Programming III COMP212

Lab#2 – Delegate

Due Date: Midnight of Friday week#4

Purpose: The purpose of this assignment is to help you:

• Understand delegation

Instructions: Be sure to read the following general instructions carefully:

This lab should be completed individually by all the students. Please submit your solution through the dropbox, and name your submission according to the following pattern: studentID(yourlastname) Labnumber.zip. e.g., 300123456(smith) Lab#2.zip

Rubric

Functionality	<u>Marks</u>
GUI	3
When Subscribe button is clicked, an object of	2*2
SendViaEmail or/and an object of	
SendViaMobile is/are instantiated, and should	
be added to corresponding collection(s) if the	
email or/and mobile has/have not been	
subscribed before; finish the subscription	
When UnSubscribe button is clicked, removed	2*2
the corresponding object of SendViaEmail	
or/and an object of SendViaMobile from	
corresponding collection(s) if the email or/and	
mobile has/have subscribed before; finish un-	
subscription	
Validate email	0.5
Validate mobile	0.5
Publish notification	1
Use two collections to hold SendViaEmail	0.5*2
objects and SendViaMobile objects	
respectively	
Overall (code readability, app usability, etc.)	1

Question[15 marks]

In the real world, the notification management system consists of two parts, one is to allow clients to subscribe/unsubscribe the notification, and the other is to facilitate administrator(s) to publish the notification. This assignment simplifies the problem, and merges two parts as one. In this assignment, you are asked to implement a .NET <u>WinForm application</u> to mimic notification management system. <u>You are required to use delegate</u>.

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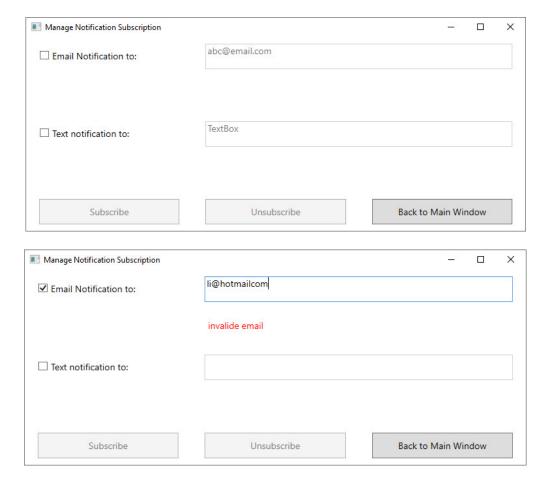
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Your app facilitates clients to subscribe/unsubscribe notification as well as send notification to all subscribers. Your App needs to make sure that the provided email address is valid and provided cell phone number is following the specified format.

After the app has been launched, following GUI (or similar one) should be presented. As there is no subscriber when the app just launches, "Publish Notification" button is disabled.

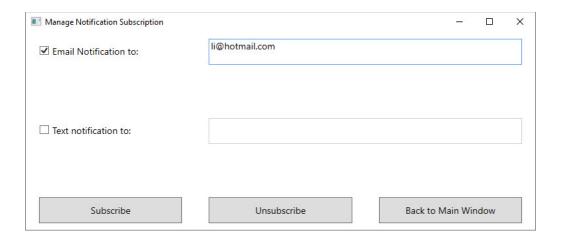


After *Manage Subscription* button clicked, following GUI (or similar one) should be popped up to allow clients to subscribe or unsubscribe notification. If an invalid email address has been provided, error message should be provided.

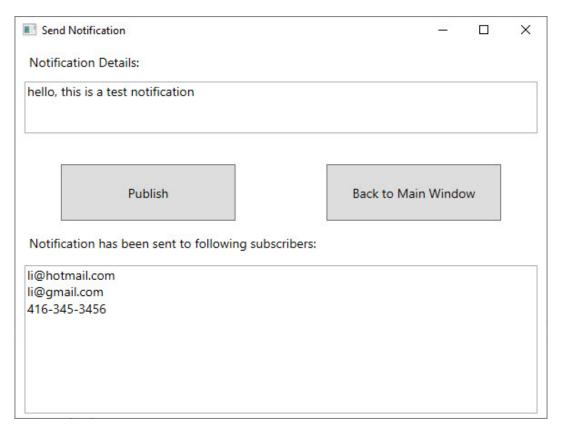


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After *Publish Notification* button clicked, following GUI is presented to facilitate notification publish.



Please make sure:

- 1. No duplication subscription is allowed; in other words, if user tries to subscribe using the same email to subscribe again, your app should prompt warning message.
- 2. Your app should be able to deal with many subscribers. [hint: use collections to hold the subscribers' information]

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