

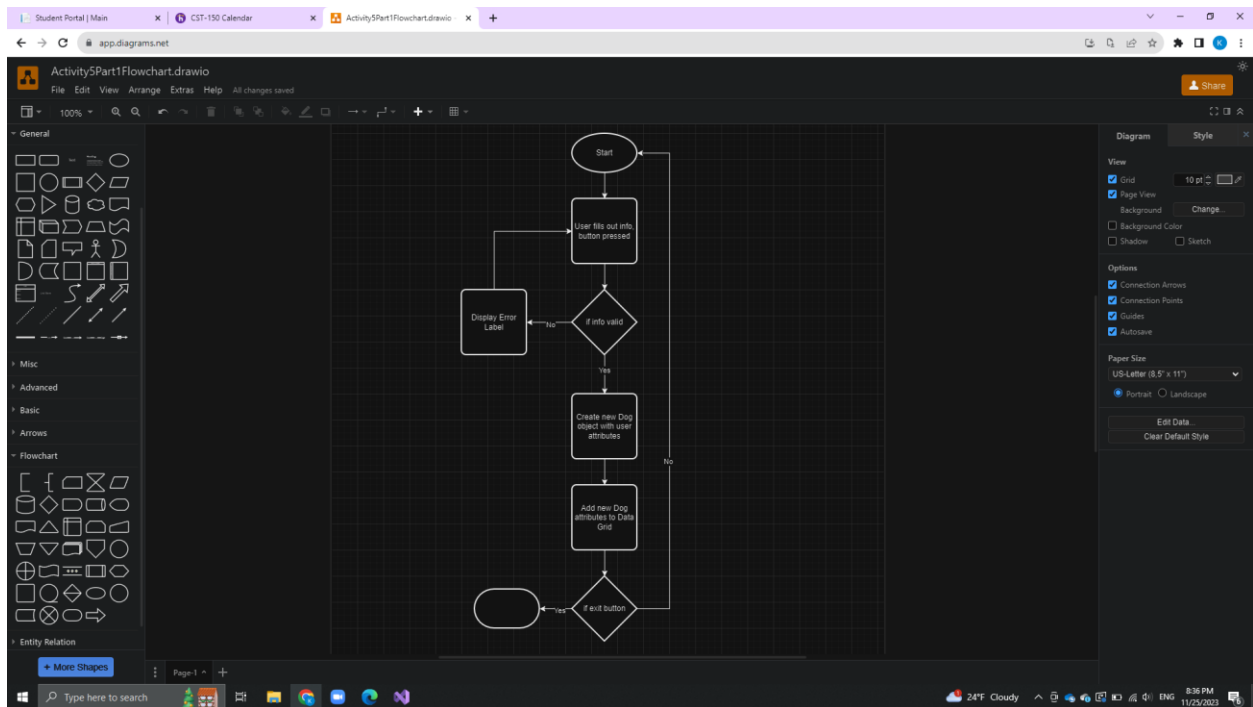
Kohl Johnson

CST-150

11-26-2023

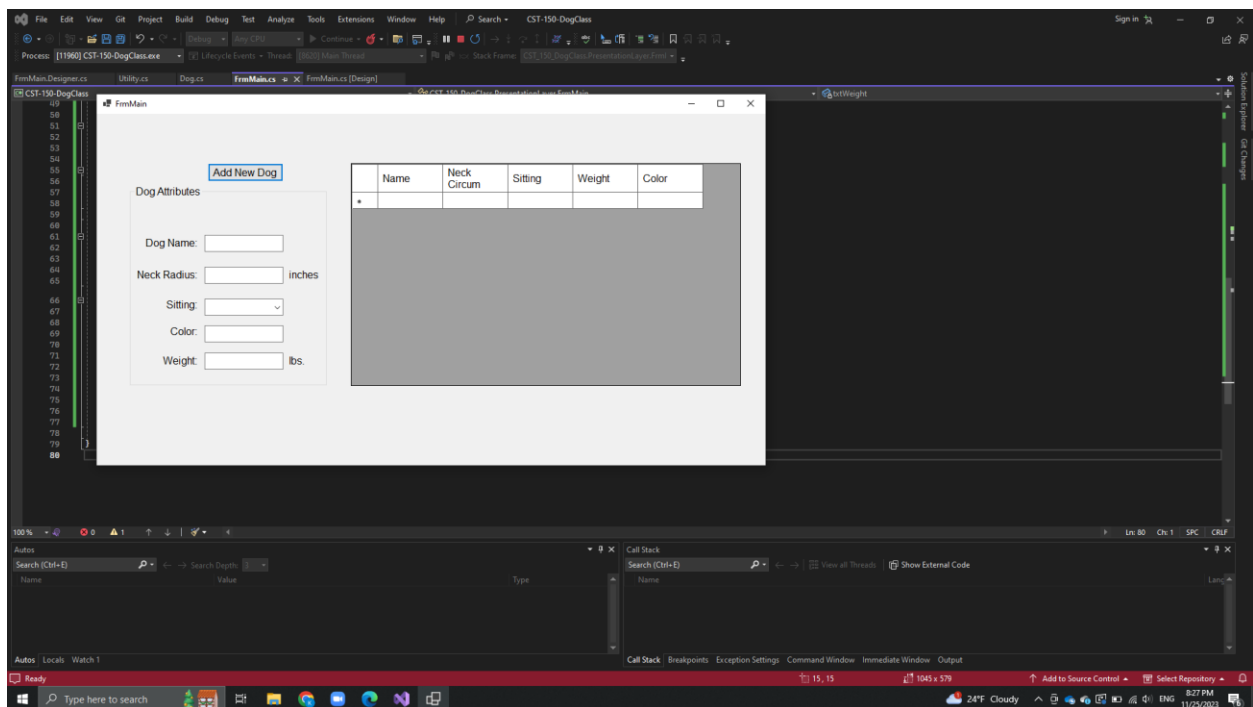
Activity 5 Part 1

Flowchart Screenshot

