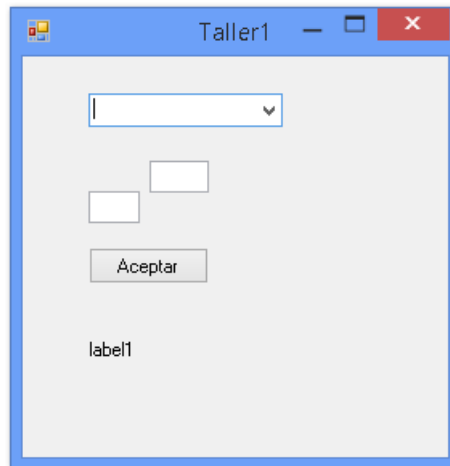


CODIGO-SOLUCIÓN

TALLER GUIA N°1



```
public partial class Taller1 : Form
{
    public Taller1()
    {
        InitializeComponent();
    }

    private void button1_Click(object sender, EventArgs e)
    {
        switch (comboBox1.Text)
        {
            case "Factorial":
            {
                int n, fact=1;
                n = int.Parse(textBox1.Text);
                for (int i=1; i<=n; i++)
                {
                    fact=fact*i;
                }
                label1.Text = fact.ToString();
                break;
            }
            case "Potencia":
            {
                int num, exp;
                num = int.Parse(textBox1.Text);
                exp = int.Parse(textBox2.Text);
                int pot = 1;
                for (int i = 1; i <= exp; i++)
                {
                    pot = pot * num;
                }
                label1.Text = pot.ToString();
                break;
            }
        }
    }
}
```

```

case "Seno":
{
    double num;
    num = double.Parse(textBox1.Text);
    double seno = Math.Sin(num * Math.PI/180);
    label1.Text= seno.ToString();
    break;
}
case "Coseno":
{
    double num;
    num = double.Parse(textBox1.Text);
    double coseno = Math.Cos(num * Math.PI / 180);
    label1.Text = coseno.ToString();
    break;
}

case "Tangente":
{
    double num;
    num = double.Parse(textBox1.Text);
    double tangente = Math.Tan(num * Math.PI / 180);
    label1.Text = tangente.ToString();
    break;
}

case "Raiz Cuadrada":
{
    double num;
    num = double.Parse(textBox1.Text);
    double raiz = Math.Sqrt(num);
    label1.Text = raiz.ToString();
    break;
}

case "Serie De Fibonacci":
{
    int num;
    num = int.Parse(textBox1.Text);
    int a = 0;
    int b = 1;
    int c = 1;
    string serie = "0 - 1";

    for (int i = 0; i < num-2; i++)
    {
        c = a + b;
        a = b;
        b= c;
        serie = serie + " - " + c;
    }
    label1.Text = serie;
    break;
}
default:
{
    MessageBox.Show("Seleccione una opción Valida");
    break;
}
}
}

```

```
private void comboBox1_SelectedIndexChanged(object sender, EventArgs e)
{
    switch (comboBox1.Text)
    {
        case "Potencia":
            {
                textBox2.Visible = true;
                break;
            }
        default:
            {
                textBox2.Visible = false;
                break;
            }
    }
}
}
```