

ویژوال استودیو



Visual
Studio

کاوه حقیقی

Simple MessageBox

```
MessageBox.Show("message");
```

Simple MessageBox

```
string s = "salam";  
MessageBox.Show(s);
```

MessageBox with Title

```
MessageBox.Show("message", "title");
```

MessageBox with Buttons

- OK
- OKCancel
- AbortRetryIgnore
- YesNoCancel
- YesNo
- RetryCancel

MessageBox with Buttons

```
MessageBox.Show("message", "title", MessageBoxButtons.YesNo);
```

MessageBox with icons

```
MessageBox.Show("message", "title", MessageBoxButtons.AbortRetryIgnore);
```

Handle exceptions

```
try
{
// execute statement
}
catch ()
{
// handle execeptions
}
finally
{
// always execute
}
```


Boolean

```
type variableName = value;
```

```
bool isCSharpFun = true;  
bool isSirabiTasty = false;
```

C# Conditions and If Statements

```
int a = -1;  
if (a < 0)  
{  
    MessageBox.Show("a is negative.");  
}
```

C# Conditions and If..else statement

```
int a = -1;  
if (a < 0)  
{  
    MessageBox.Show("a is negative.");  
}  
else  
{  
    MessageBox.Show("a is 0 or positive.");  
}
```

C# Conditions and If..else..if statement

The {} braces are optional for a single line statement. We can replace the above code with the following code.

```
if (a < 0)
    MessageBox.Show("a is negative.");
else
    MessageBox.Show("a is 0 or positive.");
```

C# Conditions. How to compare

>

<

>=

<=

!=

==

C# Conditions and ampersand vs pi (and vs or)

<i>Operand-A</i>	<i>Operand-B</i>	<i>A && B</i>	<i>A B</i>	<i>!A</i>
True	True	True	True	False
True	False	False	True	False
False	True	False	True	True
False	False	False	False	True

C# Conditions and ampersand vs pi (and vs or)

```
int riazzi = 8;  
int fizik = 12;  
  
if (riazzi > 10 && fizik > 10)  
{  
    MessageBox.Show("hamasho gabooli");  
}  
else  
{  
    MessageBox.Show("?????");  
}
```

C# Conditions and ampersand vs pi (and vs or)

```
int riazi = 8;  
int fizik = 12;  
  
if (riazi < 10 || fizik < 10)  
{  
    MessageBox.Show("vahed moonde dari");  
}  
else  
{  
    MessageBox.Show("?????");  
}
```


C# Conditions and ampersand vs pi (and vs or)

```
int riazi = 8;  
int fizik = 12;  
  
if (riazi == 20)  
{  
    MessageBox.Show("riazi 20 gerefti");  
}  
else  
{  
    MessageBox.Show("?????");  
}
```

C# Conditions and ampersand vs pi (and vs or)

```
int riazzi = 8;  
int fizik = 12;  
  
if (riazzi != fizik)  
{  
    MessageBox.Show("nomrehaat farg dare");  
}  
else  
{  
    MessageBox.Show("?????");  
}
```

C# Conditions and If..else..if statement

```
int a = 8;
if (a < 10)
{
    MessageBox.Show("a is less than 10.");
}
else if (a > 10 && a < 100)
{
    MessageBox.Show("a is between 10 and 100.");
}
else
{
    MessageBox.Show("a is greather than 100.");
}
```

