**Task No. 1:**

**Create a Store with SignIn and SignUp form. Use Class libraries dll’s.**

**Solution:**

***Libraries:***

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Assignment1\_ClassLibrary\_store

{

public class LStore

{

private int classic\_chicken\_burger, double\_chicken\_burger,

classic\_beef\_burger, double\_beef\_burger,

fried\_chicken, chicken\_stripes, flamy\_wings, soft\_drink, mineral\_water,total;

private int p\_classic\_chicken\_burger = 160, p\_double\_chicken\_burger = 240,

p\_classic\_beef\_burger = 320, p\_double\_beef\_burger = 510,

p\_fried\_chicken = 230, p\_chicken\_stripes = 200, p\_flamy\_wings =130 , p\_soft\_drink = 60 , p\_mineral\_water = 30;

public void set\_classic\_chicken\_burger(int ccb)

{

classic\_chicken\_burger = ccb;

}

public void set\_double\_chicken\_burger(int ccb)

{

double\_chicken\_burger = ccb;

}

public void set\_classic\_beef\_burger(int ccb)

{

classic\_beef\_burger = ccb;

}

public void set\_double\_beef\_burger(int ccb)

{

double\_beef\_burger = ccb;

}

public void set\_fried\_chicken(int ccb)

{

fried\_chicken = ccb;

}

public void set\_chicken\_stripes(int ccb)

{

chicken\_stripes = ccb;

}

public void set\_flamy\_wings(int ccb)

{

flamy\_wings = ccb;

}

public void set\_soft\_drink(int ccb)

{

soft\_drink = ccb;

}

public void set\_mineral\_water(int ccb)

{

mineral\_water = ccb;

}

public int get\_classic\_chicken\_burger()

{

return classic\_chicken\_burger;

}

public int get\_double\_chicken\_burger()

{

return double\_chicken\_burger;

}

public int get\_classic\_beef\_burger()

{

return classic\_beef\_burger;

}

public int get\_double\_beef\_burger()

{

return double\_beef\_burger;

}

public int get\_fried\_chicken()

{

return fried\_chicken;

}

public int get\_chicken\_stripes()

{

return chicken\_stripes;

}

public int get\_flamy\_wings()

{

return flamy\_wings;

}

public int get\_soft\_drink()

{

return soft\_drink;

}

public int get\_mineral\_water()

{

return mineral\_water;

}

public int get\_total()

{

return total;

}

public void calculate()

{

classic\_chicken\_burger \*= p\_classic\_chicken\_burger;

double\_chicken\_burger \*= p\_double\_chicken\_burger;

classic\_beef\_burger \*= p\_classic\_beef\_burger;

double\_beef\_burger \*= p\_double\_beef\_burger;

fried\_chicken \*= p\_fried\_chicken;

chicken\_stripes \*= p\_chicken\_stripes;

flamy\_wings \*= p\_flamy\_wings;

soft\_drink \*= p\_soft\_drink;

mineral\_water \*= p\_mineral\_water;

total = (classic\_chicken\_burger + double\_chicken\_burger +

classic\_beef\_burger + double\_beef\_burger +

fried\_chicken + chicken\_stripes + flamy\_wings + soft\_drink + mineral\_water );

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Assignment1ClassLibrary

{

public class Start

{

string[] u\_name = { null, null, null, null, null, null, null, null, null, null };

string[] p\_word = { null, null, null, null, null, null, null, null, null, null };

public void SignUp(string u, string p)

{

for (int i = 0; i < 9; i++)

{

if (u\_name[i] == null )

{

u\_name[i] = u;

p\_word[i] = p;

}

}

}

public bool check(string u, string p)

{

for (int i = 0; i < 9; i++)

{

if (u == u\_name[i] && p == p\_word[i])

{

return true;

}

else if (u != u\_name[i] || p != p\_word[i])

{

}

}

return false;

}

}

}

***Forms:***

***Panel (Starting Form)*:**

Code:

namespace Assignment\_1

{

public partial class Panel : Form

{

public Panel()

{

InitializeComponent();

}

private void button\_signup\_Click(object sender, EventArgs e)

{

signup SignUp = new signup();

SignUp.Show();

this.Hide();

}

private void button\_signin\_Click(object sender, EventArgs e)

{

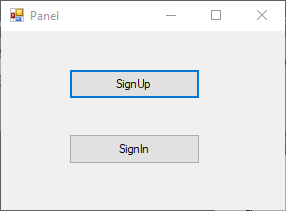
signin SignIn = new signin();

SignIn.Show();

this.Hide();

}

Design:



***SignUp*:**

Code:

using Assignment1ClassLibrary;

namespace Assignment\_1

{

public partial class signup : Form

{

Start start = new Start();

public signup()

{

InitializeComponent();

}

public bool sign\_in(string uname, string pass)

{

return start.check(uname, pass);

}

private void button\_signup\_Click(object sender, EventArgs e)

