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Directory structure: Open file & grade searching

1. **Using two files’ datas to count and output the results.**

// test.cpp: 主要專案檔。

#include "stdafx.h"

#include "Form1.h"

using namespace test;

[STAThreadAttribute]

int main(array<System::String ^> ^args)

{

// 建立任何控制項之前，先啟用 Windows XP 視覺化效果

Application::EnableVisualStyles();

Application::SetCompatibleTextRenderingDefault(false);

// 建立主視窗並執行

Application::Run(gcnew Form1());

return 0;

}

#pragma once

namespace test {

using namespace System;

using namespace System::ComponentModel;

using namespace System::Collections;

using namespace System::Windows::Forms;

using namespace System::Data;

using namespace System::Drawing;

using namespace System::IO;

/// <summary>

/// Form1 的摘要

///

/// 警告: 如果您變更這個類別的名稱，就必須變更與這個類別所依據之所有 .resx 檔案關聯的

/// Managed 資源編譯器工具的 'Resource File Name' 屬性。

/// 否則，這些設計工具

/// 將無法與這個表單關聯的當地語系化資源

/// 正確互動。

/// </summary>

public ref class Form1 : public System::Windows::Forms::Form

{

public:

Form1(void)

{

InitializeComponent();

//

//TODO: 在此加入建構函式程式碼

//

}

protected:

/// <summary>

/// 清除任何使用中的資源。

/// </summary>

~Form1()

{

if (components)

{

delete components;

}

}

private: System::Windows::Forms::Button^ button1;

protected:

private: System::Windows::Forms::Button^ button2;

private: System::Windows::Forms::Button^ button3;

private: System::Windows::Forms::RichTextBox^ richTextBox1;

private: System::Windows::Forms::RichTextBox^ richTextBox2;

private: System::Windows::Forms::TextBox^ textBox1;

private: System::Windows::Forms::OpenFileDialog^ openFileDialog1;

private: System::Windows::Forms::OpenFileDialog^ openFileDialog2;

private:

/// <summary>

/// 設計工具所需的變數。

String ^file1,^file2;

int datalength;

array <int> ^data1;

array <int> ^data2;

array <String^> ^a1;

array <String^> ^a2;

array <String^> ^total;

/// </summary>

System::ComponentModel::Container ^components;

#pragma region Windows Form Designer generated code

/// <summary>

/// 此為設計工具支援所需的方法 - 請勿使用程式碼編輯器修改這個方法的內容。

///

/// </summary>

void InitializeComponent(void)

{

this->button1 = (gcnew System::Windows::Forms::Button());

this->button2 = (gcnew System::Windows::Forms::Button());

this->button3 = (gcnew System::Windows::Forms::Button());

this->richTextBox1 = (gcnew System::Windows::Forms::RichTextBox());

this->richTextBox2 = (gcnew System::Windows::Forms::RichTextBox());

this->textBox1 = (gcnew System::Windows::Forms::TextBox());

this->openFileDialog1 = (gcnew System::Windows::Forms::OpenFileDialog());

this->openFileDialog2 = (gcnew System::Windows::Forms::OpenFileDialog());

this->SuspendLayout();

//

// button1

//

this->button1->Font = (gcnew System::Drawing::Font(L"新細明體", 9.75F, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,

static\_cast<System::Byte>(136)));

this->button1->Location = System::Drawing::Point(45, 34);

this->button1->Name = L"button1";

this->button1->Size = System::Drawing::Size(100, 32);

this->button1->TabIndex = 0;

this->button1->Text = L"OpenFile1";

this->button1->UseVisualStyleBackColor = true;

this->button1->Click += gcnew System::EventHandler(this, &Form1::button1\_Click);

//

// button2

//

this->button2->Font = (gcnew System::Drawing::Font(L"新細明體", 9.75F, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,

static\_cast<System::Byte>(136)));

this->button2->Location = System::Drawing::Point(209, 33);

this->button2->Name = L"button2";

this->button2->Size = System::Drawing::Size(100, 33);

this->button2->TabIndex = 1;

this->button2->Text = L"OpenFile2";

this->button2->UseVisualStyleBackColor = true;

this->button2->Click += gcnew System::EventHandler(this, &Form1::button2\_Click);

