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Turma: 1DS

Velocidade & Radar

Programação e Algoritmos

Prof. Saiz

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**CÓDIGO**

**using** System;  
**using** System.Collections.Generic;  
**using** System.Drawing;  
**using** System.Windows.Forms;  
  
**namespace** Atividade\_13  
{  
  
    **public** partial class MainForm : Form  
    {  
        **public** MainForm()  
        {  
  
            **InitializeComponent**();  
            // pictureBox4.Load ("multa.png");  
        }  
        void **Button1Click**(object sender, EventArgs e)  
        {  
            **double** p1, p2, t, vm;  
              
            p1 = **double**.**Parse** (*textBox1*.Text);  
            t = **double**.**Parse** (*textBox2*.Text);  
            p2 = **double**.**Parse** (*textBox3*.Text);  
            vm = (p2 - p1)/t;  
              
            **if** (vm > 80) {  
                *label7*.Text = "Velocidade Alta! Você será multado";  
                *pictureBox4*.**Load** ("policial.jpg");  
            } **else** {  
                *label7*.Text = "A Velocidade está Adequada";  
                *pictureBox4*.**Load** ("stitch.png");  
            }  
              
            *label6*.Text = "Velocidade Média: " + vm;  
        }  
    }  
}

**PRINTS**

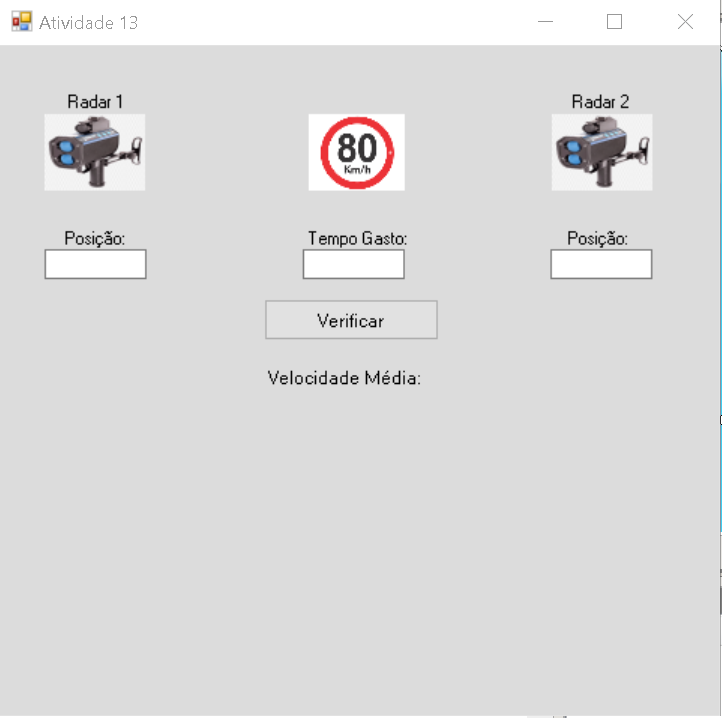


Figura – Layout

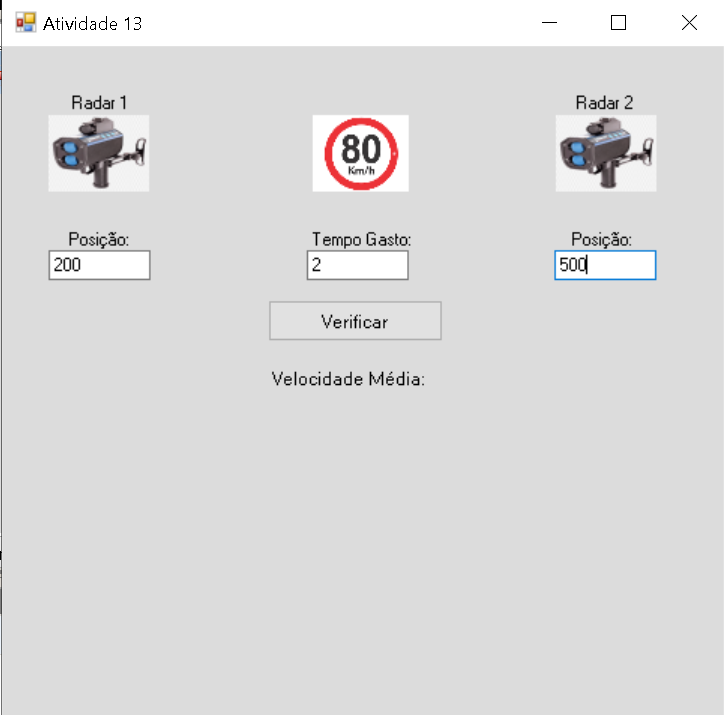


Figura - Primeiro Teste (Parte 1)

