

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;

 }

 }

}