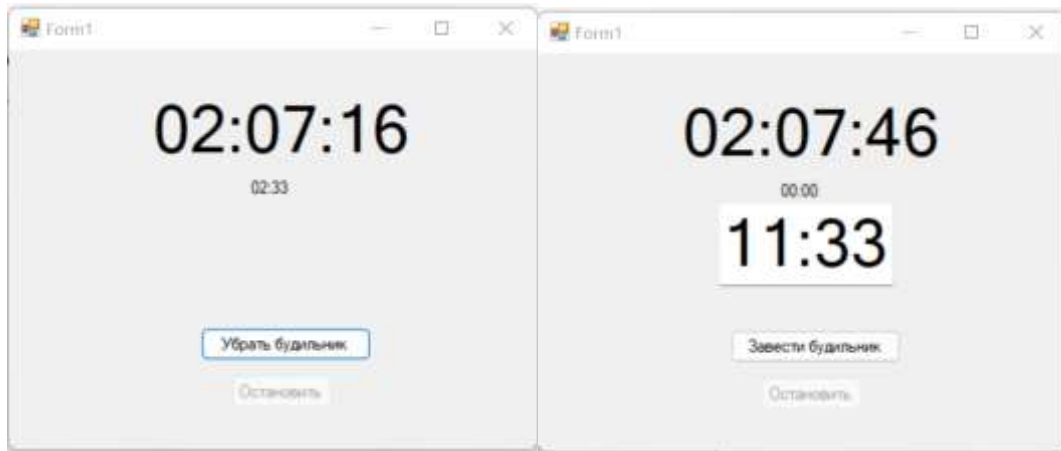


Задание 9

Создать проект, реализующий часы с «будильником».



Код программы:

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using System.Media;

namespace test4
{
    public partial class Form1 : Form
    {
        Timer timer01 = new Timer();
        SoundPlayer sp = new SoundPlayer("D:\\1.wav"); //место с
        мелодией
        bool b = false;

        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {
            button2.Enabled = false;
            timer01.Interval = 1000;
            timer01.Tick += new EventHandler(timer1_Tick);
            timer01.Start();
        }
    }
}
```

```

private void timer1_Tick(object sender, EventArgs e)
{
    label1.Text = DateTime.Now.Hour.ToString("00") + ":"
+ DateTime.Now.Minute.ToString("00") + ":" +
DateTime.Now.Second.ToString("00");
}

private void button1_Click(object sender, EventArgs e)
{
    if (b == false)
    {
        label2.Text = maskedTextBox1.Text;
        timer2.Start();
        maskedTextBox1.Visible = false;
        button1.Text = "Убрать будильник";
        b = true;
    }

    else if (b == true)
    {
        label2.Text = "00:00";
        timer2.Stop();
        maskedTextBox1.Visible = true;
        button1.Text = "Завести будильник";
        b = false;
    }
}

private void timer2_Tick(object sender, EventArgs e)
{
    if (label1.Text == label2.Text + ":00")
    {
        button2.Enabled = true;
        sp.Play();
    }
}

private void button2_Click(object sender, EventArgs e)
{
    sp.Stop();
    button2.Enabled = false;
    maskedTextBox1.Visible = true;
    button1.Text = "Завести будильник";
    b = false;
}
}
}

```