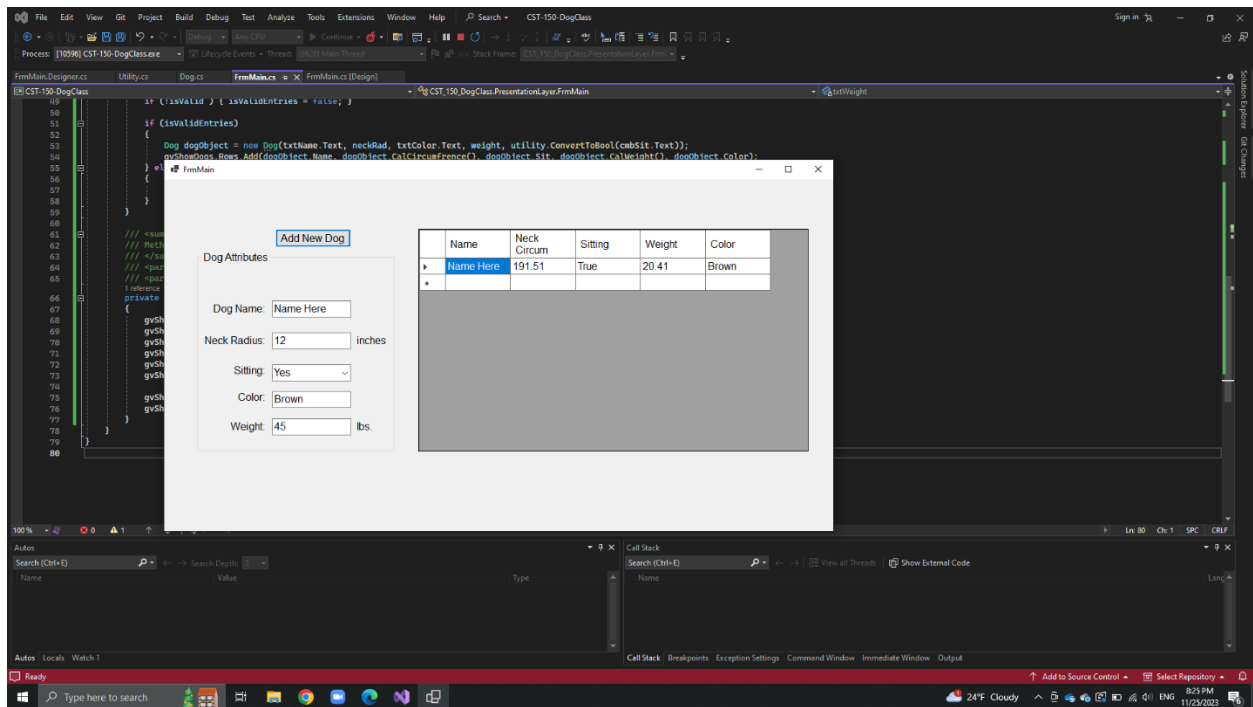


Just realized I forgot the “End” text on the terminator block. Anyway, here is the flowchart.

Pre-Form Population Screenshot

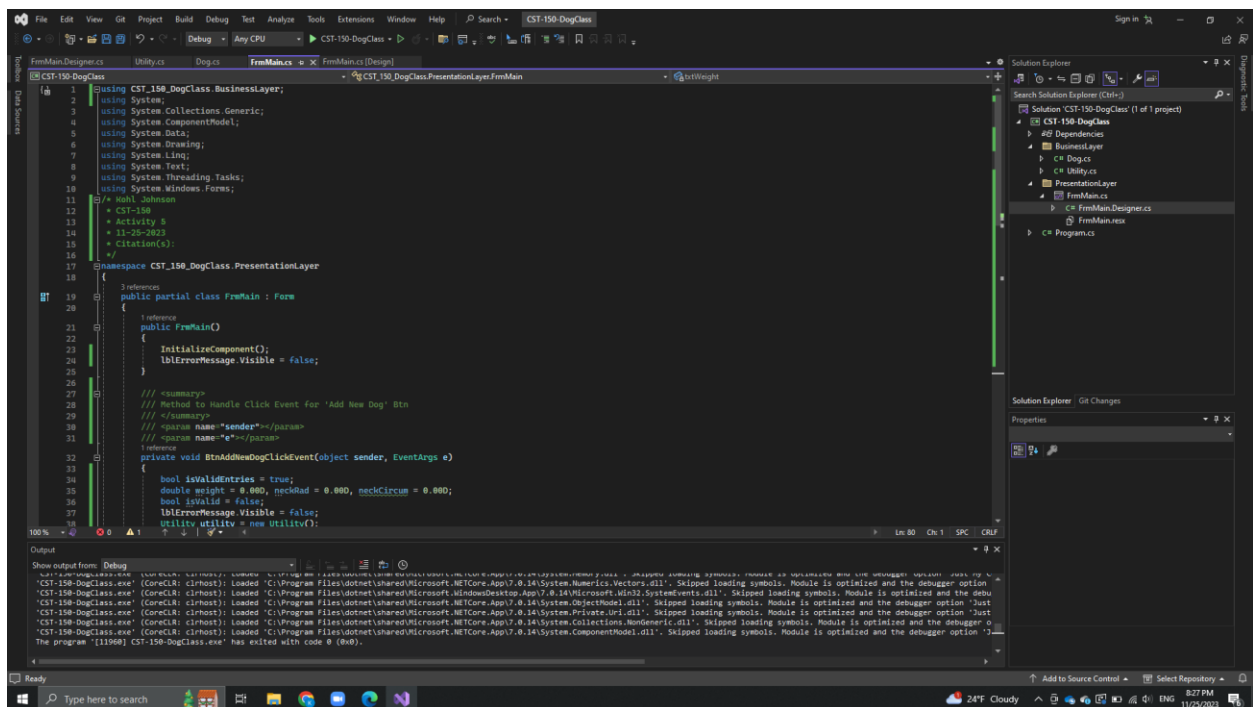


Post-Form Population Screenshot



I think I might be missing a Dog object entry.

Code Screenshot 1



Shows the citation and the start of the FrmMain

The image shows a Visual Studio IDE with the following components:

- File Explorer:** Shows the project structure with folders like `bin`, `obj`, `Resources`, and `FormMain`.
- Code Editor:** Displays the `FrmMain.cs` file. The code includes XML comments for the `sender` parameter, a constructor, and a `BindAddDogClickEventHandler` method. The method logic involves validating input fields (name, weight, neckRad, height) and creating a `Dog` object.
- Solution Explorer:** Located on the right, it shows the project `CST-150-DogClass` and its dependencies, including `BusinessLayer`, `UI`, `Utility`, and `FormMain`.
- Output Window:** At the bottom, it shows the build output for `CST-150-DogClass.exe`, indicating that the application was built successfully.

```
<?xml version='1.0' encoding='utf-8' ?>
<summary>
    Method to be run when the Add Dog button is clicked.
</summary>
<param name="sender" type="EventArgs" />
</param>
</summary>
private void BindAddDogClickEventHandler(object sender, EventArgs e)
{
    bool isValidEntries = true;
    double weight = 0.000, neckRad = 0.000, height = 0.000;
    bool isValid = false;
    lblErrorMessage.Visible = false;
    utility utility = new Utility();

    if ((utility.Null(txtName.Text)) || (utility.Null(txtColor.Text)) || (cmbSit.SelectedItem == null))
    {
        isValidEntries = false;
    }

    (neckRad, isValid) = utility.ValidDouble(txtNeck.Text);
    if (isValid) { isValidEntries = false; }

    (weight, isValid) = utility.ValidDouble(txtWeight.Text);
    if (isValid) { isValidEntries = false; }

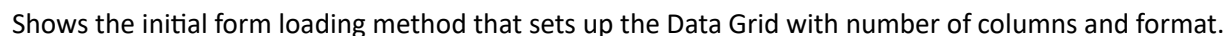
    if (isValidEntries)
    {
        Dog dogObject = new Dog(txtName.Text, neckRad, txtColor.Text, weight, utility.ConvertToBool(cmbSit.SelectedItem));
        gtdog.ShowAddDogObject.Name, dogObject.CalcCircumference(), dogObject.Sit, dogObject.CalWeight(), dogObject.Color);
    }
    else
    {
        lblErrorMessage.Visible = true;
    }
}

<summary>
    Method to be run when the Add Dog button is clicked.
</summary>
<param name="sender" type="EventArgs" />
</param>
</summary>
private void FrmMainLoadEventHandler(object sender, EventArgs e)
{
}
```

