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1 using System;
2 using System.Collections.Generic;
3 using System.Windows;
4 using System.Windows.Controls;
5 using System.Windows.Input;
6 using System.Windows.Media;
7 using System.Windows.Media.Imaging;
8 using System.Windows.Threading;
9
10 namespace WpfApp1
11 {
12     /// <summary>
13     /// Interaction logic for MainWindow.xaml
14     /// </summary>
15     public partial class MainWindow : Window
16     {
17         List<Triangle> triangles = new List<Triangle>();
18         public MainWindow()
19         {
20             InitializeComponent();
21
22             timer.Interval = TimeSpan.FromSeconds(0.099);
23             timer.Tick += Timer_Tick;
24
25             originalBitmap = new BitmapImage();
26             originalBitmap.BeginInit();
27             originalBitmap.UriSource = new Uri(originalImagePath,  ↗
                UriKind.Relative);
28             originalBitmap.EndInit();
29             cat.Source = originalBitmap;
30         }
31
32
33
34         private void Button_Click(object sender, RoutedEventArgs e)
35         {
36             Double numberA, numberB, numberC;
37
38             bool A1 = Double.TryParse(TextBox01.Text, out numberA);
39             bool B2 = Double.TryParse(TextBox02.Text, out numberB);
40             bool C3 = Double.TryParse(TextBox03.Text, out numberC);
41
42             if ( !A1 || !B2 || !C3 || numberA <=0 || numberB <=0 ||  ↗
                numberC<=0)
43             {
44                 MessageBox.Show("請輸入正確數值不可小於0或是空白", "輸入錯  ↗
                    誤");
45                 return;
46             }
47             Triangle triangle = new Triangle(numberA, numberB,  ↗
                numberC);
48             if (triangle.IsValid)
49             {
```

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50         ltest.Content = $"邊長 {numberA}, {numberB}, {numberC} 可以構成三角形";
51         ltest.Background = new SolidColorBrush((Color) ColorConverter.ConvertFromString("#5FEB64"));
52     }
53 }
54 else
55 {
56     ltest.Content = $"邊長 {numberA}, {numberB}, {numberC} 不可構成三角形";
57     ltest.Background = Brushes.Red;
58 }
59 Cout.Text += $"{ltest.Content}\n";
60 TextboxReset();
61 string newImagePath = "cat2.jpeg";
62 BitmapImage bitmap = new BitmapImage();
63 bitmap.BeginInit();
64 bitmap.UriSource = new Uri(newImagePath, UriKind.Relative);
65 bitmap.EndInit();
66 cat.Source = bitmap;
67 timer.Start();
68
69
70 }
71 private void TextBox_PreviewKeyDown(object sender, KeyEventArgs e)
72 {
73     if (e.Key == Key.Enter)
74     {
75         // 防止換行
76         e.Handled = true;
77
78         // 尋找下一個 TextBox
79         TraversalRequest request = new TraversalRequest (FocusNavigationDirection.Next);
80         UIElement elementWithFocus = Keyboard.FocusedElement as UIElement;
81         if (elementWithFocus != null)
82         {
83             elementWithFocus.MoveFocus(request);
84         }
85     }
86 }
87 private DispatcherTimer timer = new DispatcherTimer();
88
89 private string originalImagePath = "cat1.jpeg";
90
91 private BitmapImage originalBitmap;
92
93 private void Timer_Tick(object? sender, EventArgs e)
94 {
95

```

```
96         // 停止計時器
97         timer.Stop();
98
99         // 切換回原始圖片
100         cat.Source = originalBitmap;
101
102     }
103     private void TextboxReset()
104     {
105         TextBox01.Text = "";
106         TextBox02.Text = "";
107         TextBox03.Text = "";
108
109     }
110 }
111 }
112
```