{

String P1 = null, P2 = null, UN = null;

P1 = textBox\_password1.Text;

P2 = textBox\_password2.Text;

UN = textBox\_username.Text;

if (P1 != null && P2 != null & textBox\_username != null)

{

if (P1 == P2)

{

start.SignUp(textBox\_username.Text, textBox\_password1.Text);

MessageBox.Show("SignUp Completed");

this.Hide();

signin Signin = new signin();

Signin.Show();

}

else

MessageBox.Show("Error");

}

else

MessageBox.Show("Incorrect username or Password");}

private void button\_back\_signup\_Click(object sender, EventArgs e)

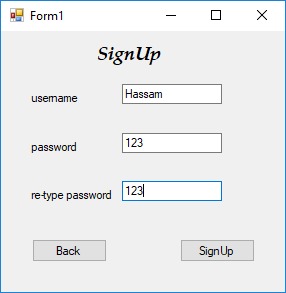
{

Panel panel = new Panel();

panel.Show();

this.Hide(); } }}

Design:



***SignIn*:**

Code:

using Assignment1ClassLibrary;

namespace Assignment\_1

{

public partial class signin : Form

{

public static string showusername;

public signin()

{

InitializeComponent();

}

private void button\_SignIn\_Click(object sender, EventArgs e)

{

showusername = textBox\_username.Text;

bool value;

value = sign\_in(textBox\_username.Text, textBox\_password.Text);

if (value)

{

Store store = new Store();

store.Show();

this.Hide();

}

else

{

MessageBox.Show("Incorrect Name or Password");

}

}

private void button\_back\_signin\_Click(object sender, EventArgs e)

{

Panel panel = new Panel();

panel.Show();

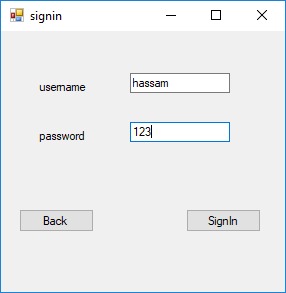
this.Hide();

}

}

}

Design:



***Store*:**

Code:

using Assignment1\_ClassLibrary\_store;

namespace Assignment\_1

{

public partial class Store : Form

{

public static int classic\_chicken\_burger, double\_chicken\_burger,

classic\_beef\_burger, double\_beef\_burger,

fried\_chicken, chicken\_stripes, flamy\_wings, soft\_drink, mineral\_water, total;

public Store()

{

InitializeComponent();

}

private void button\_back\_store\_Click(object sender, EventArgs e)

{

signin Signin = new signin();

Signin.Show();

this.Hide();

}

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

{

label1.Text = signin.showusername.ToString();

checkBox11.Checked = false;

checkBox22.Checked = false;

checkBox33.Checked = false;

checkBox44.Checked = false;

checkBox55.Checked = false;

checkBox66.Checked = false;

checkBox77.Checked = false;

checkBox88.Checked = false;

checkBox99.Checked = false;

textBox11.Enabled = false;

textBox22.Enabled = false;

textBox33.Enabled = false;

textBox44.Enabled = false;

textBox55.Enabled = false;

textBox66.Enabled = false;

textBox77.Enabled = false;

textBox88.Enabled = false;

textBox99.Enabled = false;

label3.Text = DateTime.Now.ToLongDateString();

}

private void button1\_Click(object sender, EventArgs e)

{

LStore lstore = new LStore();

lstore.set\_classic\_chicken\_burger(Convert.ToInt32(textBox11.Text));

lstore.set\_double\_chicken\_burger(Convert.ToInt32(textBox22.Text));

lstore.set\_classic\_beef\_burger(Convert.ToInt32(textBox33.Text));

lstore.set\_double\_beef\_burger(Convert.ToInt32(textBox44.Text));

lstore.set\_fried\_chicken(Convert.ToInt32(textBox55.Text));

lstore.set\_chicken\_stripes(Convert.ToInt32(textBox66.Text));

lstore.set\_flamy\_wings(Convert.ToInt32(textBox77.Text));

lstore.set\_soft\_drink(Convert.ToInt32(textBox88.Text));

lstore.set\_mineral\_water(Convert.ToInt32(textBox99.Text));

lstore.calculate();

total = lstore.get\_total();

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

classic\_chicken\_burger = Convert.ToInt32(textBox11.Text);

double\_chicken\_burger = Convert.ToInt32(textBox22.Text);

classic\_beef\_burger = Convert.ToInt32(textBox33.Text);

double\_beef\_burger = Convert.ToInt32(textBox44.Text);

fried\_chicken = Convert.ToInt32(textBox55.Text);

chicken\_stripes = Convert.ToInt32(textBox66.Text);

flamy\_wings = Convert.ToInt32(textBox77.Text);

soft\_drink = Convert.ToInt32(textBox88.Text);

mineral\_water = Convert.ToInt32(textBox99.Text);

total = lstore.get\_total();

orderdetails Orderdetails = new orderdetails();

this.Hide();

