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Directory structure: Open file & grade searching

1. **Using GUI to open file and search the file data.**

// T.T.cpp: 主要專案檔。

#include "stdafx.h"

#include "Form1.h"

using namespace TT;

[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 TT {

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::Label^ label1;

private: System::Windows::Forms::Label^ label2;

private: System::Windows::Forms::Label^ label3;

private: System::Windows::Forms::TextBox^ textBox2;

private: System::Windows::Forms::TextBox^ textBox3;

private: System::Windows::Forms::TextBox^ textBox4;

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

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

private:

/// <summary>

/// 設計工具所需的變數。

String ^file;

int num;

array <int> ^grade;

array <String^> ^name;

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

/// </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->label1 = (gcnew System::Windows::Forms::Label());

this->label2 = (gcnew System::Windows::Forms::Label());

this->label3 = (gcnew System::Windows::Forms::Label());

this->textBox2 = (gcnew System::Windows::Forms::TextBox());

this->textBox3 = (gcnew System::Windows::Forms::TextBox());

this->textBox4 = (gcnew System::Windows::Forms::TextBox());

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

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

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

this->SuspendLayout();

//

// button1

//

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

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

this->button1->Location = System::Drawing::Point(27, 21);

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

this->button1->Size = System::Drawing::Size(100, 31);

this->button1->TabIndex = 0;

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

this->button1->UseVisualStyleBackColor = true;

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

//

// label1

//

this->label1->AutoSize = true;

this->label1->Font = (gcnew System::Drawing::Font(L"新細明體", 9.75F, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,

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

this->label1->Location = System::Drawing::Point(230, 40);

this->label1->Name = L"label1";

this->label1->Size = System::Drawing::Size(63, 13);

this->label1->TabIndex = 2;

this->label1->Text = L"成績查詢";

//

// label2

//

this->label2->AutoSize = true;

this->label2->Font = (gcnew System::Drawing::Font(L"新細明體", 9.75F, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,

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

this->label2->Location = System::Drawing::Point(230, 133);

this->label2->Name = L"label2";

this->label2->Size = System::Drawing::Size(35, 13);

this->label2->TabIndex = 3;

this->label2->Text = L"姓名";

//

// label3

//

this->label3->AutoSize = true;

this->label3->Font = (gcnew System::Drawing::Font(L"新細明體", 9.75F, System::Drawing::FontStyle::Bold, System::Drawing::GraphicsUnit::Point,

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

this->label3->Location = System::Drawing::Point(230, 197);

this->label3->Name = L"label3";

this->label3->Size = System::Drawing::Size(35, 13);

this->label3->TabIndex = 4;

this->label3->Text = L"成績";

//

// textBox2

//

this->textBox2->Location = System::Drawing::Point(320, 37);

this->textBox2->Name = L"textBox2";

this->textBox2->Size = System::Drawing::Size(100, 22);

this->textBox2->TabIndex = 5;

//

// textBox3

//

this->textBox3->Location = System::Drawing::Point(320, 130);

this->textBox3->Name = L"textBox3";

this->textBox3->Size = System::Drawing::Size(100, 22);

this->textBox3->TabIndex = 6;

//

// textBox4

//

this->textBox4->Location = System::Drawing::Point(320, 194);

this->textBox4->Name = L"textBox4";

this->textBox4->Size = System::Drawing::Size(100, 22);

this->textBox4->TabIndex = 7;

//

// button2

//

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

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

this->button2->Location = System::Drawing::Point(320, 80);

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

this->button2->Size = System::Drawing::Size(100, 30);

this->button2->TabIndex = 8;

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

this->button2->UseVisualStyleBackColor = true;

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

//

// openFileDialog1

//

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

//

// richTextBox1

//

this->richTextBox1->Location = System::Drawing::Point(27, 80);

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

this->richTextBox1->Size = System::Drawing::Size(151, 191);

this->richTextBox1->TabIndex = 9;

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

//

// Form1

//

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

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

this->ClientSize = System::Drawing::Size(517, 316);

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

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

this->Controls->Add(this->textBox4);

this->Controls->Add(this->textBox3);

this->Controls->Add(this->textBox2);

this->Controls->Add(this->label3);

this->Controls->Add(this->label2);

this->Controls->Add(this->label1);

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)

{

file=openFileDialog1->FileName;

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

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

name=gcnew array <String^> (5);

grade=gcnew array <int> (5);

for(int i=0;i<5;i++)

{

name[i]=sr->ReadLine();

}

for(int i=5;i<10;i++)

{

grade[i-5]=Convert::ToInt16(sr->ReadLine());

}

for(int i=0;i<5;i++)

{

for(int j=i+1;j<5;j++)

{

if(grade[i]<grade[j])

{

int x1=grade[i];

int y1=grade[j];

grade[i]=y1;

grade[j]=x1;

String ^x2=name[i];

String ^y2=name[j];

name[i]=y2;

name[j]=x2;

}

}

}

}

}

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) {

num=Convert::ToInt16(textBox2->Text);

if(num<1||num>5)

{

System::Windows::Forms::DialogResult result=MessageBox::Show("Please enter the number(1-5)!!!","Error",MessageBoxButtons::OK,MessageBoxIcon::Error);

}

else

{

textBox3->Text=name[num-1];

textBox4->Text=Convert::ToString(grade[num-1]);

}

}

};

}