Lab 3: Responsive UI

ENGI3350 Performance Analysis of Software / Jan 29, 2016

1. Code

1. Make a new C#/.NET Windows Forms application project
2. Edit the designer form and application class to do one of (comment to claim):
   1. Download a very large file
   2. **Search the filesystem (C:\) for a given file pattern and show locations and result count**
   3. Search a very large file for instances of a regular expression and show results and result count
   4. Search the Windows registry for a key whose name matches a regular expression and show results and result count
   5. Compress a very large file
   6. Generate a huge file filled with measured coordinates of the mouse position over time
   7. Copy a huge file to another location on the hard drive
   8. Record audio to hard drive
3. Ensure that your design has the following features:
   1. Proper loose coupling between form and application class (application does application tasks, form does only UI tasks)
   2. Properly call Invoke when necessary
   3. Change the cursor to this: 
   4. Offer a “cancel” button
   5. Show a progress bar
   6. Show a description of current task, changing as relevant
   7. Make sure that the implementation of the task is in a threaded loop that calls a UI update about 1-10 times a second