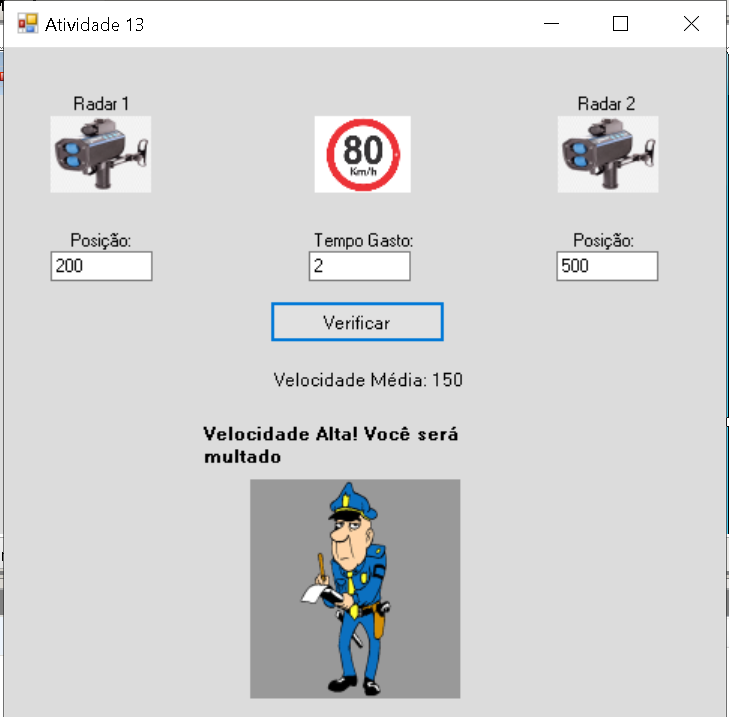


Figura - Primeiro Teste (Parte 2)

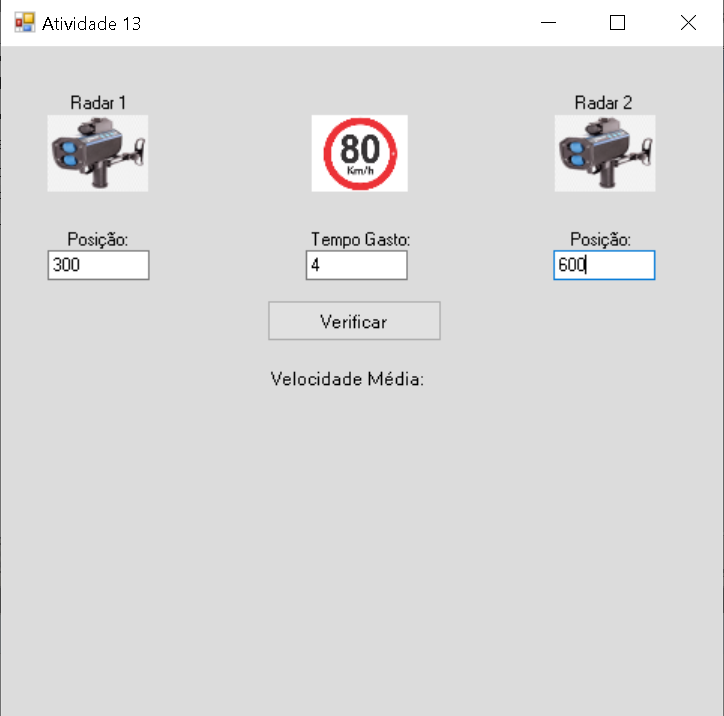


Figura - Segundo Teste (Parte 1)

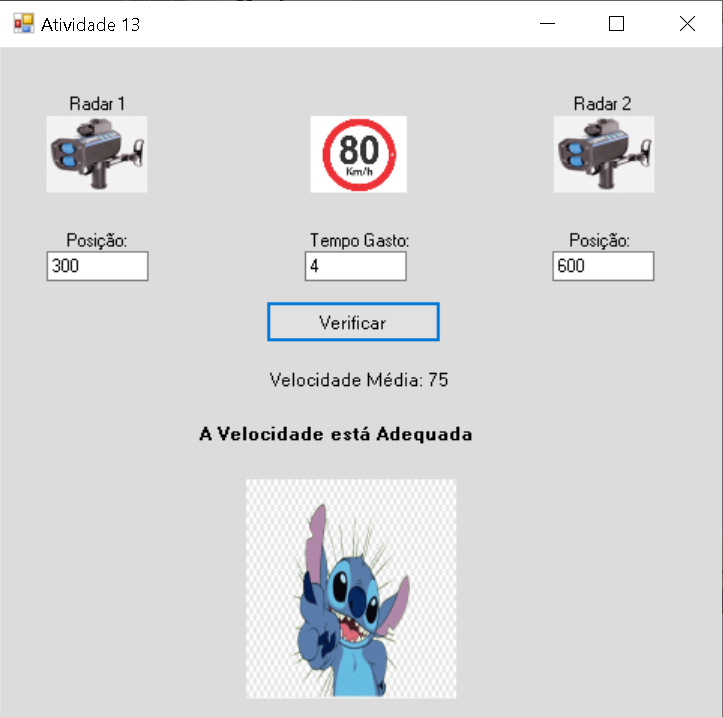


Figura - Segundo Teste (Parte 2)