Program Cover Sheet

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| --- |
| Name: Austin Rippee |
| Assignment: Dictionaries (Chez SouSad) |
| List any parts of the assignment that do not work/were not completed:  The hardest part of the assignment was the ability to change between the selected dishes and display the specific contents of the currently selected dish. I tried different ways and the best way (get the most done) was to create a separate global dictionary acting as a temporary dictionary and just defining it rather than instantiating it. Conceptually, I understood what was needed to be done as I could just create a separate dictionary and add the items to that specific dish, however, the problem occurred when I tried to instantiate it as a new dictionary with the same name and nothing worked. My idea was to try and re-instantiate it to where each temp dictionary was independent from each other but I’m not sure if this was the best way to approach this. I did, however, was able to show some of the items within that dish but clicking to the other one, used from the same temporary dictionary. Since this didn’t work, I couldn’t get to the raw ingredients from which was contained within that prepped item. |

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| --- |
| Instructor’s Comments: |
| Grade: |

Program Submission Requirements: (1) all files, zipped and uploaded to Canvas and (2) a completed cover sheet, program execution screenshots and source code printed, **stapled** and turned in during class. Failure to follow the submission requirements will result in points lost on that particular assignment.

'------------------------------------------------------------

'- File Name : frmChezSouSad.frm -

'- Part of Project: Main -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15, 2022 -

'------------------------------------------------------------

'- File Purpose: -

'- The user will be prompted with a selection of a dish, then

'- based on that, they will be prompted with prepped items, then

'- based on that, prompted with raw ingredients made. This will

'- ultimately lead to creating their own dish.

'------------------------------------------------------------

'- Program Purpose: -

'- -

'- This program allows for the user to create their own dish

'- filled with prepped items that are made from raw materials

'- that are listed within.

'------------------------------------------------------------

'- Global Variable Dictionary (alphabetically): -

'- gdicDishes - Creates dictionary for all dishes made from the prepped items

'- gdicPreppedItems - Creates dictionary for all prepped items made from from the raw items

'- gdicRawItems - Creates dictionary for all raw items

'- gDicTempDishes - 'Creates a temporary dictionary to store the dishes

'- gDicTempPrepItems - 'Creates a temporary dictionary to store the prepped items

'- gDicTempRawItems - 'Creates a temporary dictionary to store the selected values

'------------------------------------------------------------

Public Class frmChezSouSad

'Creates dictionary for all raw items

Public gdicRawItems As New Dictionary(Of String, String)

'Creates dictionary for all prepped items made from from the raw items

Public gdicPreppedItems As New Dictionary(Of String, Dictionary(Of String, String))

'Creates dictionary for all dishes made from the prepped items

Public gdicDishes As New Dictionary(Of String, Dictionary(Of String, Dictionary(Of String, String)))

'Creates a temporary dictionary to store the selected values

Public gDicTempRawItems As New Dictionary(Of String, String)

'Creates a temporary dictionary to store the prepped items

Public gDicTempPrepItems As New Dictionary(Of String, Dictionary(Of String, String))

'Creates a temporary dictionary to store the dishes

Public gDicTempDishes As New Dictionary(Of String, Dictionary(Of String, Dictionary(Of String, String)))

'------------------------------------------------------------

'- Subprogram Name: frm\_Load -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user loads the

'– form. Items will be automatically added to the various

'- list boxes of dishes, prepped items, and raw ingredients.

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub frm\_Load(sender As Object, e As EventArgs) Handles MyBase.Load

'Load all raw items into the dictionary

gdicRawItems.Add("basket", "basket")

gdicRawItems.Add("beef patty", "beef patty")

gdicRawItems.Add("bun", "bun")

gdicRawItems.Add("chicken", "chicken")

gdicRawItems.Add("glass", "glass")

gdicRawItems.Add("grapes", "grapes")

gdicRawItems.Add("ketchup", "ketchup")

gdicRawItems.Add("mayonaise", "mayonaise")

gdicRawItems.Add("mustard", "mustard")

gdicRawItems.Add("oil", "oil")

gdicRawItems.Add("onions", "onions")

gdicRawItems.Add("pickles", "pickles")

gdicRawItems.Add("plate", "plate")

gdicRawItems.Add("sugar", "sugar")

gdicRawItems.Add("syrup", "syrup")

gdicRawItems.Add("water", "water")

