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Graphical User Interface Development

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| Object | Event Trigger | Event Processing |
| ‘Form1’: Represents the main form of the application | ‘Form1\_Load’: When the form is loaded and is used for initializing the form and setting up UI elements. | In ‘Form1\_Load’, there are various UI elements such as labels, radio buttons, picture boxes, text boxes, and buttons that are created and positioned on the GUI. |
| ‘rbGourmetCheese’, ‘rbPinwheelWraps’, ‘rbVeggie’, ‘rbSausageCheese’, ‘rbFruit’: Radio buttons representing different food options. | ‘btnCalculate\_Click’: When the “Calculate” button is clicked and calculates the total payment based on the options the user has selected. | In ‘btnCalculate\_Click’, the selected food option’s cost is determined, and loyalty points are validated and used to calculate a discount and the final payment information is displayed in the ‘txtTotalPayment’ Textbox. |
| ‘rbPrepay’, ‘rbPayUponPickup’: Radio Buttons representing payment options. | ‘btnClear\_Click’: when the “Clear” button is clicked and clears all input fields and resets the UI of the GUI. | In ‘btnClear\_Click’, all input fields are cleared and reset, all UI elements are reset, and the total payment Textbox width is adjusted back. |
| ‘txtTotalPayment’: Textbox for displaying the total payment information. |  |  |
| ‘txtLoyaltyPoints’, ‘txtLoyaltyPointsInput’: Textboxes for displaying and inputting loyalty points. |  |  |
| ‘lblCatering’, ‘lblStarMarket’: Labels for displaying “Catering” and “Star Market” text. |  |  |
| ‘picPlatter’: PictureBox for displaying an image of a platter. |  |  |
| ‘gbFoodOptions’: GroupBox containing radio buttons for payment options. |  |  |
| ‘gbPaymentOptions’: GroupBox containing radio buttons for payment options. |  |  |
| ‘btnCalculate’, ‘btnClear’: Buttons for calculating payment and clearing input fields. |  |  |