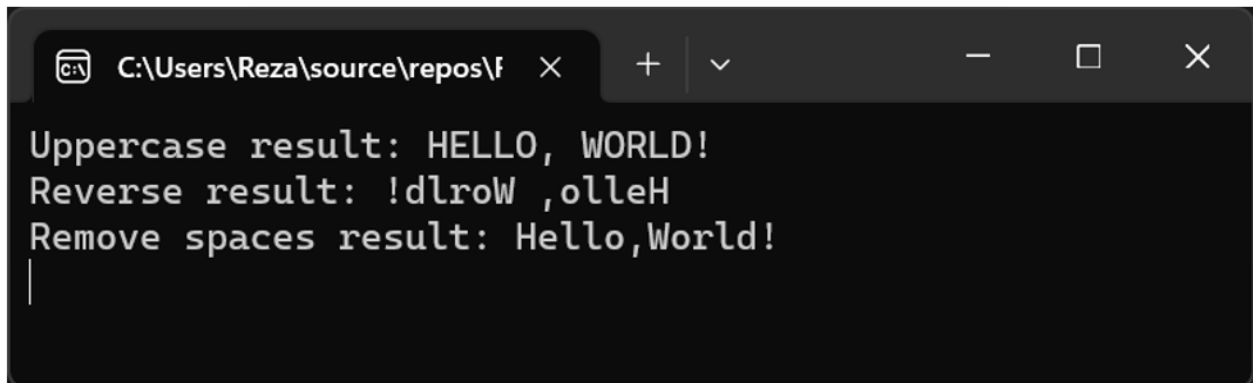
- ``RemoveSpaces``: Removes spaces from the input text using the ``Replace`` method.

- Each method should take a ``string`` parameter and return a ``string``.

3. Use the above code in the Main method. The Main is given to you separately in a text file to save your time. You should get the following output.

****Note:**** The steps outlined above guide you through creating the ``TextOperation`` delegate, the ``TextProcessor`` class with text processing methods, and the ``Program`` class with the ``Main`` method to demonstrate the delegate-based text processing application.

Output:



```
C:\Users\Reza\source\repos\... x + v - □ X
Uppercase result: HELLO, WORLD!
Reverse result: !dlroW ,olleH
Remove spaces result: Hello,World!
|
```