



# Тест с возвратом



# Определение структуры теста

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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 contains the following elements:

- A text box at the top containing the text "label1".
- Three checkboxes, each labeled "checkBox1", "checkBox2", and "checkBox3", arranged vertically.
- Two buttons, "button1" and "button12", positioned horizontally below the checkboxes.
- A row of ten small buttons at the bottom, each containing a single character: "b", "b", "b", "b", "b", "b", "b", "b", "b", "bu".

# Форма для теста

The image shows a screenshot of a software window titled "Тест" (Test). The window has a blue title bar with standard Windows window controls (minimize, maximize, close) on the right. 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" (1. Input devices).
- Three unchecked checkboxes with labels: "клавиатура" (keyboard), "принтер" (printer), and "джойстик" (joystick).
- Two buttons: "Далее" (Next) on the left and "Результат" (Result) on the right.
- A row of ten small, light gray buttons at the bottom, numbered 1 through 10.

# Описание структуры для хранения теста

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```
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
{
    vopros[] Test;
    int kol, i;
    Button[] button = new Button[10];
```

# Создание массива кнопок

---

```
public Form1()  
{ InitializeComponent();  
  button[0] = button2;  
  button[1] = button3;  
  button[2] = button4;  
  button[3] = button5;  
  button[4] = button6;  
  button[5] = button7;  
  button[6] = button8;  
  button[7] = button9;  
  button[8] = button10;  
  button[9] = button11;
```

# Создание массива кнопок

---

```
for (int j = 0; j < 10; j++)  
{  
    button[j].Text=Convert.ToString(j+1);  
    button[j].Click += new System.EventHandler(this.Возврат);  
    button[j].Enabled = false;  
}
```



# Чтение из файла

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```
string[] str;  
    str = File.ReadAllLines(@"d:\test1.txt");  
    int n = str.Length;  
    kol = n / 7;
```



# Начальные установки

---

```
button1.Text = "Далее";  
button12.Text = "Результат";  
button12.Enabled = false;  
i = 0;  
vivod(i);
```

# Процедура vivod

---

```
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;
}
```

# Обработчик события Возврат

---

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

# Событие щелчок по кнопке Далее

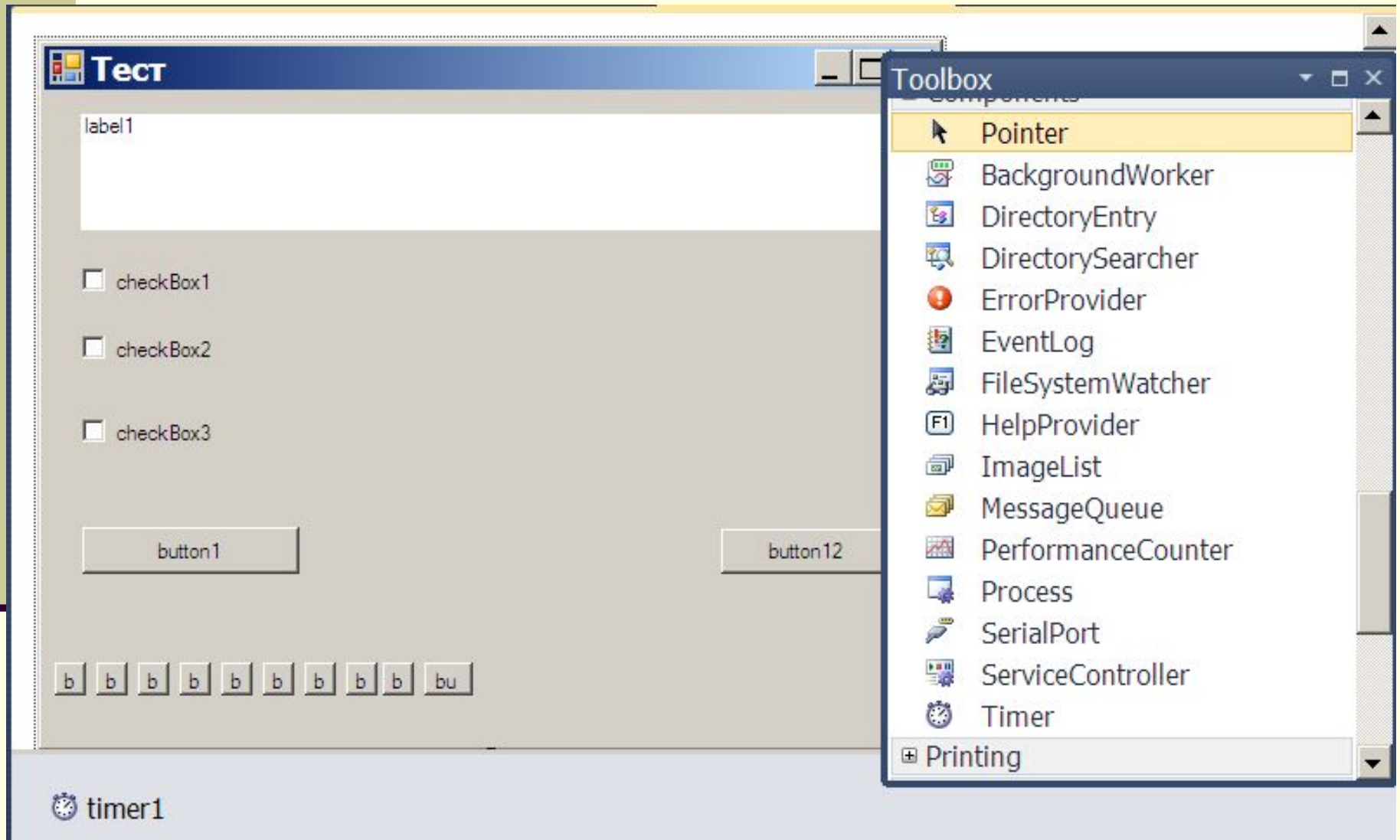
```
private void button1_Click(object sender, EventArgs e)
{
    int s = 0;
    button[i].Enabled = true;
    if (checkBox1.Checked) s += Test[i].bal1;
    if (checkBox2.Checked) s += Test[i].bal2;
    if (checkBox3.Checked) s += Test[i].bal3;
    if (s < 0) Test[i].rez = 0;
    else
        Test[i].rez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

# 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("Вы получили " +
    Convert.ToString(rezult) + "%");
}
```

# Таймер





# Свойства и события Таймера

Properties

**timer1** System.Windows.Forms.Timer

(ApplicationSettings)

(Name)	<b>timer1</b>
Enabled	False
GenerateMemberList	True
<b>Interval</b>	100
Modifiers	Private
Tag	

**Interval**  
The frequency of Elapsed events in mi...

Properties Toolbox

Properties

**timer1** System.Windows.Forms.Timer

**Tick** timer1\_Tick

**Tick**  
Occurs whenever the specified interva...

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;
}
```