Nested if else

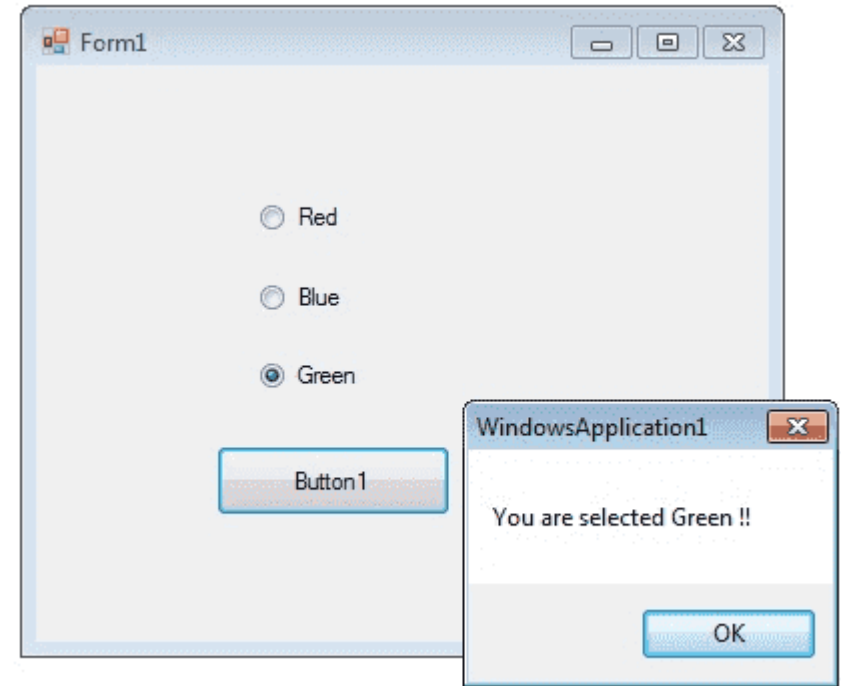
```
int a = -1;
if (a < 0)
{
    MessageBox.Show ("a is negative.");
}
else
{
    if (a == 0)
        MessageBox.Show("a is 0.");
    else
        MessageBox.Show("a is positive.");
}
```

Conditional operators in if

```
int a = -1; int b = 10; int c;  
  
if (a < 0 && b < 0)  
{  
    MessageBox.Show ("Both a and b are negative.");  
}  
else if (a < 0 || b < 0)  
{  
    MessageBox.Show ("One number is negative.");  
}  
else  
{  
    MessageBox.Show ("Both numbers are positive.");  
}
```

Using if with RadioButton

```
if (radioButton1.Checked == true)
{
    MessageBox.Show ("You are selected Red !! ");
    return;
}
else if (radioButton2.Checked == true)
{
    MessageBox.Show("You are selected Blue !! ");
    return;
}
else
{
    MessageBox.Show("You are selected Green !! ");
    return;
}
```

