

## Lab Activity – 8

### Objectives

- To learn Labels
- To learn Buttons
- To learn event mechanism
- To add new features to the XOX game
- To learn sql mechanism

### Exercise

In this lab, you will add sql database features to app did in Lab-7 activity. A text box and connect button will be added for this purpose in order to get the connection string. When the button is pressed, a message box indicating that the connection has been made will show. If the connection cannot be made, it should also give a warning for this. In this application, user transactions completed with XML in the prior application will be carried out utilizing the database. The data types to be used for the database are given below. It is expected to use retrieve data, update and deletion queries in the database for the operations performed in the application.

Connection string to be used in the evaluation phase:

Data Source=Asus;Initial Catalog=XoXGame;User ID=Esoguce2023;Password=Esoguce2023

ID	INT
UserType	VARCHAR(255)
Username	VARCHAR(255)
Password	VARCHAR(255)
NameSurname	VARCHAR(255)
Mail	VARCHAR(255)

### **What is Expected**

- Create proper user interface
- Apply object-oriented programming principles
- Report simply with step-by-step images and explanations of what has been completed
- Upload report (only .pdf) and complete project file (only .zip/.rar)
- The titles of the report and project files will be “<student number>\_<student name>\_lab<no>.<file format>”  
(for example, 152120230000\_firstname\_lastname\_lab7.pdf)  
(for example, 152120230000\_firstname\_lastname\_lab7.zip)
- Cheating is at your own initiative, but you also accept the consequences