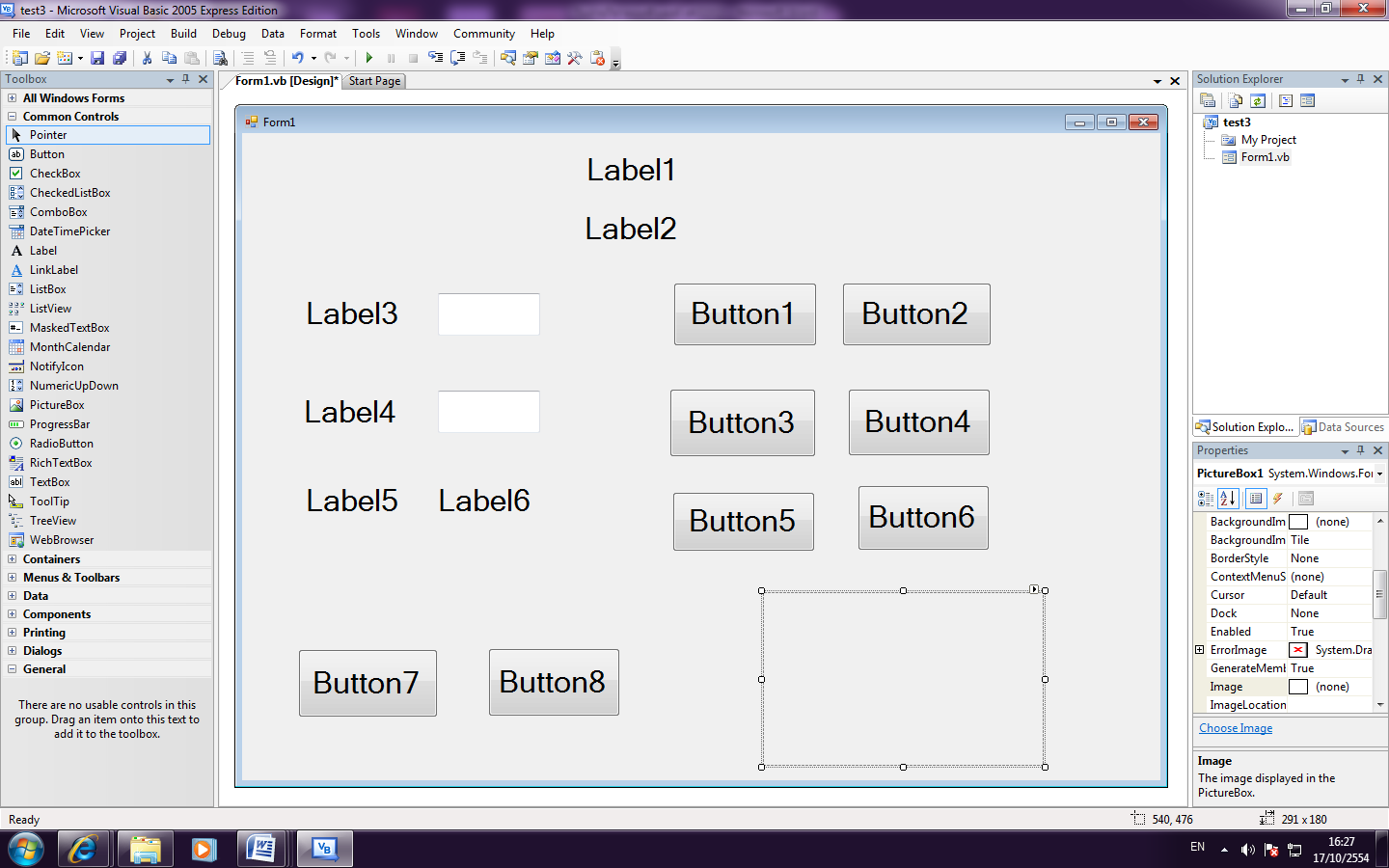
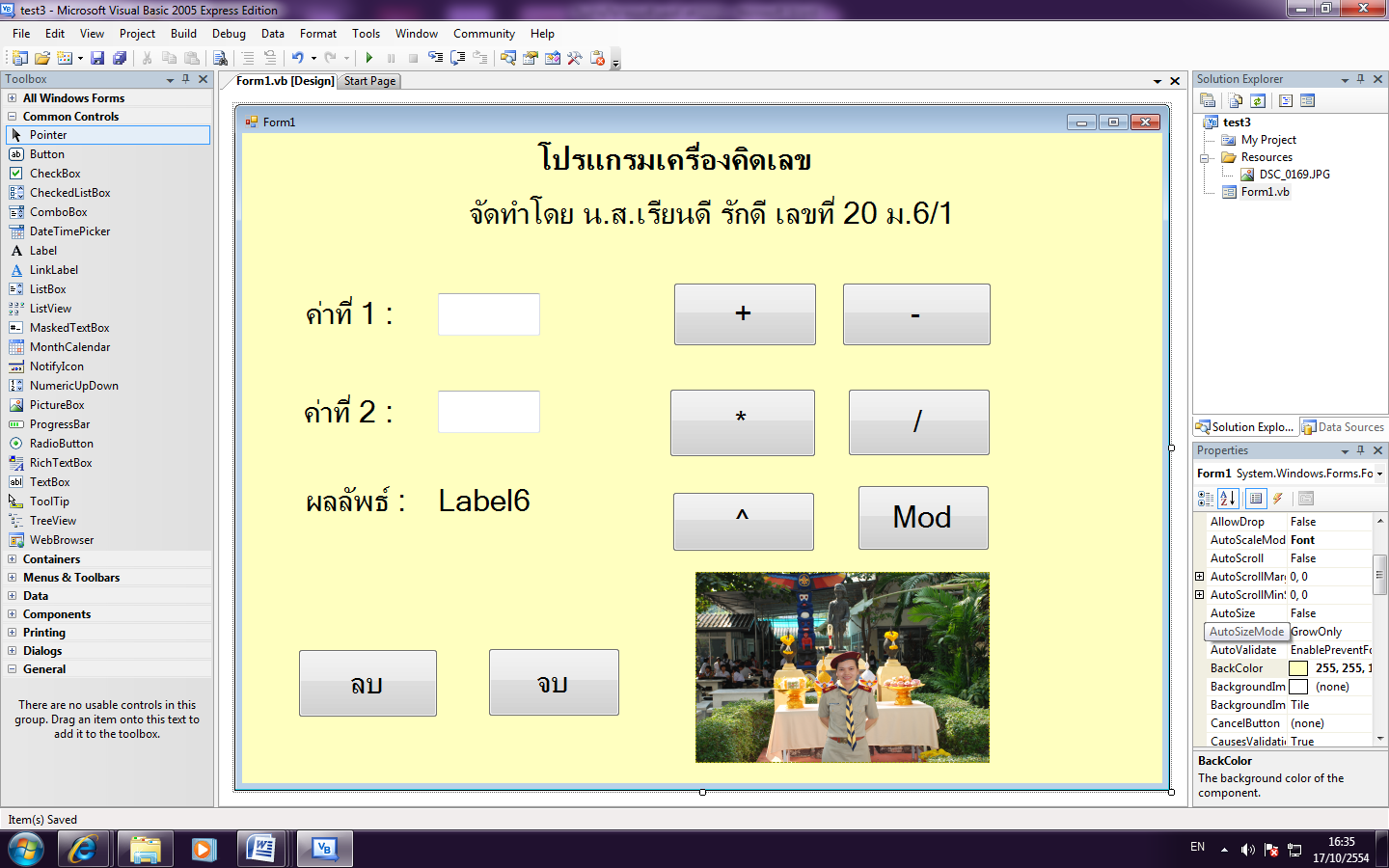
**ใบงานที่ 4 โปรแกรมเครื่องคิดเลข**