'Load all raw items into each prepped item

gdicPreppedItems.Add("chicken salad", gdicRawItems)

gdicPreppedItems.Add("fries", gdicRawItems)

gdicPreppedItems.Add("hamburger", gdicRawItems)

gdicPreppedItems.Add("soft drink", gdicRawItems)

'Load all prepped items into each dish

gdicDishes.Add("hamburger platter", gdicPreppedItems)

gdicDishes.Add("chicken salad platter", gdicPreppedItems)

'Add all raw items from the dictionary to the list box

For Each rawKey In gdicRawItems.Keys

lstRaw.Items.Add(gdicRawItems.Item(rawKey))

Next

'Add all prepped items from the dictionary to the list box

For Each rawingredient In gdicPreppedItems.Keys

lstPrep.Items.Add(rawingredient)

Next

'Add all dishes from the dictionary to the list box

For Each dish In gdicDishes.Keys

lstDish.Items.Add(dish)

Next

'For Each item In gdicDishes(lstDish.Text)

' lstPreppedSelected.Items.Add(item.Key)

'Next

'If lstDish.SelectedItem = "Hamburger Platter" Then

' For Each prepItem In tempItems.Keys

' lstRawSelected.Items.Add(prepItem)

' Next

'End If

End Sub

'------------------------------------------------------------

'- Subprogram Name: btnAddRaw\_Click -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks the -

'- AddRaw button. This sub adds a new raw ingredient to the

'– list but will not be added twice and won't be added if

'- nothing has been added to the text box.

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub btnAddRaw\_Click(sender As Object, e As EventArgs) Handles btnAddRaw.Click

'Checks if nothing has been entered

If txtRaw.Text = "" Then

MsgBox("No value entered, try again")

Else

'Checks if the key is already entered

If gdicRawItems.ContainsKey(txtRaw.Text) Then

MsgBox("Item already added, try something else")

Else

'adds to the dictionary

gdicRawItems.Add(txtRaw.Text, txtRaw.Text)

'adds to the listbox

lstRaw.Items.Add(txtRaw.Text)

'sorts the listbox

lstRaw.Sorted = True

'sets the textbox to contain nothing

txtRaw.Text = ""

End If

End If

End Sub

'------------------------------------------------------------

'- Subprogram Name: btnAddPrep\_Click -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks the -

'- AddPrep button. This sub adds a new prepped item to the

'– list but will not be added twice and won't be added if

'- nothing has been added to the text box. –

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub btnAddPrep\_Click(sender As Object, e As EventArgs) Handles btnAddPrep.Click

'Checks if nothing has been entered

If txtPrep.Text = "" Then

MsgBox("No value entered, try again")

Else

'Checks if the key is already entered

If gdicPreppedItems.ContainsKey(txtPrep.Text) Then

MsgBox("Item already added, try something else")

Else

Try

'adds to dictionary

gdicPreppedItems.Add(txtPrep.Text, gdicRawItems)

Catch

MsgBox(Err.ToString)

End Try

'adds to list box

lstPrep.Items.Add(txtPrep.Text)

'sorts list box

lstPrep.Sorted = True

'sets text to nothing in textbox

txtPrep.Text = ""

End If

End If

End Sub

'------------------------------------------------------------

'- Subprogram Name: btnAddDish\_Click -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks the -

'- AddDish button. This sub adds a new dish to the list but

'- will not be added twice and won't be added if nothing has

'- been added to the text box. –

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub btnAddDish\_Click(sender As Object, e As EventArgs) Handles btnAddDish.Click

'Checks if nothing has been entered

If txtDish.Text = "" Then

MsgBox("No value entered, try again")

Else

'Checks if item is already entered

If gdicDishes.ContainsKey(txtDish.Text) Then

MsgBox("Item already added, try something else")

Else

Try

'adds to dictionary

gdicDishes.Add(txtDish.Text, gdicPreppedItems)

Catch

MsgBox(Err.ToString)

End Try

'adds to listbox

lstDish.Items.Add(txtDish.Text)

'sorts list box

lstDish.Sorted = True

'sets text to nothing in textbox

txtDish.Text = ""

End If

End If

End Sub

'------------------------------------------------------------

'- Subprogram Name: btnLeftRaw\_Click -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks the -

'- LeftRaw button. This adds the selected item from the

'- raw ingrediants list to the selected raw ingredients.

