



# At the end this practical you should be able...

- 1. To work with for loops.
- 2. To work with nested for & while loops.
- 3. To use a timer.



# What are we going to do?

- Prac 7a: Completed in class.
- Prac 7b: Completed in class.
- Prac 7c: Take home practical.



Objective: We will be creating a timer. The timer can be stopped and the time can be collected and displayed.



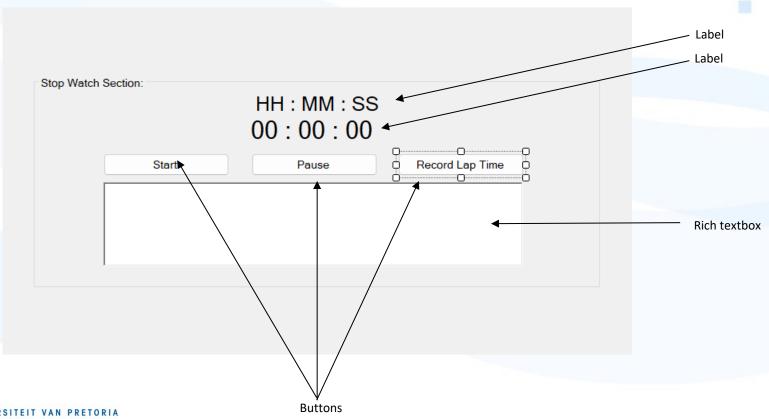
#### Remember to ask yourself questions:

- Inputs and Obtaining Data:
  - Is the user providing us with information, if so, how?
  - Once I have the interface to obtain the data, do I need to manipulate it?
- Processing:
  - How do I solve the problem?
    - » What formulas do I need?
    - » What steps are required?
- Outputs:
  - How are we displaying the information?
  - Do we have to manipulate the data again?



#### The interface:

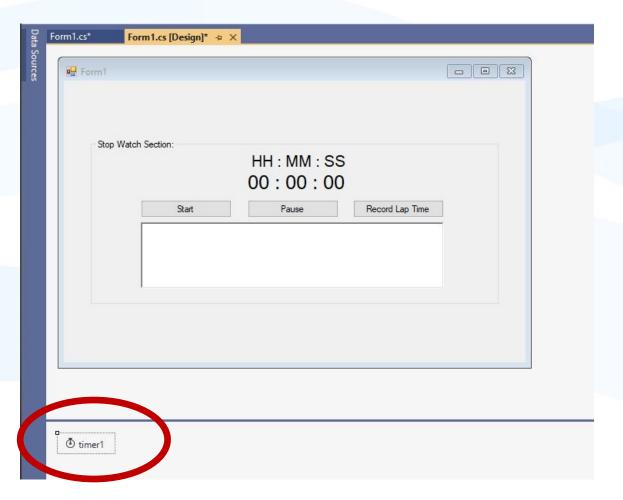
Now that we have an understanding of the program we would like to implement. We can design the interface.

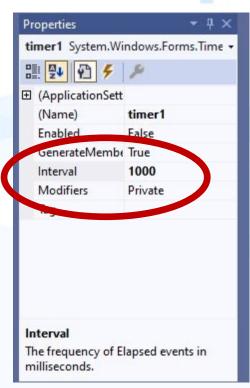




**Note:** Set the timer interval to 1000 in the property window

When you add the timer you should see this icon in the bottom left corner.





#### The code:

```
public partial class Form1 : Form
    1 reference
    public Form1()
        InitializeComponent();
    //Variables
    int sec = 01, min = 00, hour;
    //Processes
    private void btnStart_Click(object sender, EventArgs e)
       timer1.Enabled = true;
    private void btnPause_Click(object sender, EventArgs e)
        timer1.Enabled = false;
    private void btnRecord_Click(object sender, EventArgs e)
       //Output
       rtxLapDisplay.AppendText(hour + ":" + min + ":" + sec + " was the lap recorded time." + "\n");
```



The code:

```
1 reference
private void timer1_Tick(object sender, EventArgs e)
    //Output
    lblTimer.Text = Convert.ToString(hour + " : " + min + " : " + sec);
    sec++;
    if (sec == 60)
        min = min + 1;
        sec = 1;
    if (min == 60)
        hour = hour + 1;
        min = 1;
```



Objective: We are going to create an application that prints 2 triangles. Two different methods will be used to print out the same triangles. The one method we will use a for loop and the other we will use a while loop.



