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INF 154 Assignment 2

Practical #: 2

Topic: Practical Lecture 2 – Introduction to variables, constants, string manipulation and arithmetic

- Creating a Windows Form Project
- Add and use the following (new) controls: RichTextBoxes, Combo Boxes, Numeric Up Downs, Radio buttons, Tabs, LIST BOXES
- Edit properties of Tabs, buttons and Message Boxes
- Understand the keywords and meaning of the programming language

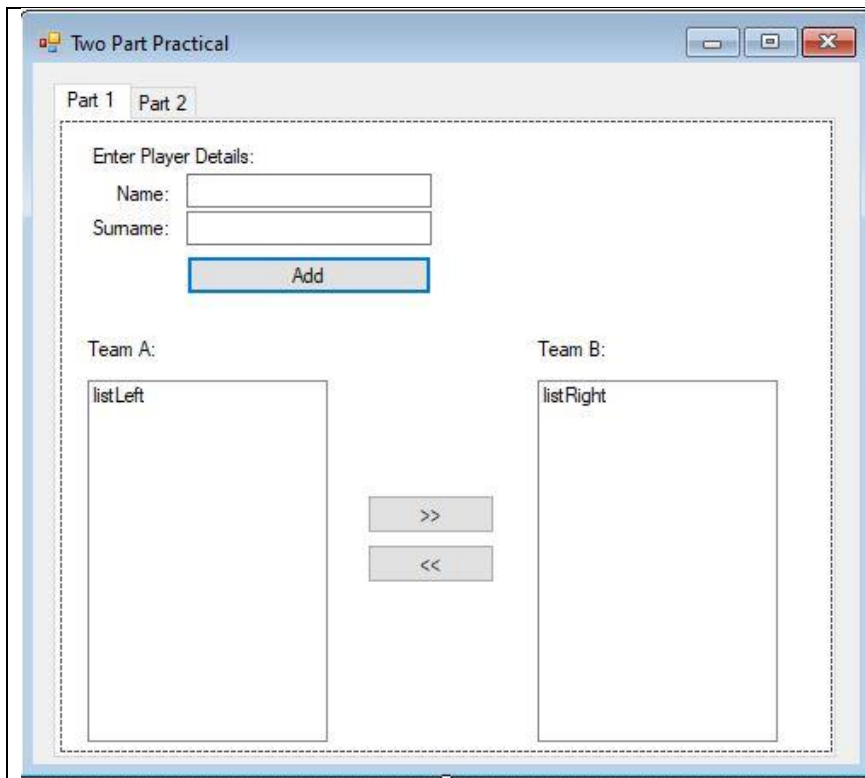
Practical Name: INF154Prac2xxxxxxxx (where xxxxxxxxx is your student number)

Due: Monday, 13 March 2023 at 08:30

PART 1

Step 1: Register and Transfer players in Tab 1

Create the following Team Registration (PART 1) form with the appropriate controls.



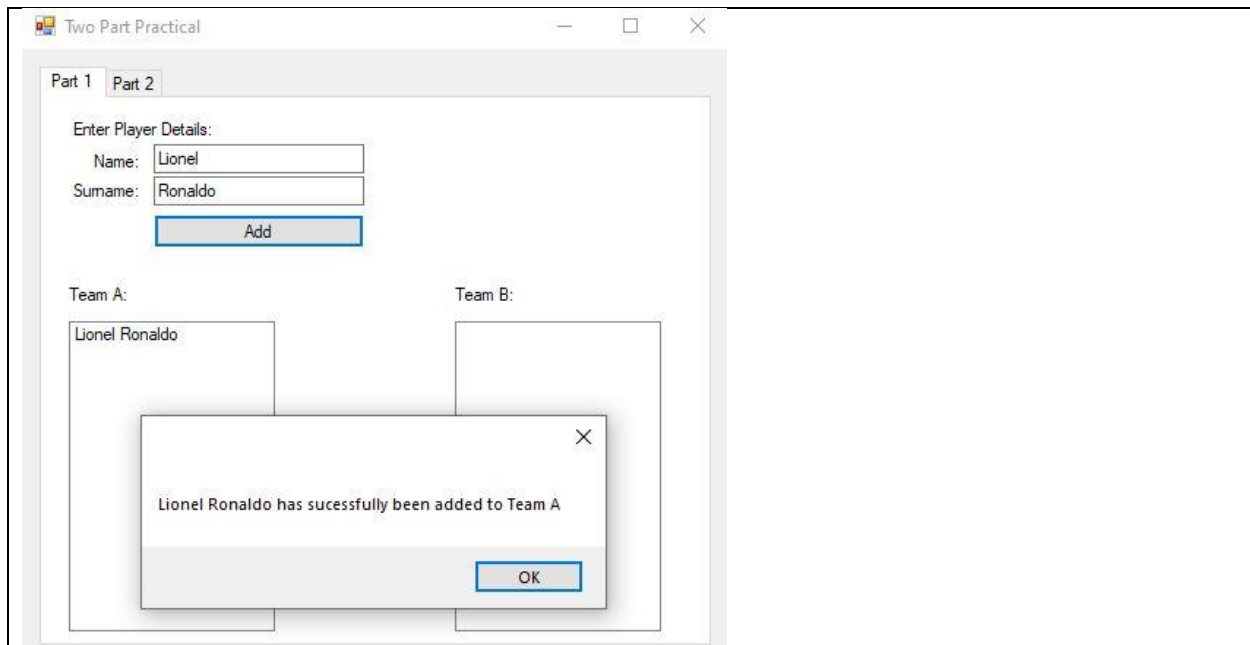
We also expect you to google how to add and remove selected items in a list box

