Adnane C# windows Word app 02

<https://youtu.be/5E8VT9mzr2E>

We will be programming the undue and redu BTNS

Undue syntax:

using System;

using System.Collections.Generic;

using System.Windows.Forms;

namespace UndoExample

{

public partial class Form1 : Form

{

private Stack<string> textHistory = new Stack<string>();

private string currentText = "";

public Form1()

{

InitializeComponent();

}

private void textBox1\_TextChanged(object sender, EventArgs e)

{

// Update the current text whenever the text in the TextBox changes

currentText = textBox1.Text;

}

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

{

// Check if there are any actions to undo in the history

if (textHistory.Count > 0)

{

// Get the previous text from the history

string previousText = textHistory.Pop();

// Set the text box content to the previous text

textBox1.Text = previousText;

}

}

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

{

// Save the current text to the history

textHistory.Push(currentText);

}

}

}

Redue syntax:

using System;

using System.Collections.Generic;

using System.Windows.Forms;

namespace RedoExample

{

public partial class Form1 : Form

{

private Stack<string> undoStack = new Stack<string>();

private Stack<string> redoStack = new Stack<string>();

public Form1()

{

InitializeComponent();

}

private void textBox1\_TextChanged(object sender, EventArgs e)

{

// Push the current text to the undo stack whenever the text changes

undoStack.Push(textBox1.Text);

}

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

{

// Check if there are any actions to undo

if (undoStack.Count > 0)

{

// Pop the current text from the undo stack

string previousText = undoStack.Pop();

// Push the current text to the redo stack

redoStack.Push(textBox1.Text);

// Set the text box content to the previous text

textBox1.Text = previousText;

}

}

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

{

// Check if there are any actions to redo

if (redoStack.Count > 0)

{

// Pop the current text from the redo stack

string nextText = redoStack.Pop();

// Push the current text to the undo stack

undoStack.Push(textBox1.Text);

// Set the text box content to the next text

textBox1.Text = nextText;

}

}

}

}