Orderdetails.Show();

}

private void checkBox11\_CheckedChanged(object sender, EventArgs e)

{

if (checkBox11.Checked == true)

{

textBox11.Enabled = true;

}

else

{

textBox11.Enabled = false;

textBox11.Text = "0";

}

}

private void checkBox22\_CheckedChanged\_1(object sender, EventArgs e)

{

if (checkBox22.Checked == true)

{

textBox22.Enabled = true;

}

else

{

textBox22.Enabled = false;

textBox22.Text = "0";

}

}

private void checkBox33\_CheckedChanged\_1(object sender, EventArgs e)

{

if (checkBox33.Checked == true)

{

textBox33.Enabled = true;

}

else

{

textBox33.Enabled = false;

textBox33.Text = "0";

}

}

private void checkBox44\_CheckedChanged\_1(object sender, EventArgs e)

{

if (checkBox44.Checked == true)

{

textBox44.Enabled = true;

}

else

{

textBox44.Enabled = false;

textBox44.Text = "0";

}

}

private void checkBox55\_CheckedChanged\_1(object sender, EventArgs e)

{

if (checkBox55.Checked == true)

{

textBox55.Enabled = true;

}

else

{

textBox55.Enabled = false;

textBox55.Text = "0";

}

}

private void checkBox66\_CheckedChanged\_1(object sender, EventArgs e)

{

if (checkBox66.Checked == true)

{

textBox66.Enabled = true;

}

else

{

textBox66.Enabled = false;

textBox66.Text = "0";

}

}

private void checkBox77\_CheckedChanged\_1(object sender, EventArgs e)

{

if (checkBox77.Checked == true)

{

textBox77.Enabled = true;

}

else

{

textBox77.Enabled = false;

textBox77.Text = "0";

}

}

private void checkBox88\_CheckedChanged\_1(object sender, EventArgs e)

{

if (checkBox88.Checked == true)

{

textBox88.Enabled = true;

}

else

{

textBox88.Enabled = false;

textBox88.Text = "0";

} }

private void checkBox99\_CheckedChanged\_1(object sender, EventArgs e)

{

if (checkBox99.Checked == true)

{

textBox99.Enabled = true;

}

else

{

textBox99.Enabled = false;

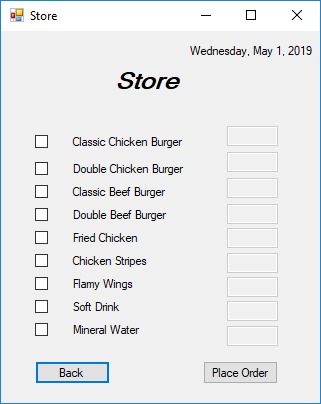
textBox99.Text = "0";

}

}

}}

Design:



***Order Details*:**

Code:

namespace Assignment\_1

{

public partial class orderdetails : Form

{

public orderdetails()

{

InitializeComponent();

}

private void button\_back\_orderdetail\_Click(object sender, EventArgs e)

{

Store store = new Store();

store.Show();

this.Hide();

}

private void label1\_Click(object sender, EventArgs e)

{

}

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

{

label1.Text = DateTime.Now.ToLongDateString();

richTextBox1.Clear();

richTextBox1.AppendText(Environment.NewLine);

richTextBox1.AppendText("\t" + " Generated By " +signin.showusername+ Environment.NewLine);

richTextBox1.AppendText("\t---------------------------------" + Environment.NewLine);

richTextBox1.AppendText("Classic Chicken (160) \t" + Store.classic\_chicken\_burger + Environment.NewLine);

richTextBox1.AppendText("Double Chicken (240) \t" + Store.double\_chicken\_burger + Environment.NewLine);

richTextBox1.AppendText("Classic Beef (320) \t" + Store.classic\_beef\_burger + Environment.NewLine);

richTextBox1.AppendText("Double Beef (510) \t" + Store.double\_beef\_burger + Environment.NewLine);

richTextBox1.AppendText("Fried Chicken (230) \t" + Store.fried\_chicken + Environment.NewLine);

richTextBox1.AppendText("Chicken Strips (200) \t" + Store.chicken\_stripes + Environment.NewLine);

richTextBox1.AppendText("Flamy Wings (130) \t" + Store.flamy\_wings + Environment.NewLine);

richTextBox1.AppendText("Soft Drinks (60) \t" + Store.soft\_drink + Environment.NewLine);

richTextBox1.AppendText("Mineral Water (30) \t" + Store.mineral\_water + Environment.NewLine);

richTextBox1.AppendText("\t---------------------------------" + Environment.NewLine);

richTextBox1.AppendText("Total \t\t\t\t" + Store.total + Environment.NewLine);

richTextBox1.AppendText("\t---------------------------------" + Environment.NewLine);

richTextBox1.AppendText("\n\t Come Back Again " + Environment.NewLine);

}

}

}

Design:

