*Aplicatia 3 in Windows Application*

obiect textBox
name=tbnrelevi

obiect textBox
name=tbnume

**vectori de tipul struct elev**

acestea sint obiecte de tip
label (eticheta).
proprietatea text pentru ele
primeste valorile incercuite:

ele au doar rolul de
informare a utilizatorului
final al aplicatiei

introduceti nr de elevi:

nume elev:

nota 1:

obiect textBox
name=tbnota1

nota 2:

obiect textBox
name=tbnota2

nota teza:

media generala:

obiect textBox
name=tbteza

obiect textBox
name=tbmgenerala

scrie in vector

scrie in fisier

obiect Button
name=btnvector
executa cod la evenimentul click

formularul
va executa cod la evenimentul Load ( acest eveniment se
declanseaza cind formularul se incarca pentru utilizare.
proprietatea Text= vectori de tipul struct elevi

obiect button
name=btnincarca
executa cod la
evenimentul click
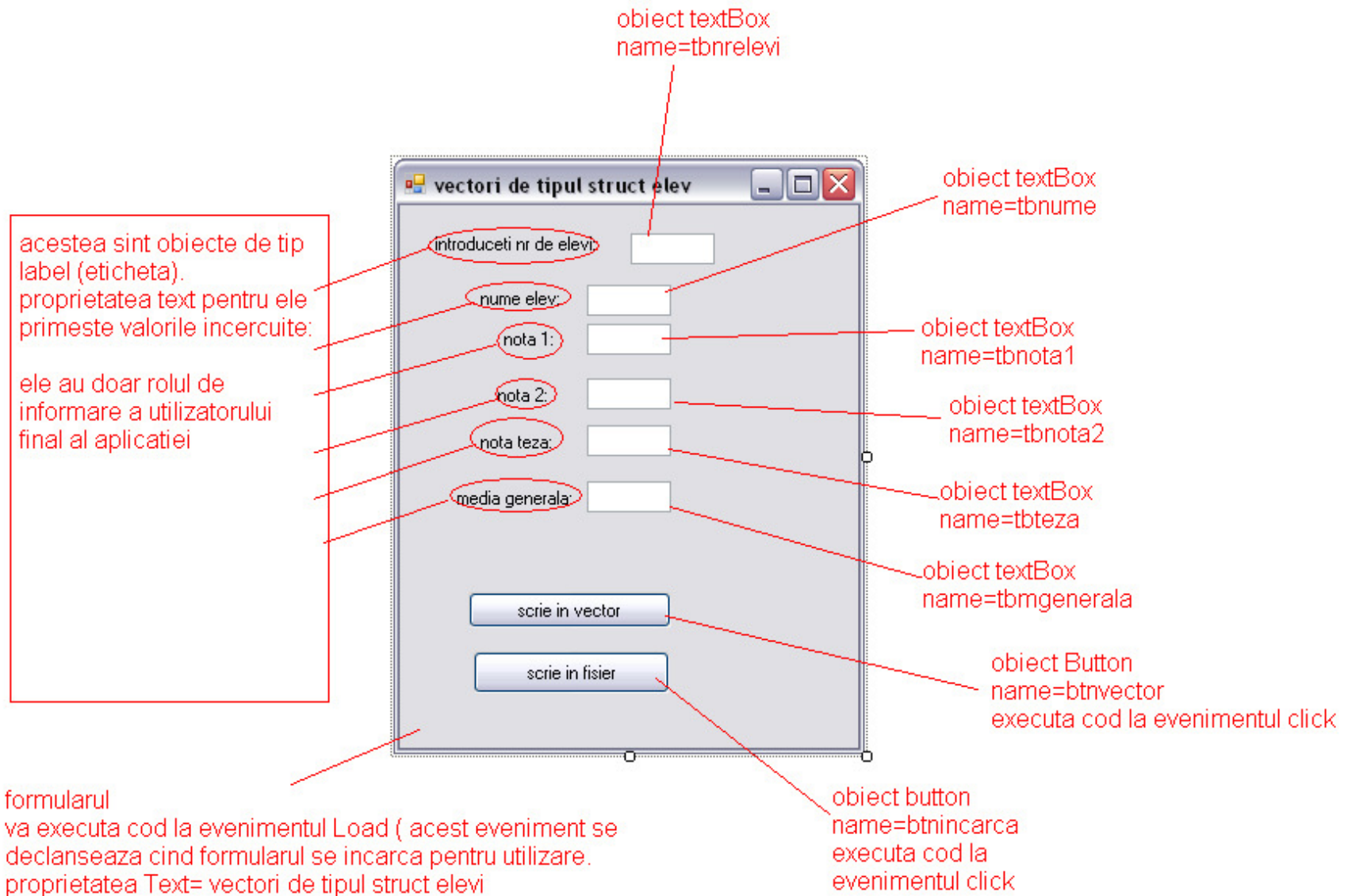
```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using System.IO;  // 1

namespace vector_struct_elevi
{
    public partial class Form1 : Form
    {
        struct elev
        {
            public string nume;
            public double n1;
            public double n2;
            public double teza;
            public double mg;
        }
        elev[] ee = new elev[20];
        int n,i=0;
        public Form1()...
        private void btnincarca_Click(object sender, EventArgs e)...

        private void btnvector_Click(object sender, EventArgs e)...

        private void Form1_Load(object sender, EventArgs e)...

    }
}
```

```csharp
ng System.ComponentModel;
ng System.Data;
ng System.Drawing;
ng System.Linq;
ng System.Text;
ng System.Windows.Forms;
ng System.IO; // 1

espace vector_struct_elevi

public partial class Form1 : Form
{
    struct elev
    {
        public string nume;
        public double n1;
        public double n2;
        public double teza;
        public double mg;
    }
    elev[] ee = new elev[20];
    int n,i=0;
    public Form1()...
    private void btnincarca_Click(object sender, EventArgs e)
    {

        StreamWriter sw = new StreamWriter("elevi.txt");
        for(int i=1;i<=n;i++)
            sw.WriteLine("nume={0}, n1={1}, n2={2}, teza={3}, mg={4}", ee[i].nume, ee[i].n1, ee[i].n2,ee[i].teza, ee[i].mg);
        sw.Close();

    }

    private void btnvector_Click(object sender, EventArgs e)...

    private void Form1_Load(object sender, EventArgs e)...
```

```csharp
public partial class Form1 : Form
{
    struct elev
    {
        public string nume;
