

```
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
8 namespace WpfApp1
9 {
10     /// <summary>
11     /// Interaction logic for MainWindow.xaml
12     /// </summary>
13     public partial class MainWindow : Window
14     {
15         List<Triangle> triangles = new List<Triangle>();
16         public MainWindow()
17         {
18             InitializeComponent();
19         }
20
21         private void Button_Click(object sender, RoutedEventArgs e)
22         {
23             Double numberA, numberB, numberC;
24
25             bool A1 = Double.TryParse(TextBox01.Text, out numberA);
26             bool B2 = Double.TryParse(TextBox02.Text, out numberB);
27             bool C3 = Double.TryParse(TextBox03.Text, out numberC);
28
29             if( !A1 || !B2 || !C3 || numberA <=0 || numberB <=0 ||
30                 numberC<=0)
31             {
32                 MessageBox.Show("請輸入正確數值不可小於0或是空白", "輸入錯
33                     誤");
34                 return;
35             }
36             Triangle triangle = new Triangle(numberA, numberB, numberC);
37             if (triangle.IsValid)
38             {
39                 ltest.Content = $"邊長 {numberA}, {numberB}, {numberC} 可
40                     以構成三角形";
41                 ltest.Background = Brushes.Green;
42             }
43             else
44             {
45                 ltest.Content = $"邊長 {numberA}, {numberB}, {numberC} 不
46                     可構成三角形";
47                 ltest.Background = Brushes.Red;
48             }
49             Cout.Text += $"{ltest.Content}\n";
50             TextboxReset();
51         }
52         private void TextBox_PreviewKeyDown(object sender, KeyEventArgs e)
```

```
e)
{
50     {
51         if (e.Key == Key.Enter)
52         {
53             // 防止換行
54             e.Handled = true;
55
56             // 尋找下一個 TextBox
57             TraversalRequest request = new TraversalRequest      ↗
58                 (FocusNavigationDirection.Next);
59             UIElement elementWithFocus = Keyboard.FocusedElement as  ↗
60                 UIElement;
61             if (elementWithFocus != null)
62             {
63                 elementWithFocus.MoveFocus(request);
64             }
65         }
66     }
67
68     private void TextboxReset()
69     {
70         TextBox01.Text = "";
71         TextBox02.Text = "";
72         TextBox03.Text = "";
73     }
74 }
75
```