Step 2: btnAdd

When the Add button is clicked, the following should happen:

- The Player's name and surname should be presented in the List Left (Team A) list box by default
- A message box should also be displayed, alerting the user that the player has been added (indicating their name and surname in the message box)

(Note: remember string manipulation, as you will be combining two inputs and displaying it as one output in two areas [1] the first being in the list box, and the [2] the second being in the message box)

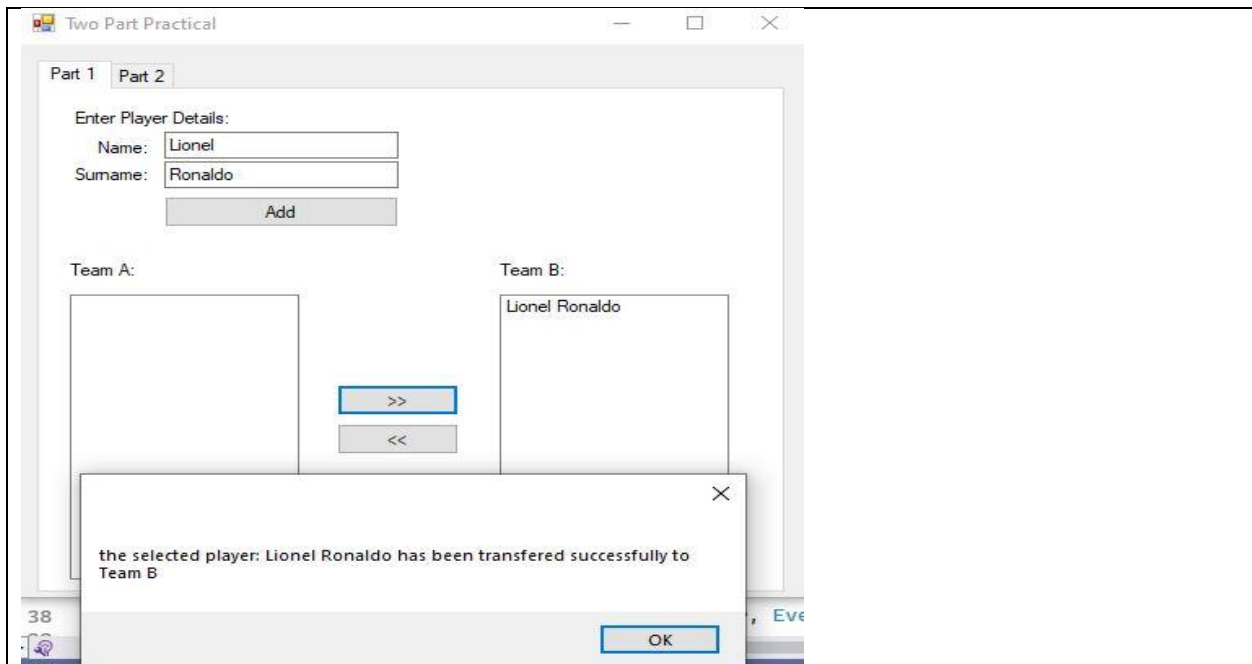


Step 3: The Transfer buttons (Right >>)

When the Transfer Right (>>) button is clicked, the following should happen:

- The Player's name and surname should be presented in the List Right (Team B) list box and removed from List Left (Team A) list box
- A message box should also be displayed, alerting the user that the player has been successfully transferred and to which team.

