

Final Project

By Deriek Thomas & John Vohs

Approved by Laurel Hilger

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.

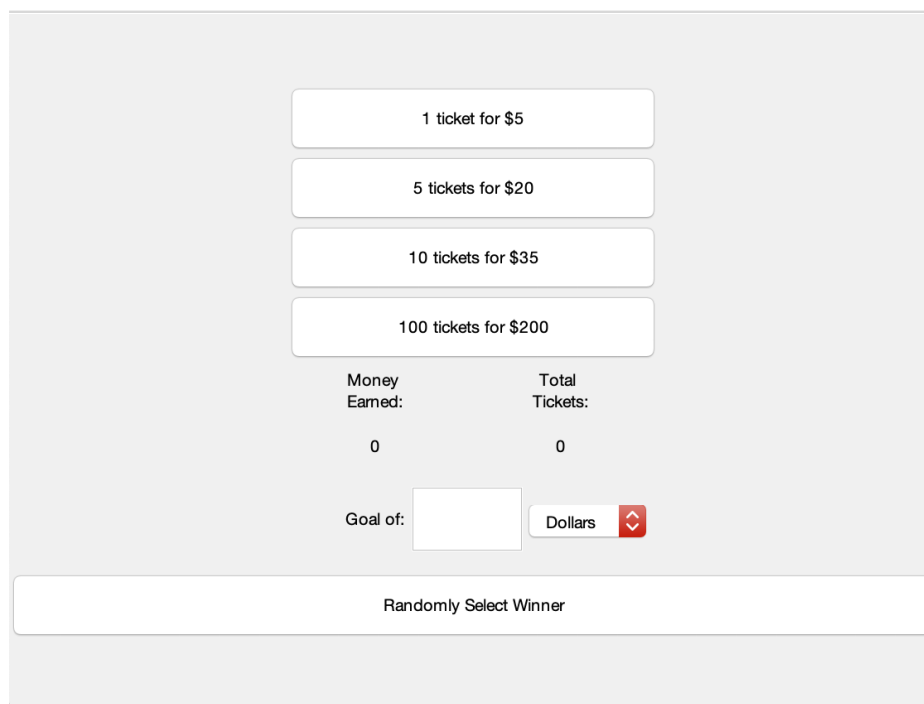
The buttons themselves were relatively simple to implement into this project since we derived most of them from our work in lab 10. We knew how to use them, how to position them, and how to get them to interact with the static text boxes. Our main issue with them was deciding how to structure our layout 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 user interface for a ticket purchasing application. It features four buttons stacked vertically, each representing a different ticket option: "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 labeled "Money Earned:" and shows the value "0". The right column is labeled "Total Tickets:" and also shows the value "0". Below these columns, there is a "Goal of:" label followed by an empty text input field. To the right of the input field is a dropdown menu currently set to "Dollars" with a red up/down arrow icon. At the bottom of the interface is a large button labeled "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.