//

// button3

//

this->button3->Font = (gcnew System::Drawing::Font(L"新細明體", 9.75F, System::Drawing::FontStyle::Regular, System::Drawing::GraphicsUnit::Point,

static\_cast<System::Byte>(136)));

this->button3->Location = System::Drawing::Point(381, 33);

this->button3->Name = L"button3";

this->button3->Size = System::Drawing::Size(100, 33);

this->button3->TabIndex = 2;

this->button3->Text = L"相乘的結果";

this->button3->UseVisualStyleBackColor = true;

this->button3->Click += gcnew System::EventHandler(this, &Form1::button3\_Click);

//

// richTextBox1

//

this->richTextBox1->Location = System::Drawing::Point(45, 95);

this->richTextBox1->Name = L"richTextBox1";

this->richTextBox1->Size = System::Drawing::Size(100, 264);

this->richTextBox1->TabIndex = 3;

this->richTextBox1->Text = L"";

//

// richTextBox2

//

this->richTextBox2->Location = System::Drawing::Point(209, 95);

this->richTextBox2->Name = L"richTextBox2";

this->richTextBox2->Size = System::Drawing::Size(100, 264);

this->richTextBox2->TabIndex = 4;

this->richTextBox2->Text = L"";

//

// textBox1

//

this->textBox1->Location = System::Drawing::Point(381, 95);

this->textBox1->Multiline = true;

this->textBox1->Name = L"textBox1";

this->textBox1->ScrollBars = System::Windows::Forms::ScrollBars::Vertical;

this->textBox1->Size = System::Drawing::Size(100, 264);

this->textBox1->TabIndex = 5;

//

// openFileDialog1

//

this->openFileDialog1->FileName = L"openFileDialog1";

//

// openFileDialog2

//

this->openFileDialog2->FileName = L"openFileDialog2";

//

// Form1

//

this->AutoScaleDimensions = System::Drawing::SizeF(6, 12);

this->AutoScaleMode = System::Windows::Forms::AutoScaleMode::Font;

this->ClientSize = System::Drawing::Size(538, 467);

this->Controls->Add(this->textBox1);

this->Controls->Add(this->richTextBox2);

this->Controls->Add(this->richTextBox1);

this->Controls->Add(this->button3);

this->Controls->Add(this->button2);

this->Controls->Add(this->button1);

this->Name = L"Form1";

this->Text = L"Form1";

this->Load += gcnew System::EventHandler(this, &Form1::Form1\_Load);

this->ResumeLayout(false);

this->PerformLayout();

}

#pragma endregion

private: System::Void button1\_Click(System::Object^ sender, System::EventArgs^ e) {

if(openFileDialog1->ShowDialog()==System::Windows::Forms::DialogResult::OK)

{

file1=openFileDialog1->FileName;

richTextBox1->LoadFile(file1,RichTextBoxStreamType::PlainText);

StreamReader ^sr=gcnew StreamReader(file1,System::Text::Encoding::Default);

datalength=0;

data1=gcnew array <int> (10);

while(a1->Peek()!=-1)

{

data1[datalength]=Convert::ToInt32(a1->ReadLine());

datalength++;

}

}

}

private: System::Void Form1\_Load(System::Object^ sender, System::EventArgs^ e) {

openFileDialog1->Filter="純文字(\*.txt)|\*.txt";

}

private: System::Void button2\_Click(System::Object^ sender, System::EventArgs^ e) {

if(openFileDialog2->ShowDialog()==System::Windows::Forms::DialogResult::OK)

{

file2=openFileDialog2->FileName;

richTextBox2->LoadFile(file2,RichTextBoxStreamType::PlainText);

StreamReader ^sr=gcnew StreamReader(file2,System::Text::Encoding::Default);

datalength=0;

data2=gcnew array <int> (10);

while(a2->Peek()!=-1)

{

data2[datalength]=Convert::ToInt32(a2->ReadLine());

datalength++;

}

}

}

private: System::Void button3\_Click(System::Object^ sender, System::EventArgs^ e) {

total=gcnew array <String^> (10);

for(int i=0;i<datalength;i++)

{

total[i]=(data1[i]\*data2[i]).ToString();

textBox1->Text=textBox1->Text+Convert::ToString(total[i])+System::Environment::NewLine;

}

}

};

}