



Тест с возвратом



Определение структуры теста

Устройства ввода

клавиатура

2

принтер

-10

джойстик

3

Текстовые редакторы

Paint

-10

MS Word

2

Notepad

3

Операции отношения

больше

3

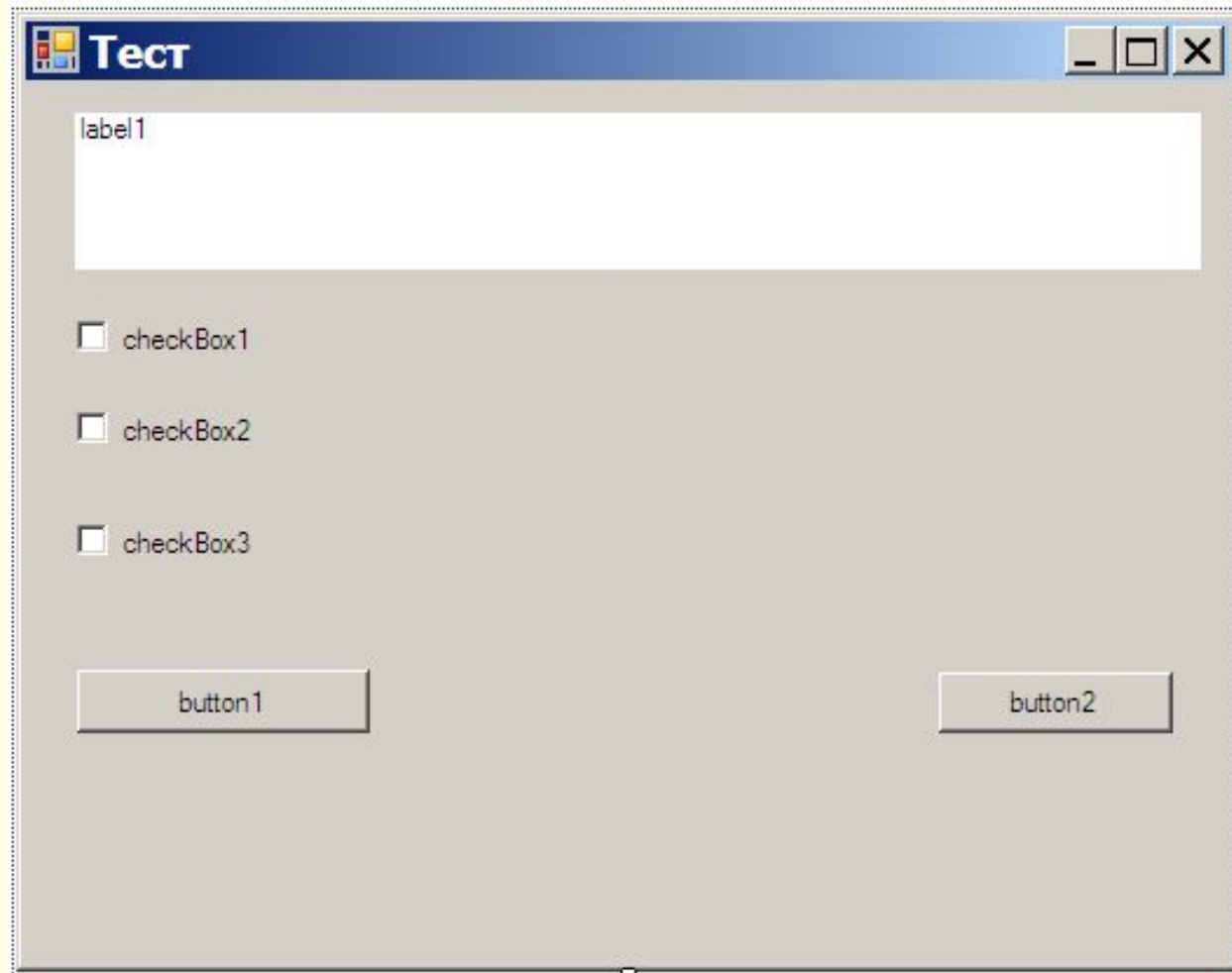
деление

-10

равенство

2

Форма для теста



The image shows a screenshot of a Windows-style application window titled "Тест". The window has a standard title bar with minimize, maximize, and close buttons. The main content area contains a large text input field labeled "label1" at the top. Below it are three vertically stacked checkboxes, each labeled "checkBox1", "checkBox2", and "checkBox3" respectively. At the bottom of the window, there are two buttons: "button1" on the left and "button2" on the right. The window is outlined with a dotted border, indicating it is a design-time or development-time view.