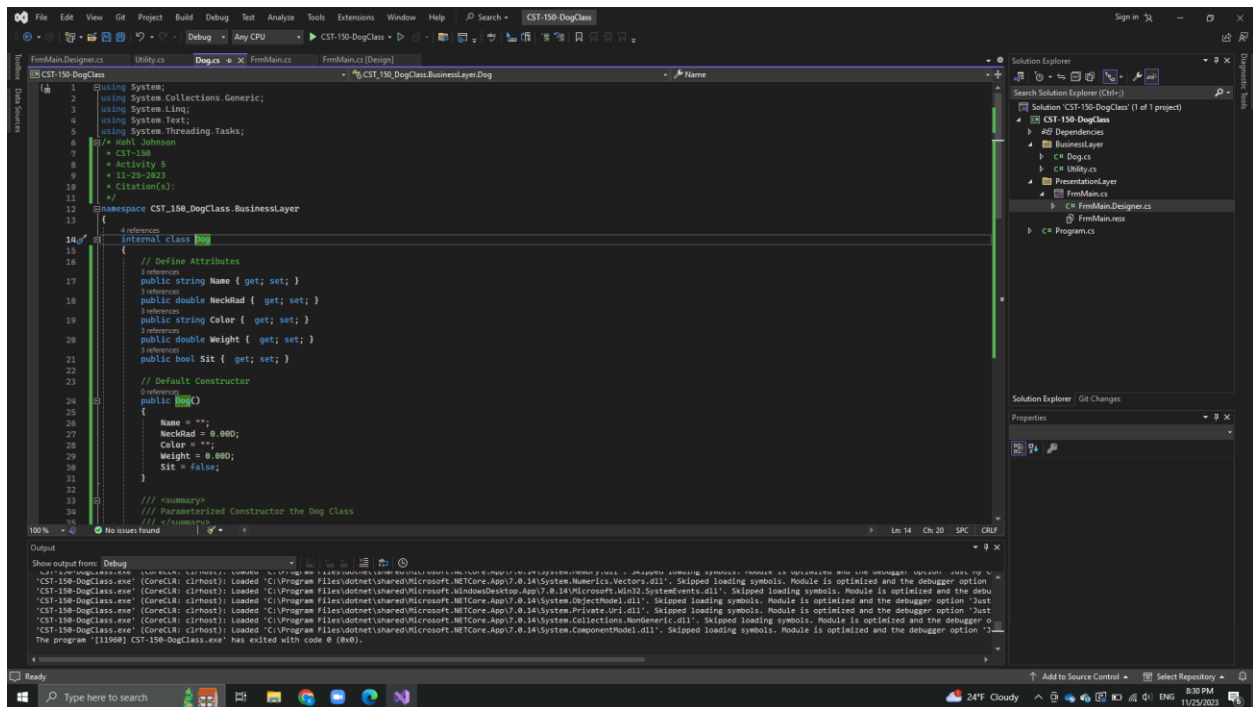
Output:

```
CST-150-DogClass.exe (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\7.0.14\System.Numerics.Vectors.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just my code' is enabled.
CST-150-DogClass.exe (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.WindowsDesktop.App\7.0.14\Microsoft.Win32.SystemEvents.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just my code' is enabled.
CST-150-DogClass.exe (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\7.0.14\System.ObjectModel.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just my code' is enabled.
CST-150-DogClass.exe (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\7.0.14\System.Private.Uri.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just my code' is enabled.
CST-150-DogClass.exe (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\7.0.14\System.Collections.NonGeneric.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just my code' is enabled.
CST-150-DogClass.exe (CoreCLR: clrhost): Loaded 'C:\Program Files\dotnet\shared\Microsoft.NETCore.App\7.0.14\System.ComponentModel.dll'. Skipped loading symbols. Module is optimized and the debugger option 'Just my code' is enabled.
The program 'C:\bin\bin\CST-150-DogClass.exe' has exited with code 0 (0x0).
```