คำสั่ง ให้นักเรียนออกแบบหน้าจอตามตัวอย่าง แล้ว เขียนโปรแกรมและใส่โค๊ดโปรแกรมลงไปตามตัวอย่างที่ให้ แล้ว Save ชื่อว่า Calculator01\_61 (10 คะแนน)



Textbox1

Textbox2



**โค๊ดโปรแกรมเครื่องคิดเลข**

Public Class Form1

**Dim operand1, operand2, result\_a, result\_b, result\_c, result\_d, result\_e, result\_f As Single**

Private Sub TextBox1\_TextChanged(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles TextBox1.TextChanged

**operand1 = Val(TextBox1.Text)**

End Sub

Private Sub TextBox2\_TextChanged(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles TextBox2.TextChanged

**operand2 = Val(TextBox2.Text)**

End Sub

Private Sub Button1\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click

**result\_a = operand1 + operand2**

**Label6.Text = result\_a**

End Sub

Private Sub Button2\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button2.Click

**result\_b = operand1 - operand2**

**Label6.Text = result\_b**

End Sub

Private Sub Button3\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button3.Click

**result\_c = operand1 \* operand2**

**Label6.Text = result\_c**

End Sub

Private Sub Button4\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button4.Click

**result\_d = operand1 / operand2**

**Label6.Text = result\_d**

End Sub

Private Sub Button5\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button5.Click

**result\_e = operand1 ^ operand2**

**Label6.Text = result\_e**

End Sub

Private Sub Button6\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button6.Click

**result\_f = operand1 Mod operand2**

**Label6.Text = result\_f**

End Sub

Private Sub Button7\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button7.Click

**TextBox1.Text = ""**

**TextBox2.Text = ""**

**Label6.Text = ""**

End Sub

Private Sub Button8\_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button8.Click

**End**

End Sub

End Class