Module 7 Lab Assignment.

In this lab assignment, you will work on enhancing the Password Requirement application that you started building in the online lecture. You will use **the guided source code** file prepared for this assignment. Please do not use what you have created already by yourself. Instead, please download the zip file attached to the assignment in OdtuClass. This zip file contains the project with the guided source code.

Guided Source Code

Below is a small snapshot from the source code file that you will use in this assignment. This file will already have some codes written for your convenience and it will contain the detailed instructions to guide your coding. These instructors are provided as comments. Make sure you read each comment line carefully.

When you expand a region, you will see the detailed explanation about the purpose of that part and find instructions to guide your coding. The specific locations where you need to write code are indicated explicitly

```
#region PART1: IMPLEMENTING A METHOD TO ADD ☑
/// <summary>
/// In the first part, you are required to implement a method called AddCheckBoxToMessage
/// This  method should add ☑ to the end of labelText and return it.
/// </summary>
/// <Difficulty value="3/5"></Difficulty>
/// <Points value="0.5"></Points>

private string AddCheckBoxToMessage(string labelText)
{
    //Check if labelText contains ✕, if so delete ✕
    //YOUR CODE GOES HERE

    //Check if labelText contains ☑, if not add ☑ to the end of labelText
    //YOUR CODE GOES HERE

    return labelText;
}

#endregion


PART2: IMPLEMENTING A METHOD TO ADD ✕


PART3: IMPLEMENTING TEXTCHANGED EVET


PART4: Methods for Checking Requirements
```

The Interface

The project also has the form designed for your convenience as seen below. You should NOT change anything in the interface.