Code Screenshot 3

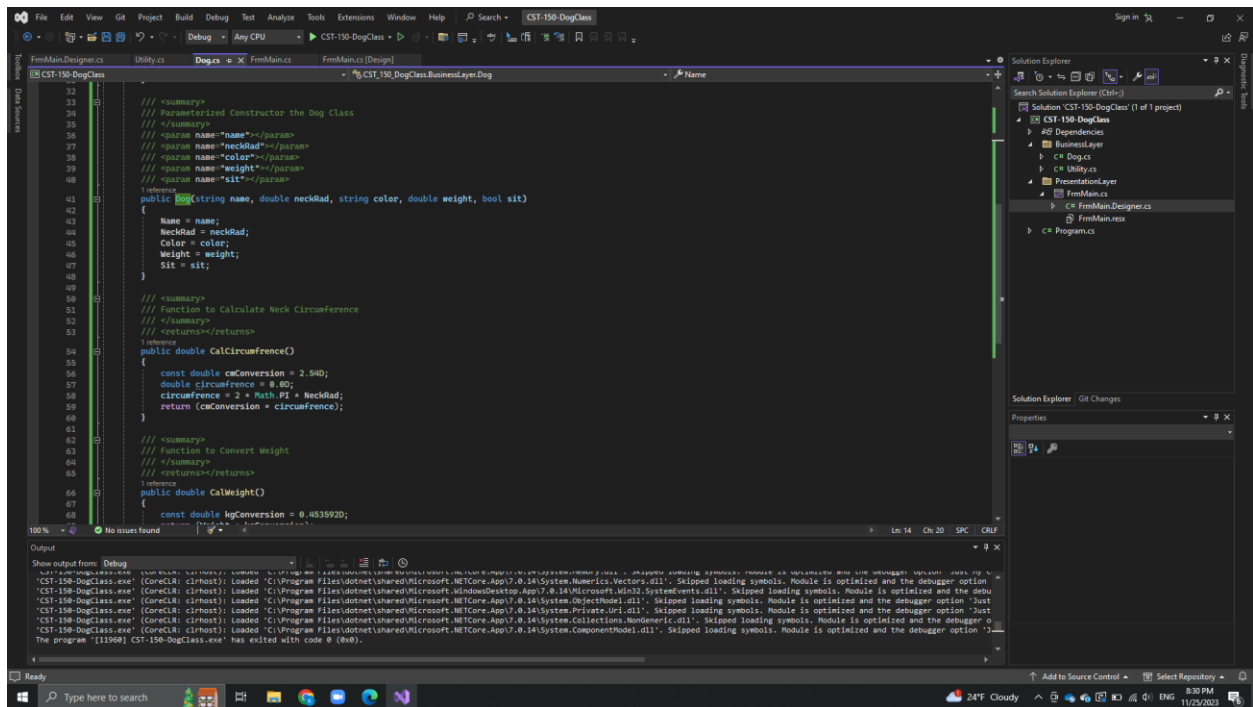


Dog Class Screenshot 1



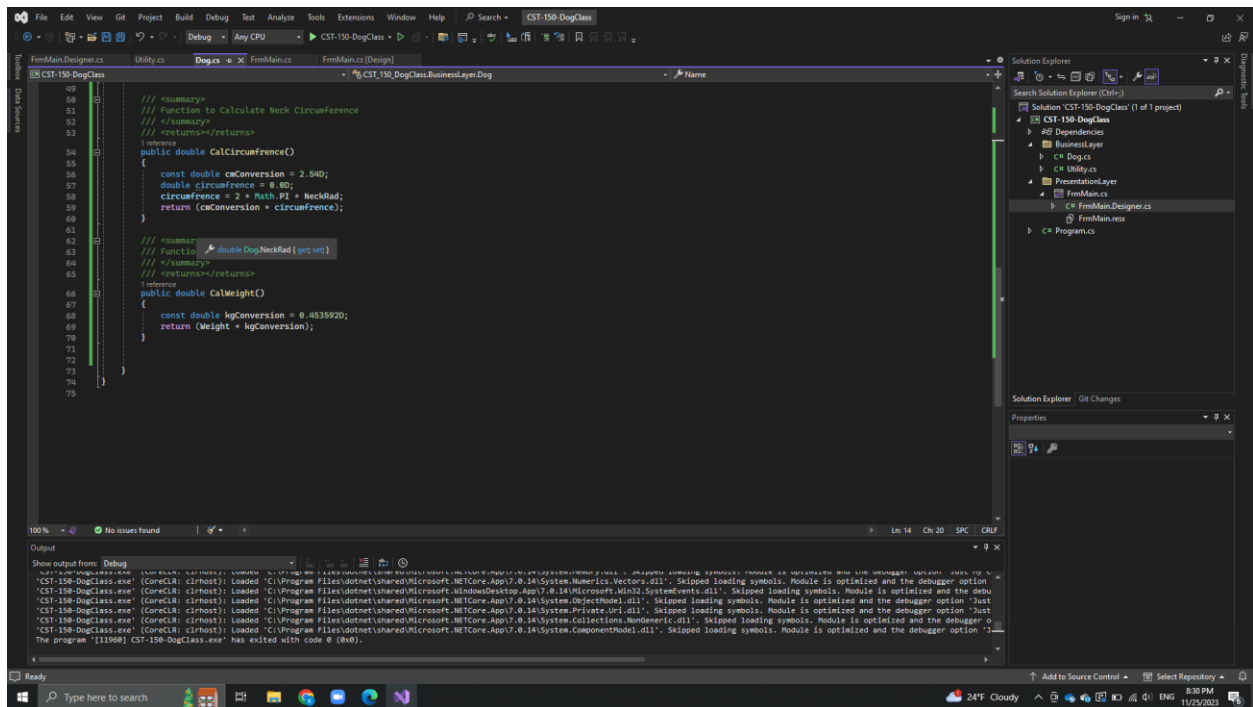
Shows the citation and the attributes for the dog class. Also shows the default constructor.

Dog Class Screenshot 2



Shows the parameterized constructor and the CalcCircumference method.

Dog Class Screenshot 3



Finally, shows the CalcHeight method.