(Note: When the transfer happens from Team A to Team B, then mention this in the Message Box and if the transfer happens from Team B to Team A, then mention this in the Message Box)



Step 4: The Transfer buttons (Left <<)

When the Transfer Left (<<) button is clicked, the following should happen:

- The Player's name and surname should be presented in the List Left (Team A) list box and removed from List Right (Team B) list box
- A message box should also be displayed, alerting the user that the player has been successfully transferred and to which team.

(Note: When the transfer happens from Team A to Team B, then mention this in the Message Box and if the transfer happens from Team B to Team A, then mention this in the Message Box)

PART 2

Step 1: Create a Commission Calculator form in Tab 2

Create the following Commission Calculator (PART 2) form with the appropriate controls.

Two Part Practical

Part 1 Part 2

Commission Percentage: %

Amount Sold:

Without Commission

Including Commission

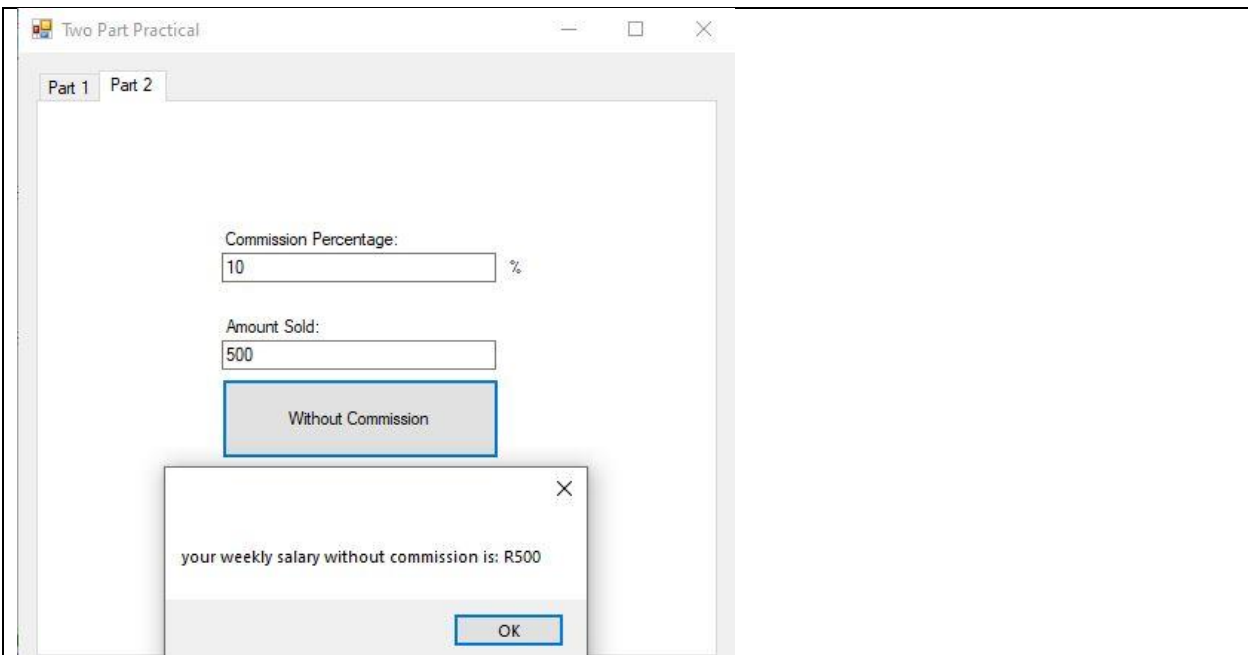
Step 2: btnWithoutCommission

Note: The Employee is getting a fixed weekly salary of R500 (this is excluding commission)

When the Without Commission button is clicked, the following should happen:

- A message box should also be displayed, alerting the user that their weekly salary is the fixed amount
- DO NOT HARD CODE THE R500 VALUE, but instead assign a variable the value of 500. WE DO NOT WANT TO SEE THE FOLLOWING CODE:
`MessageBox.Show("Your weekly salary without commission is: R500");`

(Note: It really is that simple)



