Lab 2

Activity 6

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 WindowsFormsApplication14

{

public partial class Form1 : Form

{

// private object lblSeason;

public Form1()

{

InitializeComponent();

}

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

{

int Month = Convert.ToInt32(txtMonth.Text);

if (Month == 12 || Month >= 1 && Month <= 3)

{

lblseason.Text = "WINTER";

}

else if (Month >= 4 && Month <= 6)

{

lblseason.Text = "SUMMER";

}

else if (Month >= 7 && Month <= 9)

{

lblseason.Text = "SPRING";

}

else if (Month == 10 || Month == 11)

{

lblseason.Text = "AUTUMN";

}

}

private void txtMonth\_TextChanged(object sender, EventArgs e)

{

}

private void Form1\_Load(object sender, EventArgs e)

{

}

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

{

}

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

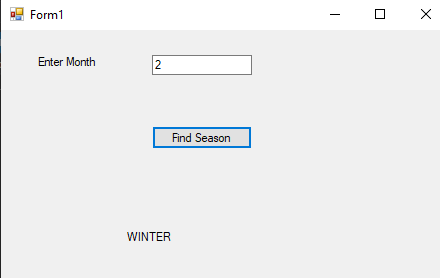
{

}

}

}

**Output**



Activity 7

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 WindowsFormsApplication15

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

}

private void txtUnits\_TextChanged(object sender, EventArgs e)

{

}

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

{

int units = Convert.ToInt32(txtUnits.Text);

int bill = 0;

if (units >= 1 && units <= 100)

{

bill = units \* 2;

lblBill.Text = "Rs" + bill.ToString();

}

else if (units > 100 && units <= 200)

{

bill = 200 + ((units - 100) \* 3);

lblBill.Text = "Rs" + bill.ToString();

}

else if (units > 200 && units <= 300)

{

bill = 200 + 300 + ((units - 200) \* 4);

lblBill.Text = "Rs" + bill.ToString();

}

else if (units > 300 && units <= 400)

{

bill = 200 + 300 + 400 + ((units - 100) \* 7);

lblBill.Text = "Rs" + bill.ToString();

}

else if (units > 400)

{

int i = 9;

units = units - 400;

while (units > 100)

{

bill = 100 \* i;

units = units - 100;

i = i + 2;

}

bill = bill + (units \* i);

bill = bill + 200 + 300 + 400 + 700;

lblBill.Text = "Rs" + bill.ToString();

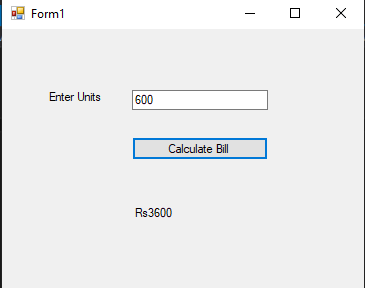
}

}

}

}

output



Acyivity 8

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 DemoApp

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

this.btnDemo.Left = this.btnDemo.Left - 10;

}

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

{

this.btnDemo.Left = this.btnDemo.Left + 10;

}

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

{

this.btnDemo.Top = this.btnDemo.Top - 10;

}

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

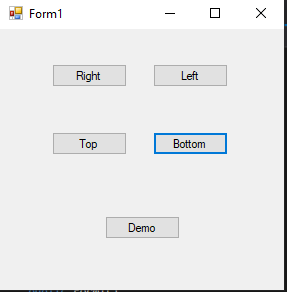
{

this.btnDemo.Top = this.btnDemo.Top + 10;

}

}

}



Activity 9

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 Calculator

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void label2\_Click(object sender, EventArgs e)

{

}

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

{

FirstValue = Convert.ToInt32(this.textBox1.Text);

SecondValue = Convert.ToInt32(this.textBox2.Text);

this. txtResult.Text = " " + (FirstValue \* SecondValue);

}

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

{

FirstValue = Convert.ToInt32(this.textBox1.Text);

SecondValue = Convert.ToInt32(this.textBox2.Text);

txtResult.Text = " " + (FirstValue + SecondValue);

}

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

{

FirstValue = Convert.ToInt32(this.textBox1.Text);

SecondValue = Convert.ToInt32(this.textBox2.Text);

txtResult.Text = " " + (FirstValue - SecondValue);

}

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

{

FirstValue = Convert.ToInt32(this.textBox1.Text);

SecondValue = Convert.ToInt32(this.textBox2.Text);

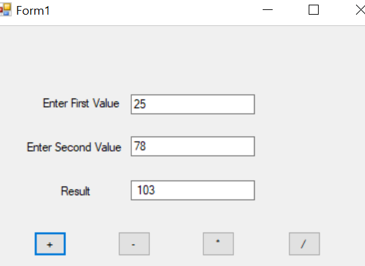
txtResult.Text = " " + (FirstValue / SecondValue);

}

}

}

Output

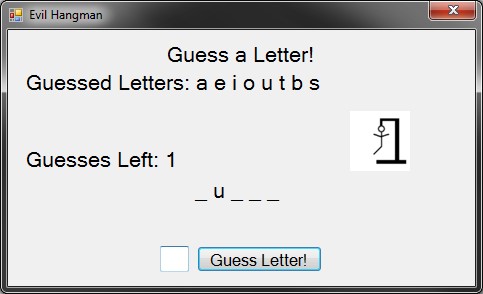


Activity 10

1. Create a new project named HangmanGame.

2. Add following controls on form

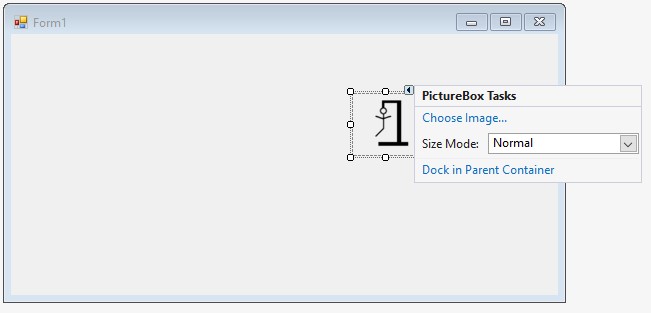
|  |  |  |
| --- | --- | --- |
| Control | Set following properties | Events |
| Label1 | Guess a Letter! |  |
| Label2 | Guessed Letters: |  |
| Label3 | Guesses Left |  |
| Label4 | (A random name with random spaces) |  |
| TextBox1 | 1. Name = GuessBox 2. MaxLength = 1 |  |
| Button1 | 1. Name = btnGuess 2. Text = “Guess Letter!” | btnGuess\_click() |
| PictureBox1 | 1. Name = picGuess |  |



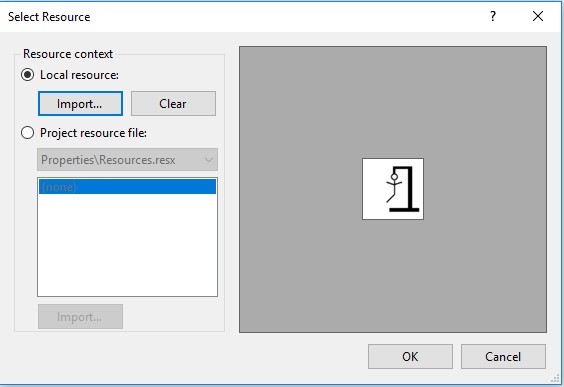
3. Use following steps to add images to the PictureBox

4. Drag and drop PictureBox on the form1.

5. Click on the play button to open a context menu.



1. Click choose Image
2. On the new popup go for the Import Image from local resource



1. Click ok and the image will be imported in the selected PictureBox.

Output