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub btnLeftRaw\_Click(sender As Object, e As EventArgs) Handles btnLeftRaw.Click

'Checks if nothing is selected

If lstRaw.SelectedIndex = -1 Then

MsgBox("Nothing Selected, try again")

Else

'adds to dictionary and listbox

If gDicTempRawItems.ContainsKey(txtRaw.Text) Then

MsgBox("Item already added, try something else")

Else

lstRaw.Text = lstRawSelected.Items.Add(lstRaw.Text)

gDicTempRawItems.Add(txtRaw.Text, txtRaw.Text)

End If

End If

End Sub

'------------------------------------------------------------

'- Subprogram Name: btnRightRaw\_Click -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks the -

'- RightRaw button. This removes the raw ingredient from the

'- selected raw ingrediants. –

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub btnRightRaw\_Click(sender As Object, e As EventArgs) Handles btnRightRaw.Click

'Checks if nothing is selected

If lstRawSelected.SelectedIndex = -1 Then

MsgBox("Nothing Selected, try again")

Else

'removes from dictionary and listbox

gDicTempRawItems.Remove(txtRaw.Text, txtRaw.Text)

lstRawSelected.Items.Remove(lstRawSelected.Text)

End If

End Sub

'------------------------------------------------------------

'- Subprogram Name: btnLeftPrep\_Click -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks the -

'- LeftPrep button. This adds the selected item from the

'- prepped items list to the selected prepped items. –

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub btnLeftPrep\_Click(sender As Object, e As EventArgs) Handles btnLeftPrep.Click

'Checks if nothing is selected

If lstPrep.SelectedIndex = -1 Then

MsgBox("Nothing Selected, try again")

Else

'adds to dictionary and listbox

If gDicTempPrepItems.ContainsKey(txtPrep.Text) Then

MsgBox("Item already added, try something else")

Else

lstPreppedSelected.Items.Add(lstPrep.Text)

gDicTempPrepItems.Add(lstPrep.Text, gDicTempRawItems) 'Not sure why I am getting an error for this line

End If

End If

End Sub

'------------------------------------------------------------

'- Subprogram Name: btnRightPrep\_Click -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks the -

'- RightPrep button. This removes the prepped item from the

'- selected prepped items. –

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub btnRightPrep\_Click(sender As Object, e As EventArgs) Handles btnRightPrep.Click

'Checks if nothing is selected

If lstPreppedSelected.SelectedIndex = -1 Then

MsgBox("Nothing Selected, try again")

Else

'removes from dictionary and listbox

gDicTempPrepItems.Remove(txtRaw.Text, gDicTempRawItems)

lstPreppedSelected.Items.Remove(lstPreppedSelected.Text)

End If

End Sub

'------------------------------------------------------------

'- Subprogram Name: txtPrep\_LostFocus -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks away

'- from a text box and changes all letters to lowercase.

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub txtPrep\_LostFocus(sender As Object, e As EventArgs) Handles txtPrep.LostFocus

'sets text to lowercase

txtPrep.Text = LCase(txtPrep.Text)

End Sub

'------------------------------------------------------------

'- Subprogram Name: txtRaw\_LostFocus -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks away

'- from a text box and changes all letters to lowercase. –

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub txtRaw\_LostFocus(sender As Object, e As EventArgs) Handles txtRaw.LostFocus

'sets text to lowercase

txtRaw.Text = LCase(txtRaw.Text)

End Sub

'------------------------------------------------------------

'- Subprogram Name: txtDish\_LostFocus -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks away

'- from a text box and changes all letters to lowercase. –

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub txtDish\_LostFocus(sender As Object, e As EventArgs) Handles txtDish.LostFocus

'sets text to lowercase

txtDish.Text = LCase(txtDish.Text)

End Sub

'------------------------------------------------------------

'- Subprogram Name: lstDish\_SelectedIndexChanged -

'------------------------------------------------------------

'- Written By: Austin Rippee -

'- Written On: February 15th, 2022 -

'------------------------------------------------------------

'- Subprogram Purpose: -

'- -

'- This subroutine is called whenever the user clicks upon a

'- different index of the lstDish. –

'------------------------------------------------------------

'- Parameter Dictionary (in parameter order): -

'- sender – Identifies which particular control raised the –

'- click event -

'- e – Holds the EventArgs object sent to the routine -

'------------------------------------------------------------

'- Local Variable Dictionary (alphabetically): -

'- (None) -

'------------------------------------------------------------

Private Sub lstDish\_SelectedIndexChanged(sender As Object, e As EventArgs) Handles lstDish.SelectedIndexChanged

'==============================================================================================

' Here is where I had the most trouble and really couldn't figure it out. I know that when I

' selected between the different items, that each one should be contained within its own temp

' dictionary in which holds those prepped items and the raw materials inside of each dish.

