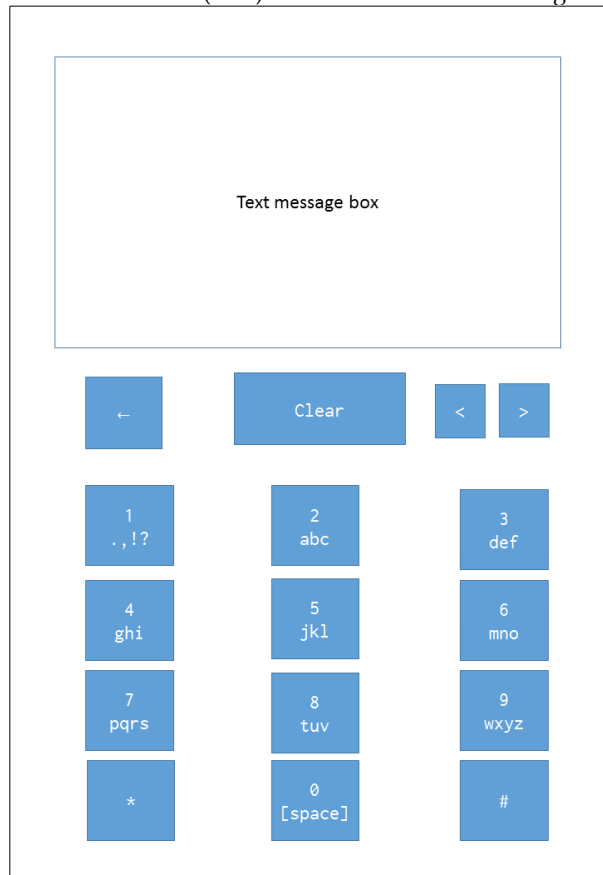


CMSC 124 Exercise 7
Text Message Interface Using Visual C#

Use Visual C# to create a Graphical User Interface (GUI) that looks like the following:



The following functionality must be achieved:

- A single press of buttons 1 through 9 will produce the first character of the series of characters assigned to them (1 press of 2 will produce a).
- Each subsequent press of the same button will scroll through the list of characters (2 presses of 2 will produce b). There is no time limit for the subsequent presses. Once the last character is reached, the next press will produce the number associated with the button before looping back to the first character (4 presses of 2 will produce 2).
- Pressing a new button will automatically move the cursor from the current character and produce a new character from the newly-pressed button. (2 presses of 2 followed by a press of 3 will produce bd).
- The arrows keys on the right side can be used to move on to the next character or go back to previous characters. It can be used after subsequent presses of the same button to print a new character from the same button (2 presses of 2 followed by > followed by another press of 2 will produce ba).
- The # key will be used to switch among the following modes: Capitalize next letter, ALL UPPER CASE, all lower case, all numbers. Again, if enough presses are used, loop back to the first mode.
- Pressing ← will delete the last character before the cursor.
- Pressing Clear will delete all the characters in the text message box.

Bonuses:

- If a button is pressed for 1.5 seconds, the number will appear (it will still appear as the last in the list of characters if the button is pushed enough times). (+1/10)
- After pressing a button, if it is not pressed again within 1.5 seconds, move on to the next character. (+1/10)
- Use the * key to open a symbol window from which a symbol can be picked and added at the current cursor position. (+1/10)
- If the C button is pressed for 1.5 seconds, the text message box should be cleared. (+1/10)