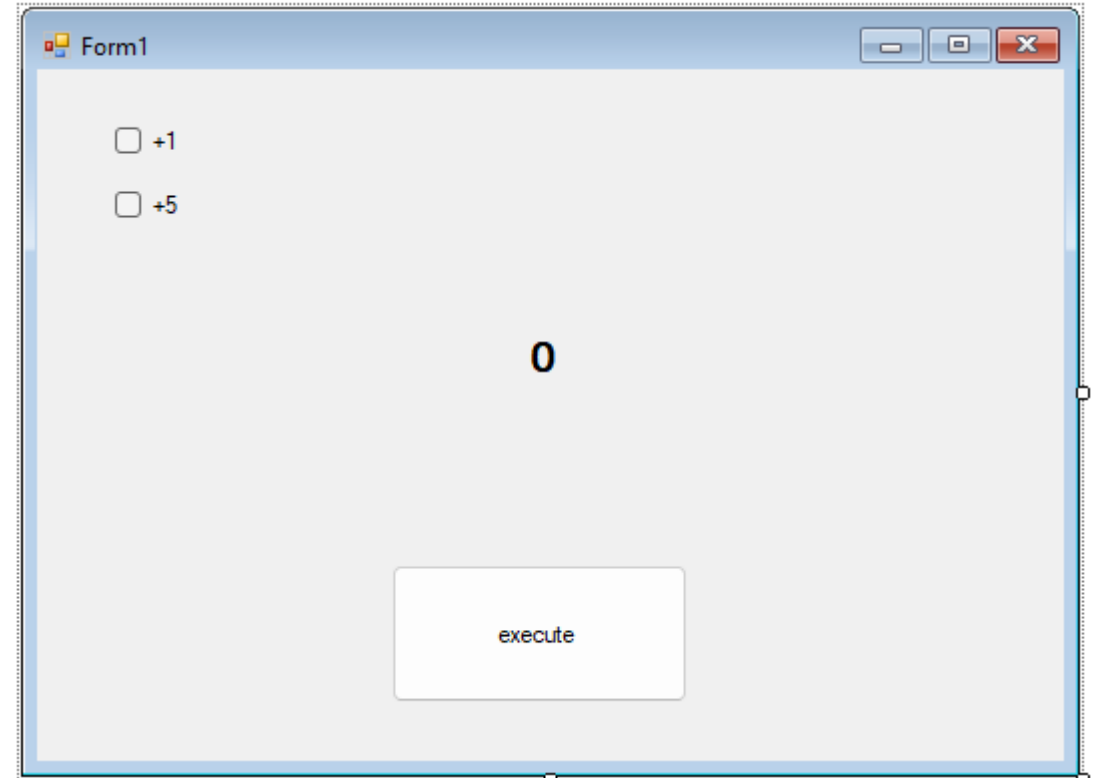


Using if with Checkbox

```
private void btn_execute_Click(object sender, EventArgs e)
{
    int a = Convert.ToInt32(lbl_value.Text);

    if (chb_add1.Checked)
    {
        a++;
    }
    else if (chb_add5.Checked)
    {
        a += 5;
    }
    else if (chb_add1.Checked && chb_add5.Checked)
    {
        a += 6;
    }
    else
    {
        MessageBox.Show("Please Select An option");
    }

    lbl_value.Text = a.ToString();
}
```



Using if with Checkbox Correction

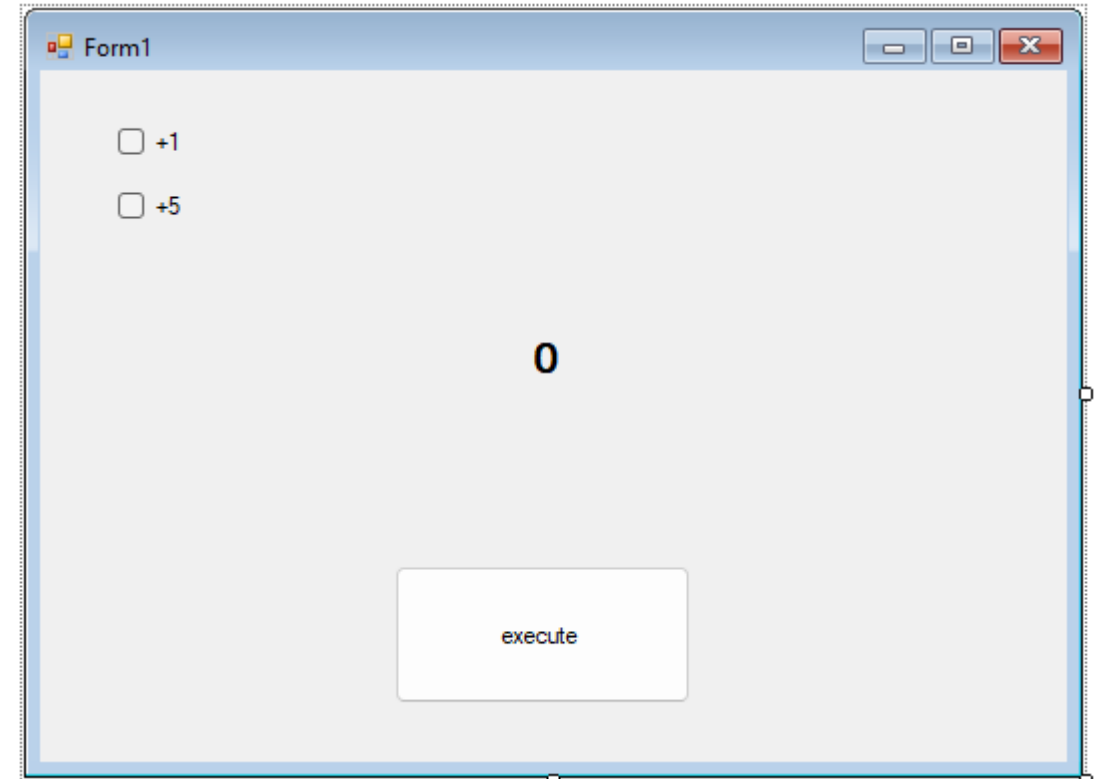
```
using System.Windows.Forms;
using System;

namespace windowsapp1
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void btn_execute_Click(object sender, EventArgs e)
        {
            int a = Convert.ToInt32(lbl_value.Text);

            if (chb_add1.Checked && chb_add5.Checked)
            {
                a+=6;
            }
            else if (chb_add1.Checked)
            {
                a++;
            }
            else if (chb_add5.Checked)
            {
                a += 5;
            }
            else
            {
                MessageBox.Show("Please Select An option");
            }

            lbl_value.Text = a.ToString();
        }
    }
}
```



