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CIS133N

Lab 1 Design

**Challenge:**

Program needs to have 5 picture boxes, each of them having a label. When the label is clicked on, it will show the picture boxes. Label for program title at top is also needed. 2 buttons, one clears picture boxes, one will exit after displaying a dialogue box. Said dialogue box should notify user that program will terminate.

**Step 1. Clearly define what the application will do.**

**Purpose**:

* Show each picture box when corresponding label is clicked.
* Clear picture boxes when clearButton pressed.
* Exit after confirmation via dialogueBox

**Output:** Pictures based on what user clicked.

**Input:** Mouse clicks from user.

**Process**: On numXLabel\_Click: set numXPictureBox.Visible = True

On clearButton\_Click; set all PictureBox.Visible = False

**Step 2. Design the GUI**

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**Step 3 Make a list of the controls needed.**

**Define the values of each controls relevant properties**

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Text** |
| myPictureBoxForm | Form holding all the other controls | “Picture Box Program” |
| firstPictureBox | PictureBox with a picture of number 1 | “” |
| secondPictureBox | PictureBox with a picture of number 2 | “” |
| thirdPictureBox | PictureBox with a picture of number 3 | “” |
| fourthPictureBox | PictureBox with a picture of number 4 | “” |
| fifthPictureBox | PictureBox with a picture of number 5 | “” |
| titleLabel | Large red title | “Picture Boxes!” |
| firstPictureLabel | Description for the Carpet Size Label | "Carpet Size" |
| secondPictureLabel | Allows the user to enter the length of the room. | "" |
| thirdPictureLabel | Allows the user to enter the width of the room | "" |
| fourthPictureLabel | Displays the carpet size, after the calculateCarpetSizeButton button has been clicked | "0.0" |
| fifthPictureLabel | When clicked,  calculates the Carpet Size | "Calculate Carpet Size" |
| clearButton | When clicked,  clears the screen | "Clear" |

**Note:** I give the form a name (the book doesn’t). **I require that you name forms.**

**Step 4 Make a list of the methods needed for each control**

|  |  |
| --- | --- |
| **Method** | **Description** |
| calculateCarpetSizeButton\_Click | Multiplies length (entered in lengthTextBox.Text) by the width (entered in widthTextBox.Text)  Result is stored in carpetSizeLabel.Text |
| clearButton\_Click | Clears the lengthTextBox text box  Clears the widthTextBox text box  Sets carpetSizeLabel to 0.0 |