

Final Project

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When we originally decided on the random raffle ticket winner selector we thought our three GUIs would be a button, slider, and text box. However, we quickly found out that the slider wasn't exactly easy to use and would've been hard to configure to do what we want. Before we started working on getting all three different GUIs working, we decided to first get one of them set up and running. So we decided to get our buttons put in place and working properly. We spent a lot of time just trying to configure the layout into something we liked and once we settled on one we had to get them interacting correctly with our static text boxes. Once we got our buttons and text boxes communicating to each other and in the desired positions we had to figure out what are other two interact-able GUIs would be. We tried a lot of different options, and once we were done grasping at straws, we decided to do an editable text box with a drop down menu in order for the people running the raffle ticket fundraiser/event to set a goal in either tickets or dollars. Although it isn't very functionally useful or important, it filled in our GUI requirement of three different GUIs the user can interact with.

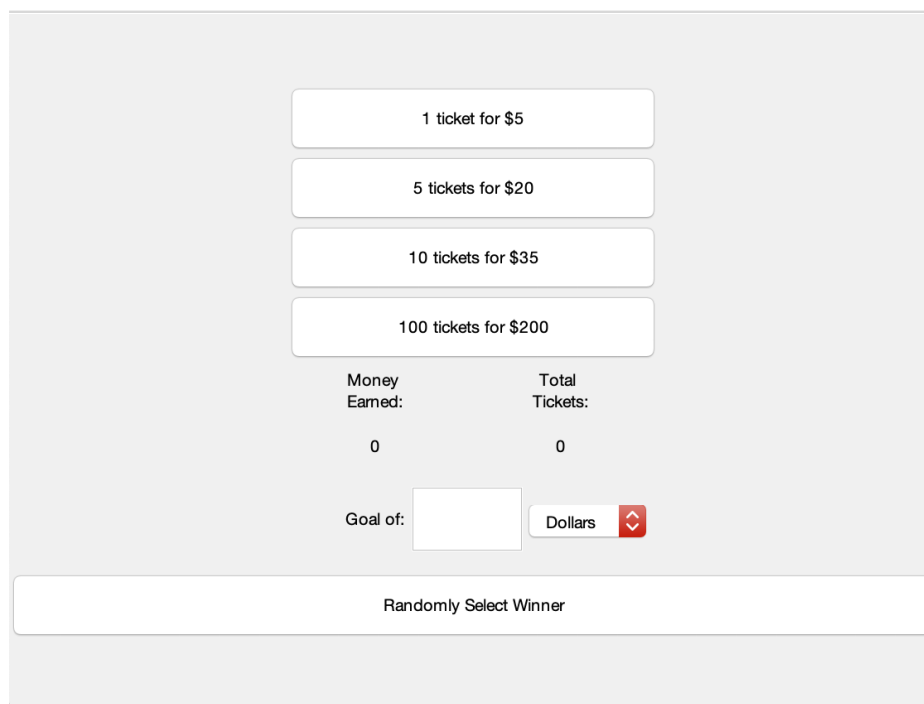
The buttons themselves were relatively simple to implement into this project since we derived most of them from our work in lab 10. We knew how to use them, how to position them, and how to get them to interact with the static text boxes. Our main issue with them was deciding how to structure our layout after we decided the slider was too complicated.

Next we set up an edit text box where people can enter their own value for a goal they'd like to reach in either dollars or tickets. This was relatively easy to understand and fit into our figure. Other than putting it in the figure, there isn't any code revolved around the edit text box.

Whatever you decide to type in it doesn't change anything and you can type any and everything you want into it. It is simply for show and doesn't provide much functionality.

Finally we set up a drop down menu that allowed you to select whether you want to set your goals for a certain number of "tickets" or "dollars". This was not very simple to understand so we had to research how to add in options into the menu, but once that was figured out we were done. Much like the edit text box, there isn't any code revolved around it. Whatever you decide to select in it doesn't change anything. It is simply for show and doesn't provide much functionality.

And then we are left with this:



The screenshot shows a central window with a light gray background. At the top, there are four white rectangular buttons stacked vertically, each with a black border. The buttons contain the text: "1 ticket for \$5", "5 tickets for \$20", "10 tickets for \$35", and "100 tickets for \$200". Below these buttons, there are two columns of text. The left column is headed "Money Earned:" and the right column is headed "Total Tickets:". Both columns currently display the number "0". Below the "Money Earned:" label, there is a "Goal of:" label followed by a small white text input box. To the right of the input box is a dropdown menu with "Dollars" selected and a red arrow icon. At the bottom of the window, there is a wide white button with a black border that says "Randomly Select Winner".

We then made sure that we tie up all our loose ends and made messages that; 1. Didn't select a winner if no tickets had been purchased; and, 2. Randomly selected and displayed a winner once you clicked the "Randomly Select Winner" button.