The screenshot shows a Windows application window titled "Form1". Inside the window, there are two unchecked checkboxes: the first is labeled "+1" and the second is labeled "+5". Below these checkboxes, a large black digit "0" is displayed in the center of the window. At the bottom center of the window, there is a white button with the text "execute". The window has standard Windows window controls (minimize, maximize, close) in the top right corner.

Question

مثال: در این مثال یک عدد به عنوان نمره یک درس وارد می کنیم، اگر عدد بین ۰ تا کمتر از ۱۰ بود، **ضعیف** را چاپ می کند، اگر بین ۱۰ تا ۱۷ **متوسط** را چاپ می کند، اگر بین ۱۷ تا ۲۰ بود **عالی** را چاپ می کند و اگر کمتر از ۰ و بیشتر از ۲۰ باشد پیغام **خطا** را چاپ می کند.

Question

مثال: در این مثال یک عدد به عنوان نمره یک درس وارد می کنیم، اگر عدد بین ۰ تا کمتر از ۱۰ بود، **ضعیف** را چاپ می کند، اگر بین ۱۰ تا ۱۷ **متوسط** را چاپ می کند، اگر بین ۱۷ تا ۲۰ بود **عالی** را چاپ می کند و اگر کمتر از ۰ و بیشتر از ۲۰ باشد پیغام **خطا** را چاپ می کند.

```
int a = Convert.ToInt32(txt_input.Text);
if (0 <= num && num < 10)
{
    Console.WriteLine("Zaief");
}
else if (10 <= num && num < 17)
{
    Console.WriteLine("Motavaset");
}
else if (17 <= num && num <= 20)
{
    Console.WriteLine("Alie");
}
else
{
    Console.WriteLine("Error");
}
```

کاوه حقیقی - ویژوال استودیو

Some Common Syntaxes For integer

```
a=a+1;
```

```
a++;
```

```
a+=1;
```

```
a=a-1;
```

```
a--;
```

```
a-=1;
```

Some Common Syntaxes Also For Strings!!!

```
s=s+"text";  
s+="text";
```

C# Switch

```
switch(expression)
{
    case x:
        // code block
        break;
    case y:
        // code block
        break;
    default:
        // code block
        break;
}
```

C# Switch

```
int day = 4;
switch (day)
{
    case 1:
        MessageBox.Show("Monday");
        break;
    case 2:
        MessageBox.Show("Tuesday");
        break;
    case 3:
        MessageBox.Show("Wednesday");
        break;
    case 4:
        MessageBox.Show("Thursday");
        break;
    case 5:
        MessageBox.Show("Friday");
        break;
    case 6:
        MessageBox.Show("Saturday");
        break;
    case 7:
        MessageBox.Show("Sunday");
        break;
}
// Outputs "Thursday" (day 4)
```

C# Switch

```
switch (measurement)
{
    case < 0:
        MessageBox.Show("manfie");
        break;
    case > 0:
        MessageBox.Show("mosbate");
        break;
    case = 0:
        MessageBox.Show("sefre");
        break;
    default:
        MessageBox.Show($"Measured value is {measurement}.");
        break;
}
```