' For some reason, I couldn't get the syntax down to be able to check for or add specific

' values to the specific dishes and this cost me.

'==============================================================================================

'Clears the listbox

lstPreppedSelected.Items.Clear()

'Checks for hamburger platter and adds the prepped items

If lstDish.Text = "hamburger platter" Then

'Dim tempPrepItems As New Dictionary(Of String, Dictionary(Of String, String))

lstPreppedSelected.Items.Clear()

gDicTempPrepItems.Add("soft drink", gDicTempRawItems)

gDicTempPrepItems.Add("hamburger", gDicTempRawItems)

gDicTempPrepItems.Add("fries", gDicTempRawItems)

If lstPreppedSelected.Text = "soft drink" Then

'Dim tempRawItems As New Dictionary(Of String, String)

gDicTempRawItems.Add("sugar", "sugar")

gDicTempRawItems.Add("water", "water")

gDicTempRawItems.Add("glass", "glass")

gDicTempRawItems.Add("syrup", "syrup")

ElseIf lstPreppedSelected.Text = "hamburger" Then

'Dim tempRawItems As New Dictionary(Of String, String)

gDicTempRawItems.Add("beef patty", "beef patty")

gDicTempRawItems.Add("ketchup", "ketchup")

gDicTempRawItems.Add("mayonaise", "mayonaise")

gDicTempRawItems.Add("mustard", "mustard")

gDicTempRawItems.Add("onions", "onions")

gDicTempRawItems.Add("pickles", "pickles")

ElseIf lstPreppedSelected.Text = "fries" Then

'Dim tempRawItems As New Dictionary(Of String, String)

gDicTempRawItems.Add("oil", "oil")

gDicTempRawItems.Add("ketchup", "ketchup")

gDicTempRawItems.Add("basket", "basket")

End If

End If

'Checks for chicken salad platter and adds the prepped items

If lstDish.Text = "chicken salad platter" Then

'Dim tempPrepItems As New Dictionary(Of String, Dictionary(Of String, String))

lstPreppedSelected.Items.Clear()

gDicTempPrepItems.Add("soft drink", gDicTempRawItems)

gDicTempPrepItems.Add("chicken salad", gDicTempRawItems)

If lstPreppedSelected.Text = "soft drink" Then

'Dim tempRawItems As New Dictionary(Of String, String)

gDicTempRawItems.Add("sugar", "sugar")

gDicTempRawItems.Add("water", "water")

gDicTempRawItems.Add("glass", "glass")

gDicTempRawItems.Add("syrup", "syrup")

ElseIf lstPreppedSelected.Text = "chicken salad" Then

'Dim tempRawItems As New Dictionary(Of String, String)

gDicTempRawItems.Add("plate", "plate")

gDicTempRawItems.Add("chicken", "chicken")

End If

End If

'Checks if the key is not already in the list of dishes

If Not gDicTempDishes.ContainsKey(lstDish.SelectedItem) Then

'adds dish to the dictionary

gDicTempDishes.Add(lstDish.SelectedItem, gDicTempPrepItems)

End If

'For Each item In tempPrepItems.Keys

' lstPreppedSelected.Items.Add(item)

'Next

'iterates through the dishes and adds in each prepped item to the listbox

For Each item In gDicTempDishes(lstDish.SelectedItem)

lstPreppedSelected.Items.Add(item.Key)

Next

'iterates through the prepped items and adds in each raw ingredient to the listbox

'For Each item In tempPrepItems(lstPrep.SelectedItem)

' lstRawSelected.Items.Add(item.Key) ' this code DOES NOT work but is the same idea as above. Not sure how to implement it

'Next

End Sub

End Class

Graphical user interface

Description automatically generatedGraphical user interface

Description automatically generated