Adnane Microsoft word app cheat sheet 01

<https://youtu.be/v4okLMj9yII>

using System;

using System.Windows.Forms;

namespace WordCountApp

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

// Get the text from the TextBox

string inputText = textBox1.Text;

// Count the words

int wordCount = CountWords(inputText);

// Display the word count in the label

lblWordCount.Text = "Word Count: " + wordCount;

}

private int CountWords(string text)

{

// Split the input text into words based on whitespace

string[] words = text.Split(new char[] { ' ', '\t', '\n', '\r' }, StringSplitOptions.RemoveEmptyEntries);

// Return the number of words

return words.Length;

}

}

}

// Assuming you have a label named "label1" on your form

// Change the text of the label directly

label1.Text = "New Text";

// Alternatively, if you want to change the text dynamically based on some condition or user input, you can do it like this:

string newText = "Dynamic Text";

label1.Text = newText;

using System;

using System.IO;

using System.Windows.Forms;

namespace TextEditorApp

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

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

{

// Clear the text box when "File > New" menu item is clicked

textBox1.Clear();

}

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

{

// Open a file and display its contents in the text box when "File > Open" menu item is clicked

OpenFileDialog openFileDialog1 = new OpenFileDialog();

if (openFileDialog1.ShowDialog() == DialogResult.OK)

{

textBox1.Text = File.ReadAllText(openFileDialog1.FileName);

}

}

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

{

// Save the text box content to a file when "File > Save" menu item is clicked

SaveFileDialog saveFileDialog1 = new SaveFileDialog();

if (saveFileDialog1.ShowDialog() == DialogResult.OK)

{

File.WriteAllText(saveFileDialog1.FileName, textBox1.Text);

}

}

// Implement event handlers for other menu items as needed

}

}