

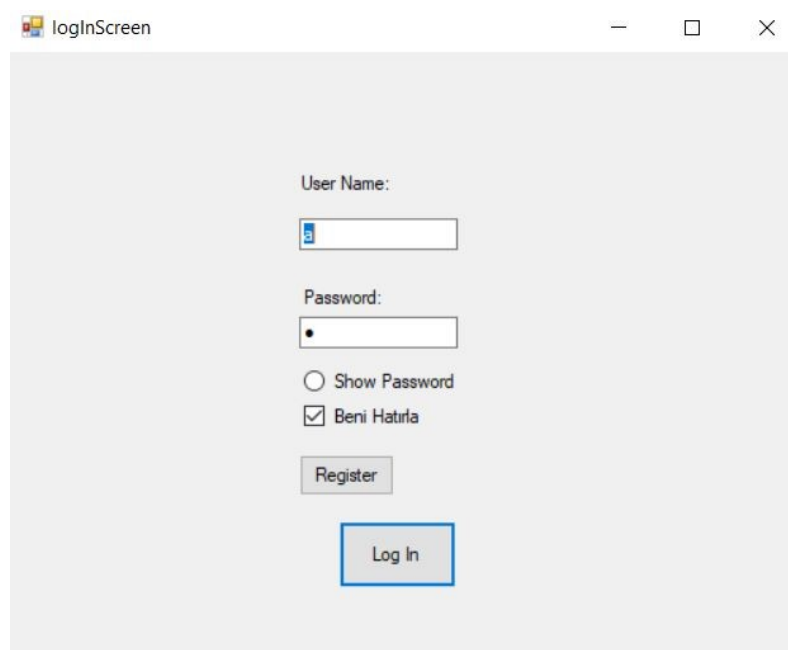
## Lab Activity – 6

### Objectives

- To learn Labels
- To learn Buttons
- To learn event mechanism
- To design an control panel
- To add new features to the XOX game

### Exercise

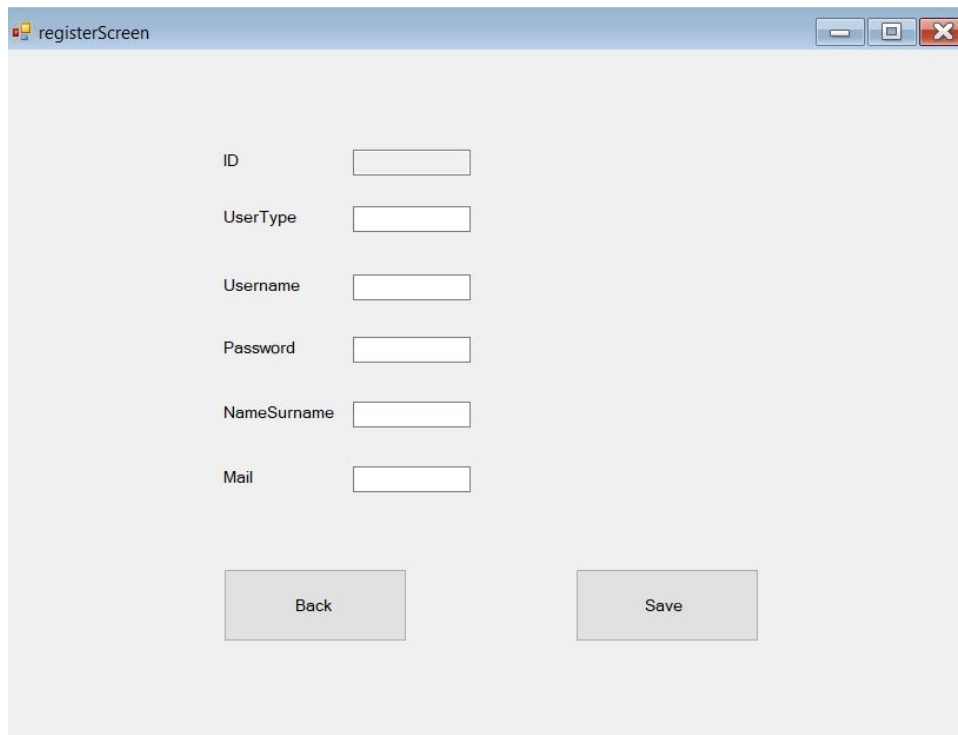
In this lab, you will add some new features to the XOX game you did in Lab-5 activity. You need to add a register button to the login screen, an example interface of the login screen is given below. Additionally, you need to add “show password” and “remember me” functions, and these should work properly. If the “remember me” option is selected, user info sections should come pre-filled. You can implement as the way you want.



The screenshot shows a window titled "logInScreen" with standard Windows window controls (minimize, maximize, close). The window has a light gray background. The login form is centered and contains the following elements:

- User Name:** A text label above a text input field. The input field contains the text "user".
- Password:** A text label above a password input field. The input field contains a single black dot.
- Show Password:** A radio button next to the text "Show Password".
- Remember Me:** A checked checkbox next to the text "Beni Hatirla".
- Register:** A button with the text "Register".
- Log In:** A button with the text "Log In", which is highlighted with a blue border.

If the user clicks “register” button, the register page should appear is given below:



The screenshot shows a web application window titled "registerScreen". Inside the window, there is a registration form with the following fields and labels:

- ID
- UserType
- Username
- Password
- NameSurname
- Mail

At the bottom of the form, there are two buttons: "Back" and "Save".

### **Take into consideration;**

- Considerations about Lab-5 application are completely valid, and pay attention to them.
- “Show password” and “remember me” functions should work properly.
- When “remember me” option is selected, user info sections should come pre-filled.
- “Difficulty Level” button is there only for visual. It will not have any function for now.

### **What is Expected**

- Create proper user interface
- Apply object-oriented programming principles
- The user information which used, should be saved to a “studentNumber.xml” (last 8 digit) file created by the application.
- 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\_lab5.pdf)  
  
(for example, 152120230000\_firstname\_lastname\_lab5.zip)
- Cheating is at your own initiative, but you also accept the consequences!