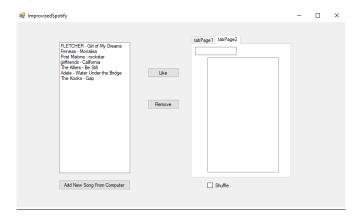
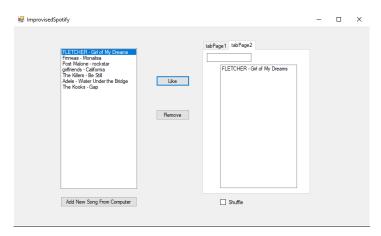
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<u>Homework 1 - Windows Form</u>

The list box on the left contains a "Spotify Generated Playlist" (imported from a file:

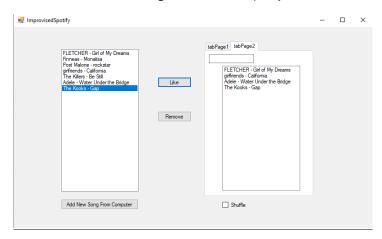


1. Adding a song to a certain playlist based on a like button (same for the remove button):

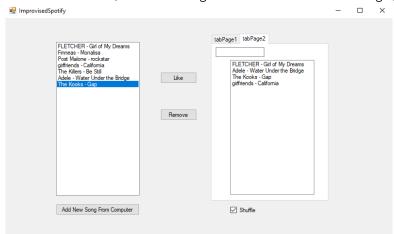


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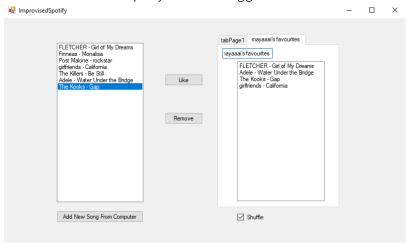
2. Creating an entire playlist:



3. Shuffle enabled (randomizing the order of the songs) :

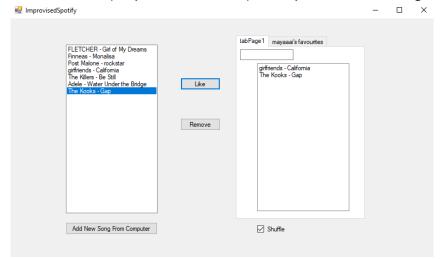


4. Give the playlist a suggestive name:

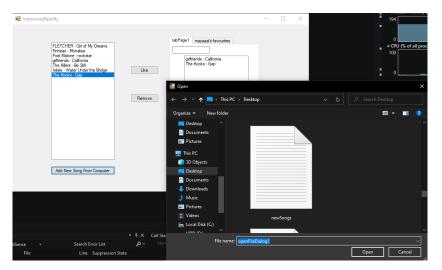


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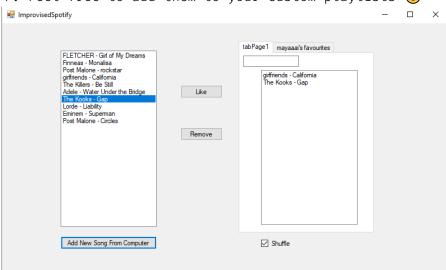
5. Create a new playlist with completely different songs:



6. Add new list of songs to the playlist directly from your computer:



7. Feel free to add them to your custom playlists 😊



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- Controls that I used to develop the app:
 - TabControl
 - 2. ListBox
 - 3. TextBox
 - 4. CheckButton
 - 5. Button
 - 6. OpenFileDialogue

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Code:

```
InitializeComponent();
this.Text = "ImprovisedSpotify";
 listBoxSpotify.BeginUpdate();
DialogResult dr = this.openFileDialog1.ShowDialog();
  string[] lines = System.IO.File.ReadAllLines(openFileDialog1.FileName);
foreach (string line in lines)
  listBoxSpotify.Items.Add(line);
 listBoxSpotify.EndUpdate();
rivate void btnLike_Click(object sender, EventArgs e)
 listBoxPl1.BeginUpdate();
listBoxPl2.BeginUpdate();
  if (tabControl1.SelectedTab = tabPage1)
       listBoxPl1.Items.Add(listBoxSpotify.SelectedItems[0]);
  else if (tabControl1.SelectedTab = tabPage2)
       listBoxPl2.Items.Add(listBoxSpotify.SelectedItems[0]);
 listBoxPl1.EndUpdate();
listBoxPl2.EndUpdate();
 listBoxPl1.BeginUpdate();
listBoxPl2.BeginUpdate();
  \begin{array}{l} if \; ({\tt tabControl1.SelectedTab} \; = \; {\tt tabPage1}) \\ \{ \end{array}
       listBoxPl1.Items.Remove(listBoxSpotify.SelectedItems[0]);
  else if (tabControl1.SelectedTab = tabPage2)
       listBoxPl2.Items.Remove(listBoxSpotify.SelectedItems \cite{O});
 listBoxPl1.EndUpdate();
listBoxPl2.EndUpdate();
  if \; (\texttt{textBoxPl1.Text.Length} \; - \; 1 \; > \; 0 \; \; 66 \; \; \texttt{textBoxPl1.Text[textBoxPl1.Text.Length} \; - \; 1] \; = \; ' \; \; ') \; \\ \{
       tabPage1.Text = textBoxPl1.Text;
textBoxPl1.Clear();
```

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```
void textBoxPl2_TextChanged(object sender, EventArgs e)
     if (textBoxPl2.Text.Length - 1 > 0 % textBoxPl2.Text[textBoxPl2.Text.Length - 1] = ' ')
         tabPage2.Text = textBoxPl2.Text;
          textBoxPl1.Clear();
     for (int i = 0; i < (listBox.Items.Count / 2); <math>i \leftrightarrow)
          int index = rd.Next(0, listBox.Items.Count);
int index2 = rd.Next(0, listBox.Items.Count);
         var temp = listBox.Items[index];
listBox.Items[index] = listBox.Items[index2];
listBox.Items[index2] = temp;
     if (checkBoxShuffle.Checked = true) {
          listBoxPl1.BeginUpdate();
          listBoxPl2.BeginUpdate();
         if (tabControl1.SelectedTab = tabPage1)
{
              ShufflePlaylist(listBoxPl1);
          {\it else if} \; ({\tt tabControl1.SelectedTab} \; = \; {\tt tabPage2})
              ShufflePlaylist(listBoxPl2);
         listBoxPl1.EndUpdate();
         listBoxPl2.EndUpdate();
    StreamReader sr = new StreamReader("C:\\Users\\incer\\OneDrive\\Desktop\\piese.txt");
    listBoxSpotify.BeginUpdate();
     while (!sr.EndOfStream)
         string line = sr.ReadLine();
listBoxSpotify.Items.Add(line);
     listBoxSpotify.EndUpdate();
```