

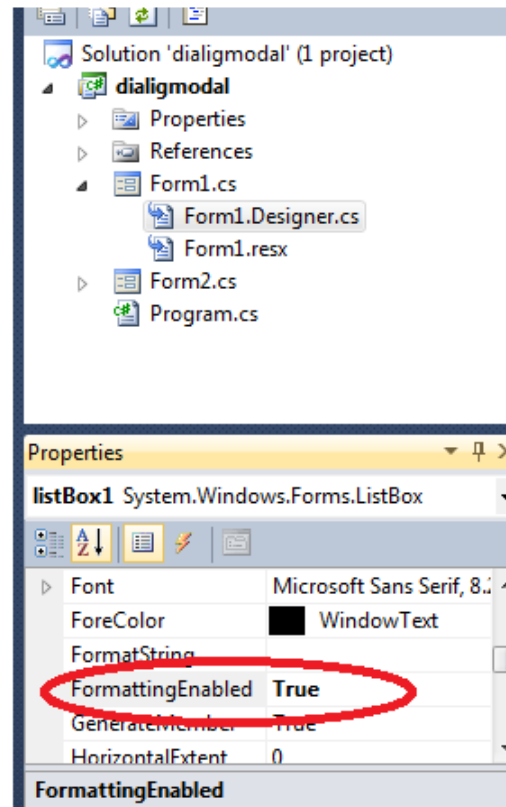
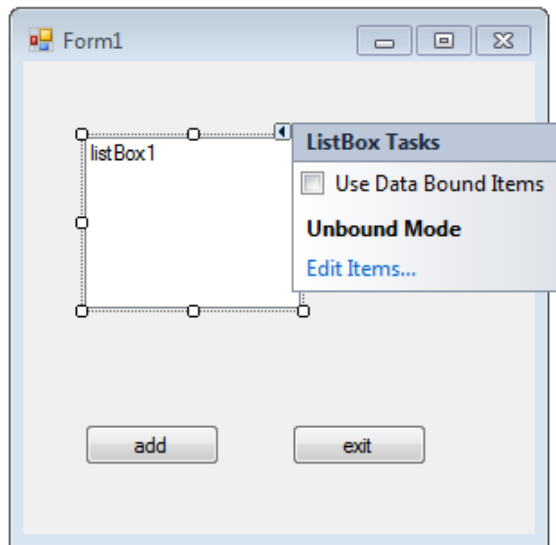
Dialog modal

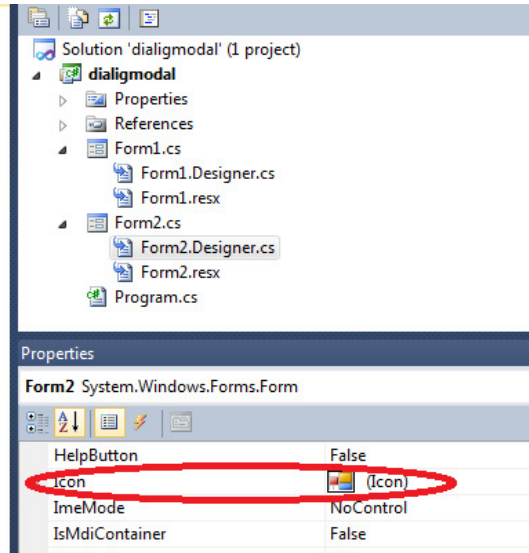
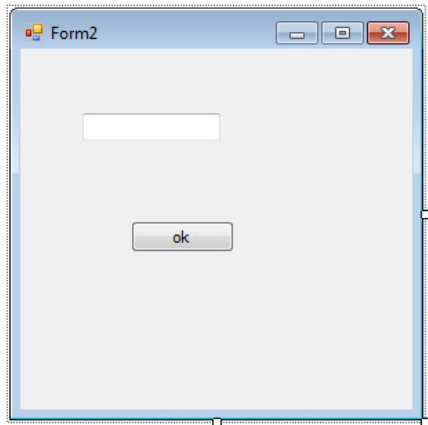
2 formulare:

In formularul 1 avem un **listBox1** si un butoon **add...** La evenimentul **click** al acestui buton se deschide un alt formular form2.

Cit timp form2 este activa , form1 nu poate fi accesat.

In form2 avem un textbox cu ajutorul caruia adaugam itemi in colectia de itemi a obiectului listBox1 din form1 , prin evenimentul click al butonului "OK".





```
namespace dialigmodal
{
    public partial class Form1 : Form
    {
        private Form2 f2; // se declara o var f2 de tipul form2
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            f2 = new Form2(); // se creeaza obiectul f2
            f2.ShowDialog(); // afisarea form2 prin dialog modal
            if (f2.Item != "") listBox1.Items.Add(f2.Item); // accesul Item contine de fapt valoarea var private item
        }

        private void button2_Click(object sender, EventArgs e)
        {
            Application.Exit();
            //this.Close();
        }
    }
}
```

```

namespace dialigmodal
{
    public partial class Form2 : Form
    {
        private string item; // var privata
        int cnt = 0;
        public string Item // accesori ce permite accesul la valoarea var private item
        {
            get { return item; }
        }
        public Form2()
        { InitializeComponent(); }

        private void button1_Click(object sender, EventArgs e)
        {
            item = textBox1.Text.Trim(); // continutul textBox1-ului se memoreaza in var item
            if (item == "")
            {
                /*
                cnt++;
                if (cnt <= 3)
                {
                    MessageBox.Show("trebuie sa introduceti o valoare");
                    textBox1.Focus();
                }
                else
                {
                    MessageBox.Show("Mai adaugati ?", "Atentie", MessageBoxButtons.OKCancel);
                    DialogResult dr = new DialogResult();
                    if (dr == DialogResult.OK) Close();
                    if (dr == DialogResult.Cancel) cnt = 0;
                }
                */
            }
            if (item != "") Close();
        }

        private void textBox1_KeyDown(object sender, KeyEventArgs e)
        {
            if (e.KeyCode == Keys.Enter) { item = textBox1.Text.Trim(); Close(); } // executa acelasi cod ca si eveniment click al ;ui button1
        }
    }
}

```