Форма для теста

The image shows a screenshot of a Windows-style window titled "Тест". The window has a blue title bar with standard minimize, maximize, and close buttons. The main content area is light gray and contains the following elements:

- A white rectangular box at the top containing the text "1. Устройства ввода".
- Three unchecked checkboxes with the following labels:
 - клавиатура
 - принтер
 - джойстик
- Two buttons at the bottom:
 - A button labeled "Далее" (Next) with a dotted border, located on the left.
 - A button labeled "Результат" (Result), located on the right.
- A horizontal row of ten small buttons at the bottom, numbered 1 through 10.

Описание структуры для хранения теста

```
namespace ТестКнопки
{struct vopros
    {
        public string vopr;
        public string otv1;
        public int bal1;
        public string otv2;
        public int bal2;
        public string otv3;
        public int bal3;
        public int rez;
        public int rezmax;
    };
};
```

Описание переменных формы

```
public partial class Form1 : Form
{
    int kol, i;
    vopros[] Test;
    List<Button> vopr = new List<Button>();
```

Чтение вопросов из файла

```
public Form1()  
{  
    InitializeComponent();  
    string[] str;  
    str = File.ReadAllLines(@"d:\test1.txt");  
    int n = str.Length;  
    kol = n / 7;  
    Test = new vopros[kol];
```

Создание коллекции кнопок

```
for (int j = 0; j < kol; j++)  
{ Button b = new Button();  
  b.Height = 20;  
  b.Width = 30;  
  b.Top = this.ClientSize.Height - 25;  
  b.Left = 10 + j* 35;  
  b.Text = Convert.ToString(j + 1);  
  b.Visible = true;  
  b.Enabled = false;  
  b.Click += new System.EventHandler(this.Возврат);  
  this.Controls.Add(b);  
  vopr.Add(b);  
}
```


Создание массива вопросов

```
for (int j = 0; j < kol; j++)  
{  
    Test[j].vopr = str[m]; m++;  
    Test[j].otv1 = str[m]; m++;  
    Test[j].bal1 = Convert.ToInt32(str[m]); m++;  
    Test[j].otv2 = str[m]; m++;  
    Test[j].bal2 = Convert.ToInt32(str[m]); m++;  
    Test[j].otv3 = str[m]; m++;  
    Test[j].bal3 = Convert.ToInt32(str[m]); m++;  
    if (Test[j].bal1 > 0) Test[j].rezmax += Test[j].bal1;  
    if (Test[j].bal2 > 0) Test[j].rezmax += Test[j].bal2;  
    if (Test[j].bal3 > 0) Test[j].rezmax += Test[j].bal3;  
}
```

Установки для начала работы

```
button1.Text = "Далее";  
    button2.Text = "Результат";  
    button2.Enabled = false;  
    i = 0;  
    vivod(i);  
    timer1.Enabled = true;  
}
```

Метод ВЫВОД

```
void vivod(int t)
{
    label1.Text = Convert.ToString(t+1)+". "+Test[t].vopr;
    checkBox1.Text = Test[t].otv1;
    checkBox2.Text = Test[t].otv2;
    checkBox3.Text = Test[t].otv3;
    checkBox1.Checked = false;
    checkBox2.Checked = false;
    checkBox3.Checked = false;
}
```

Событие щелчок по кнопке Далее

```
private void button1_Click(object sender, EventArgs e)
{
    int s = 0;
    vopr[i].Enabled = true;
    if (checkBox1.Checked) s += Test[i].bal1;
    if (checkBox2.Checked) s += Test[i].bal2;
    if (checkBox3.Checked) s += Test[i].bal3;
    if (s < 0) Test[i].rez = 0; else Test[i].rez = s;
    i++;
    if (i < kol) vivod(i);
    else
    {
        button1.Enabled = false;
        button12.Enabled = true;
    }
}
```

