[\\\\\\\Form](\\\\\\\\\\\\\\Form)

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace проект\_13

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

pic\_A\_X = new List<int>();

pic\_A\_Y = new List<int>();

}

//--------Старт

private void button1\_Click(object sender, EventArgs e)

{

DialogResult okay = MessageBox.Show("Введите множество А");

if (okay == DialogResult.OK)

{

pic1 pic\_ = new pic1(false);

pic\_.ShowDialog();

pic\_A\_X = pic\_.pic\_X;

pic\_A\_Y = pic\_.pic\_Y;

}

DialogResult okby = MessageBox.Show("Введите множество B");

if (okby == DialogResult.OK)

{

pic1 pic\_ = new pic1(true);

pic\_.ShowDialog();

pic\_B\_X = pic\_.pic\_X;

pic\_B\_Y = pic\_.pic\_Y;

}

}

private List<int> pic\_A\_X;

private List<int> pic\_A\_Y;

private List<int> pic\_B\_X;

private List<int> pic\_B\_Y;

private List<int> pic\_C\_X;

private List<int> pic\_C\_Y;

private List<int> pic\_D\_X;

private List<int> pic\_D\_Y;

//показ множества А

private void button2\_Click(object sender, EventArgs e)

{

String s = "множество A";

Brush p = Brushes.Red;

Result res\_ = new Result(p, pic\_A\_X, pic\_A\_Y,s);

res\_.ShowDialog();

}

//показ В

private void button3\_Click(object sender, EventArgs e)

{

String s="множество В";

Brush p = Brushes.Blue;

Result res\_ = new Result(p, pic\_B\_X, pic\_B\_Y,s);

res\_.ShowDialog();

}

private void button4\_Click(object sender, EventArgs e)

{

String s = "пересечение множеств А и В";

Brush p = Brushes.Plum;

pic\_C\_X = new List<int>();

pic\_C\_Y = new List<int>();

for (int i = 0; i < pic\_A\_X.Count; i++)

{

for (int j = 0; j < pic\_B\_X.Count; j++)

{

if((pic\_A\_X[i]==pic\_B\_X[j])&&(pic\_A\_Y[i]==pic\_B\_Y[j])){

pic\_C\_X.Add(pic\_A\_X[i]);

pic\_C\_Y.Add(pic\_A\_Y[i]);

}

}

}

Result res\_ = new Result(p, pic\_C\_X, pic\_C\_Y, s);

res\_.ShowDialog();

}

private void button5\_Click(object sender, EventArgs e)

{

String s = "разность множеств А и В";

Brush p = Brushes.Green;

pic\_D\_X = new List<int>();

pic\_D\_Y = new List<int>();

bool k=true;

for (int i = 0; i < pic\_A\_X.Count; i++)

{

for (int j = 0; j < pic\_B\_X.Count; j++)

{

if ((pic\_A\_X[i] == pic\_B\_X[j]) && (pic\_A\_Y[i] == pic\_B\_Y[j]))

{

k = false;

}

}

if (k) {

pic\_D\_X.Add(pic\_A\_X[i]);

pic\_D\_Y.Add(pic\_A\_Y[i]);

}

k = true;

}

Result res\_ = new Result(p, pic\_D\_X, pic\_D\_Y, s);

res\_.ShowDialog();

}

}

}

[\\\\\\\pic1](file:///\\\\\\\pic1)

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace проект\_13

{

public partial class pic1 : Form

{

public pic1(bool blue)

{

InitializeComponent();

pic\_X = new List<int>();

pic\_Y = new List<int>();

if (blue)

p = Brushes.Blue;

else p = Brushes.Red;

w = panel1.Width;

h = panel1.Height;

}

private void pic1\_Load(object sender, EventArgs e)

{

}

private void pic1\_MouseDoubleClick(object sender, MouseEventArgs e)

{

//MessageBox.Show(e.Location.ToString());

//Graphics g = this.CreateGraphics();

//g.DrawEllipse(p, e.Location.X, e.Location.Y, 10, 10);

//pic\_X.Add(e.Location.X);

//pic\_Y.Add(e.Location.Y);

}

private void panel1\_Paint(object sender, PaintEventArgs e)

{

}

private void panel1\_MouseDoubleClick(object sender, MouseEventArgs e)

{

label2.Text = e.Location.ToString();

// MessageBox.Show(label2.Text);

Graphics g = panel1.CreateGraphics();

g.FillEllipse(p, e.Location.X, e.Location.Y, 10, 10);

pic\_X.Add(e.Location.X);

pic\_Y.Add(e.Location.Y);

}

public List<int> pic\_X;

public List<int> pic\_Y;

private Brush p;

private int w;

private int h;

private void label1\_Click(object sender, EventArgs e)

{

}

private void button1\_Click(object sender, EventArgs e)

{

int x;

int y;

if (int.TryParse(textBox1.Text, out x))

{

if (int.TryParse(textBox2.Text, out y))

{

pic\_X.Add(x);

pic\_Y.Add(y);

if ((x <= w) && (y <= h))

{

Graphics g = panel1.CreateGraphics();

g.FillEllipse(p, x, y, 10, 10);

}

}

else MessageBox.Show("Исправьте Y");

}

else MessageBox.Show("Исправьте X");

}

private void pic1\_Paint(object sender, PaintEventArgs e)

{

Graphics g = panel1.CreateGraphics();

for (int i = 0; i < pic\_X.Count; i++) {

g.FillEllipse(p, pic\_X[i], pic\_Y[i], 10, 10);

}

}

}

}

[\\\\\result](file:///\\\\\result)

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

namespace проект\_13

{

public partial class Result : Form

{

public Result(Brush p, List<int> pic\_X, List<int> pic\_Y, String s)

{

InitializeComponent();

this.pic\_X = pic\_X;

this.pic\_Y = pic\_Y;

w = panel1.Width;

h = panel1.Height;

label2.Text = s;

this.p= p;

}

private void panel1\_Paint(object sender, PaintEventArgs e)

{

Graphics g = panel1.CreateGraphics();

for (int i = 0; i < pic\_X.Count; i++)

{

g.FillEllipse(p, pic\_X[i], pic\_Y[i], 10, 10);

}

}

public List<int> pic\_X;

public List<int> pic\_Y;

private Brush p;

private int w;

private int h;

}

}