

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;

namespace \_14\_Metotlar\_Devam

{

public partial class Form1 : Form

{

public Form1()

{

InitializeComponent();

}

private void Karesi(int sayi)

{

sayi \*= sayi;

}

private double Kupu(double sayi)

{

sayi = sayi \* sayi \* sayi;

return sayi;

}

private void btnKaresi\_Click(object sender, EventArgs e)

{

int sayim = int.Parse(txtSayi1.Text);

Karesi(sayim);

this.Text = sayim.ToString();

}

private void btnKupu\_Click(object sender, EventArgs e)

{

double kupum = double.Parse(txtSayi1.Text);

this.Text=Kupu(kupum).ToString();

this.Text +=" - " + kupum.ToString();

}

private void SepetiDegistir(string[] urunler)

{

urunler[1] = "Süt";

}

private void btnSepetiDegistir\_Click(object sender, EventArgs e)

{

string[] sepetim = {"Ekmek","Peynir","Yoğurt" };

SepetiDegistir(sepetim);

#region mustafanın sorusu

//string deger = string.Empty;

//for (int i = 0; i < sepetim.Length; i++)

//{

// deger += sepetim[i];

//}

#endregion

this.Text = sepetim[1];

}

private void btnSepetiDegistir2\_Click(object sender, EventArgs e)

{

string[] mustafaninSepeti = { "süt","vişne","çilek","kola"};

string[] zeynebinSepeti = {"Ruj","Rimel","Allık","Oje" };

mustafaninSepeti = zeynebinSepeti;

mustafaninSepeti[1] = "fanta";

this.Text = mustafaninSepeti[1] + " " + zeynebinSepeti[1];

int sayi1 = 5;

int sayi2 = 7;

sayi1 = sayi2;

sayi1 = 6;

//sayi1 ve sayi2

//6 ve 7

}

private void btnSehir\_Click(object sender, EventArgs e)

{

string sehir = "Ankara";

string city = "İstanbul";

sehir = city;

sehir += " City";

this.Text = city;

}

}

}