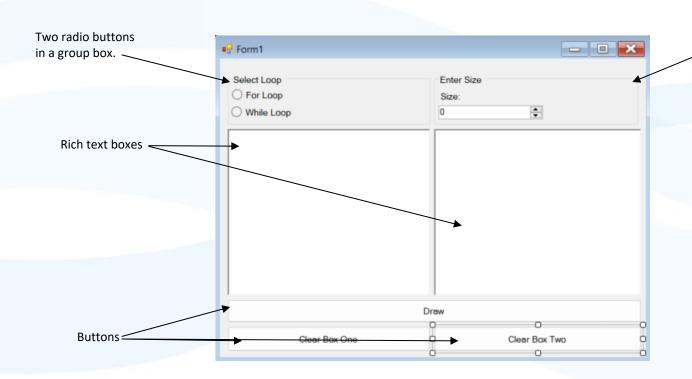
#### Remember to ask yourself questions:

- Inputs and Obtaining Data:
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- Processing:
  - How do I solve the problem?
    - » What formulas do I need?
    - » What steps are required?
- Outputs:
  - How are we displaying the information?
  - Do we have to manipulate the data again?



#### The interface:

Now that we have an understanding of the program we would like to implement. We can design the interface.



A label and a numeric up down in a group box.



#### The code:

Declaring variables, getting your inputs and deal with data manipulation:

```
1 reference
private void btnDraw_Click(object sender, EventArgs e)
{
    //Variables
    int size;
    //Inputs & data manipulation
    size = Convert.ToInt32(nudSize.Value);
```



#### The code:

Processes – for loop:

```
if (radFor.Checked == true)
    for (int i = size; i > 0; i--)
        for (int j = 0; j < i; j++)
            richTextBox1.Text += "#";
        richTextBox1.Text += "\n";
```



#### The code:

Processes – while loop:

```
else if (radWhile.Checked == true)
    while (size > 0)
        int k = size;
        while (k > 0)
            richTextBox2.Text += "#";
            k--;
        richTextBox2.Text += "\n";
        size--;
```



#### The code:

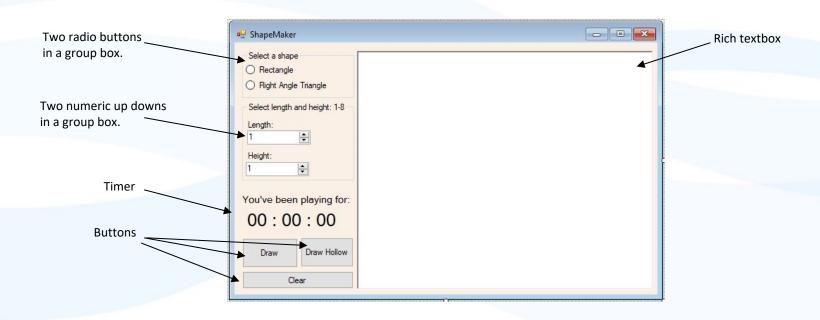
Processes –remaining:

```
else
        MessageBox.Show("Select an option");
//More Processes
1 reference
private void btnClearBoxOne Click(object sender, EventArgs e)
    richTextBox1.Clear();
1 reference
private void btnClearBox2 Click(object sender, EventArgs e)
    richTextBox2.Clear();
```



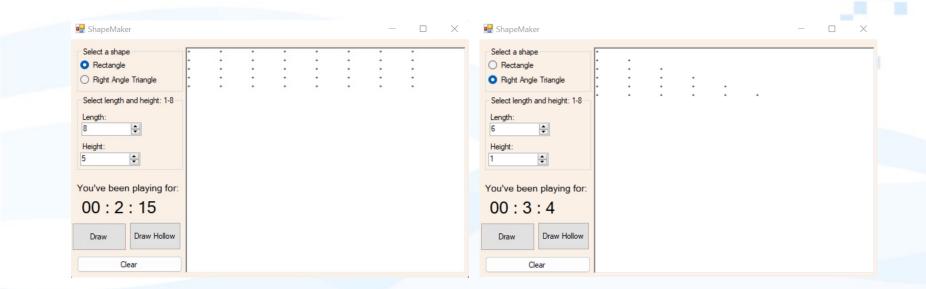
#### Practical assignment to try at home:

- You are required to build an application that will print out either a right angled triangle or a rectangle.
- Value range: 1-8.





Practical assignment to try at home:





### **Practical 7 Submission**

Submit your Practical 7c project on ClickUP as follows:

- Due Date: 22 May 2023 08:30
- Use the assignment instructions document for more information and to access the rubric.
- Name your project, INF154Prac7xxxxxxxxx (where xxxxxxxxx is your student number) and compress (zip) your project.
- Submit it under the Practical 7 submission link.