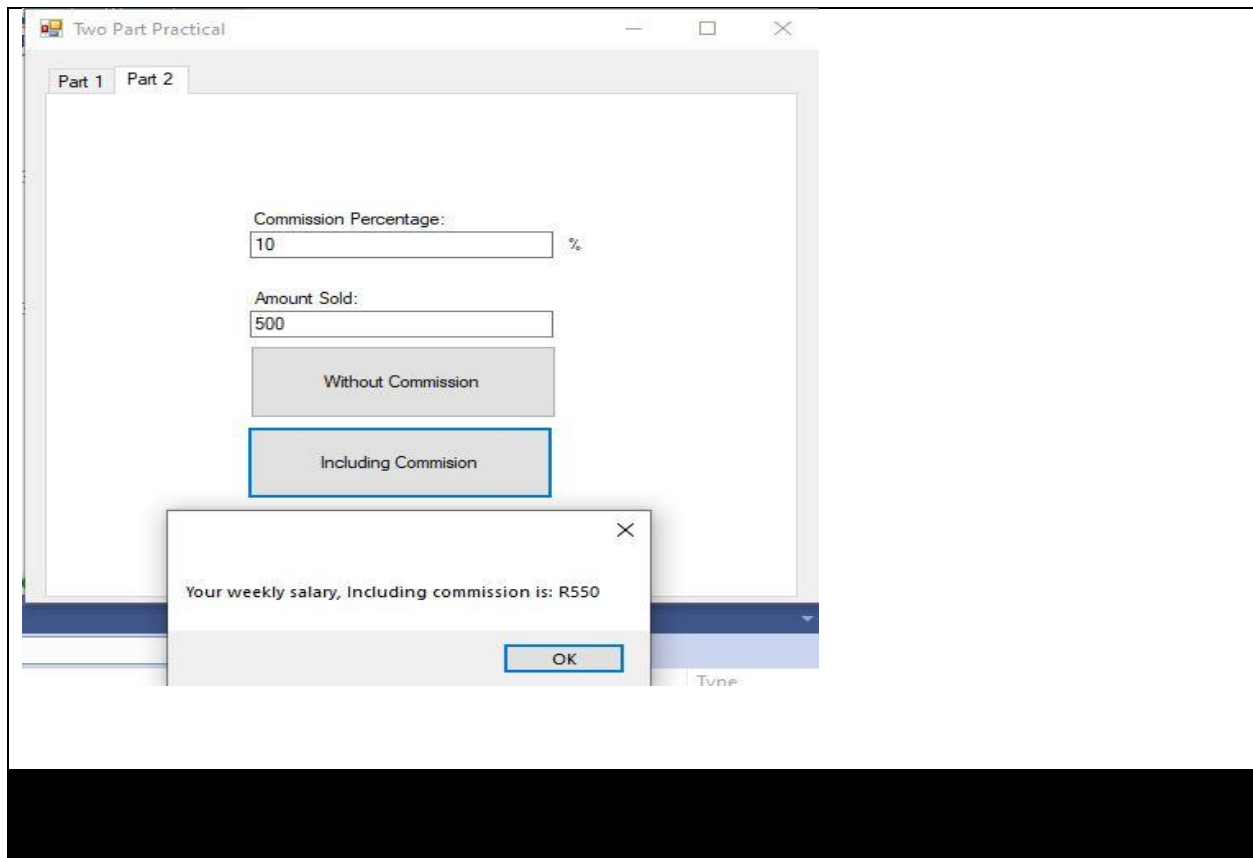
Step 3: btnIncludingCommission

Note: The Employee is getting a fixed weekly salary of R500 (this is excluding commission)

When the Including Commission button is clicked, the following should happen:

- **A message box should also be displayed, alerting the user what their weekly salary is with the commission value added on top of their fixed salary. In order to achieve this, you will need to capture the input values and create formulas to hold output values to display.**

(Note: this will require some arithmetic thinking in the back-end [i.e the btnIncludingCommission event handler])



NOTE: You need to be able to use variables, constants, string manipulation and arithmetic formulas in order for you to achieve these marks. We are not accepting hard-coded values, we need inputs that are processed and displayed as outputs

Marking RUBRIC

Outcome	Mark
No errors (The program starts)	1
Created Required Form Designs	1
When the Add button is clicked, the outputs are displayed correctly (List Box and Message Box)	2
Each transfer button (>>, <<) were functional as per the instructions in the slides and instruction document	3
The correct salary amounts were displayed (with and without commission) The R500 was not hard coded in	3
Total	/ 10