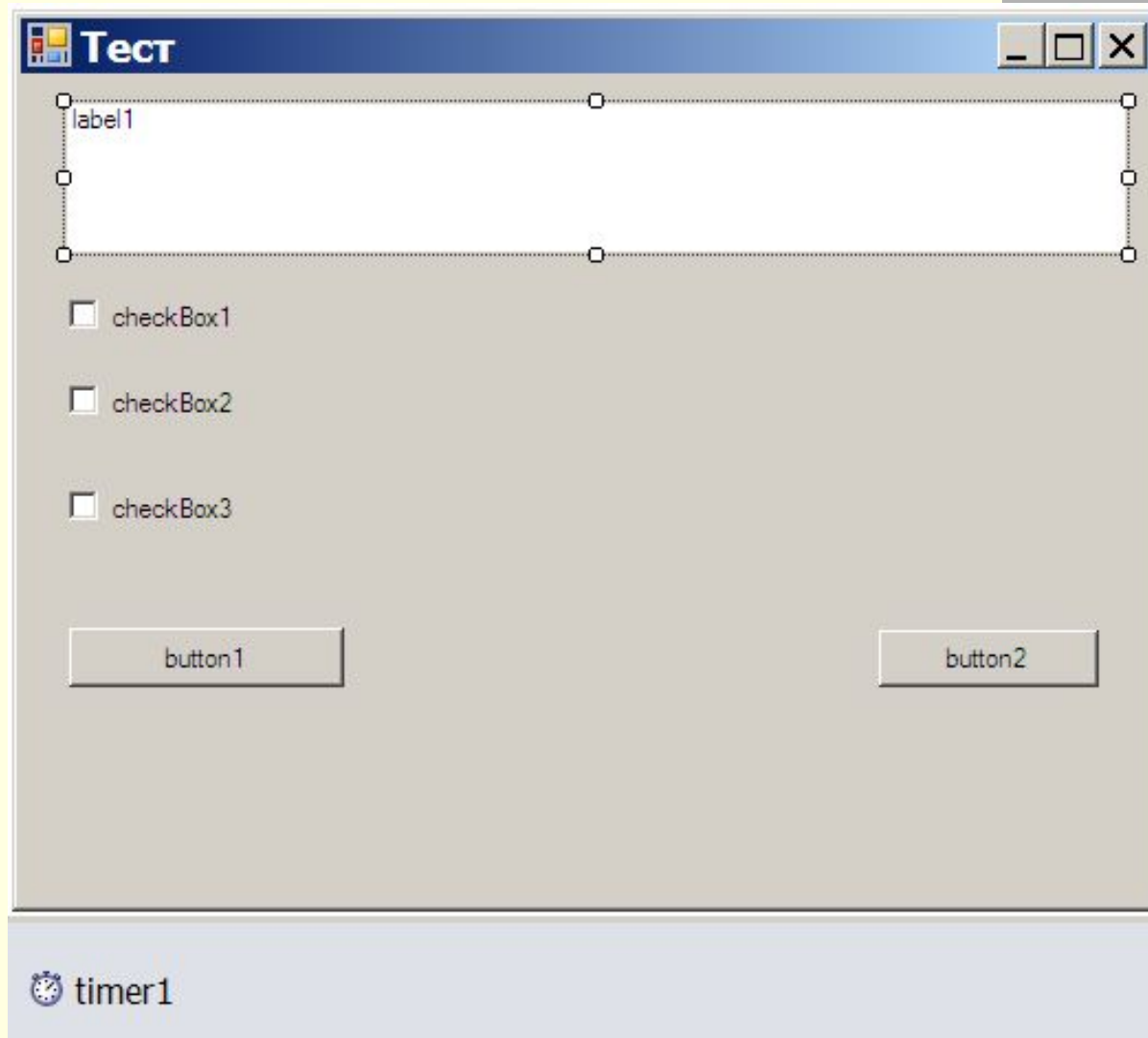
Обработчик события Возврат

```
private void Возврат(object sender, EventArgs e)
{
    int k=0;
    for(int j=0;j<10;j++)
        if (sender.Equals(vopr[j])) k=j;
    vivod(k);
}
```

Щелчок по кнопке Результат

```
private void button12_Click(object sender, EventArgs e)
{
    int sum=0, summax=0;
    double rezult;
    for (int j = 0; j < kol; j++)
    {
        sum += Test[j].rez;
        summax += Test[j].rezmax;
    }
    rezult = (double)sum / summax * 100;
    MessageBox.Show("Тест закончен. Вы получили " +
    Convert.ToString(rezult) + "%");
}
```

Таймер



Свойства и события Таймера

Properties

timer1 System.Windows.Forms.Timer

(ApplicationSettings)

(Name)	timer1
Enabled	False
GenerateMemberList	True
Interval	100
Modifiers	Private
Tag	

Interval
The frequency of Elapsed events in milliseconds.

Properties Toolbox

Properties

timer1 System.Windows.Forms.Timer

Tick timer1_Tick

Tick
Occurs whenever the specified interval has elapsed.

Properties Toolbox

Свойства и события Таймера

```
private void timer1_Tick(object sender, EventArgs e)
{
    timer1.Enabled = false;
    int sum = 0, summax = 0;
    double rezult;
    for (int j = 0; j < kol; j++)
    {
        sum += Test[j].rez;
        summax += Test[j].rezmax;
    }
    rezult = (double)sum / summax * 100;
    MessageBox.Show("Время истекло. Вы получили " +
        Convert.ToString(rezult) + "%");
    button1.Enabled = false;
}
```