        public double n1;
        public double n2;
        public double teza;
        public double mg;
    }
    elev[] ee = new elev[20];
    int n,i=0;
    public Form1()...
    private void btnincarca_Click(object sender, EventArgs e)...

    private void btnvector_Click(object sender, EventArgs e)
    {
        n = Convert.ToInt32(tbnrelevi.Text);
        tbnrelevi.Enabled = false;
        if (i < n)
        {

            MessageBox.Show(Convert.ToString(i));
            i++;
            ee[i].nume = tbnume.Text;
            ee[i].n1 = Convert.ToDouble(Convert.ToDecimal(tbnota1.Text));
            ee[i].n2 = Convert.ToDouble(Convert.ToDecimal(tbnota2.Text));
            ee[i].teza = Convert.ToDouble(Convert.ToDecimal(tbteza.Text));
            ee[i].mg = ((ee[i].n1 + ee[i].n2) / 2 + ee[i].teza) / 2;
            tbmgenerala.Text = Convert.ToString(ee[i].mg);


        }
        else MessageBox.Show("s-au introdus " + tbnrelevi.Text + " elevi. STOP", "Atentie!!");



    }
```

```csharp
public partial class Form1 : Form
{
    struct elev
    {
        public string nume;
        public double n1;
        public double n2;
        public double teza;
        public double mg;
    }
    elev[] ee = new elev[20];
    int n,i=0;
    public Form1()...
    private void btnincarca_Click(object sender, EventArgs e)...

    private void btnvector_Click(object sender, EventArgs e)...


    private void Form1_Load(object sender, EventArgs e)
    {
        tbmgenerala.Enabled = false;
        MessageBox.Show(" aplicatie windows form -exemplu pentru vector de tipul struct- definit de utilizator");
    }

}
}
```

File   Edit   View   Favorites   Tools   Help

Back · · · Search · Folders · · · · Folder Sync

Address  C:\Documents and Settings\a\My Documents\Visual Studio 2010\Projects\vector-struct-elevi\vector-struct-elevi\bin\Debug

**File and Folder Tasks**

- Rename this file
- Move this file
- Copy this file
- Publish this file to the Web
- E-mail this file
- Print this file
- Delete this file

**Other Places**

- bin
- My Documents
- Shared Documents
- My Computer
- My Network Places

**Details**

**elevi.txt**

elevi.txt
Text Document
1 KB

vector-struct-elevi.pdb
PDB File
26 KB

vector-struct-elevi.exe
vector-struct-elevi
b

vector-struct-elevi.vshost.exe
vshost32.exe
Microsoft Corporation

**elevi.txt - Notepad**

File   Edit   Format   View   Help

```
nume=ana,  n1=5,  n2=7,  teza=6,  mg=6
nume=pop,  n1=5,  n2=4,  teza=6,  mg=5.25
nume=mim,  n1=9,  n2=4,  teza=6,  mg=6.25
```